

Grigori The Undying:

*Hailing from the frozen remains of Old Russia, this fiercely competitive showman is rumored to have been one of Mishkin's earliest failed experiments. With that being said, us folks here at Mishkin Incorporated would like to remind you that we legally cannot confirm nor deny that any research has been conducted involving human bodies, living or otherwise. We recommend you assume that any exceptionally intelligent zombie is not a zombie at all and has merely contracted leprosy. Any mention of **Project Grigori** is likely a fabrication intended to frighten or dissuade Mishkin consumers and shareholders. Please notify Mishkin representatives of any person or group making unauthorized use of Mishkin-Brand healing and repair technology.*

- **Perk Classes:** Horror and Badass

Teams participating in Grigori's smear campaign gain the following Sponsored Perks:

- **Love Machine:** At the start of the game, select one vehicle on this team to be the Love Machine. When the Love Machine ends its Activation, that vehicle may repair up to 3 Hull Points. This may be distributed as you wish amongst the Love Machine and any friendly vehicle in Short range of it.
- **Big And Strong:** At the end of the Gear Phase, this team gains 1 Audience Vote for every friendly vehicle that has less than or equal to half its starting Hull Value.



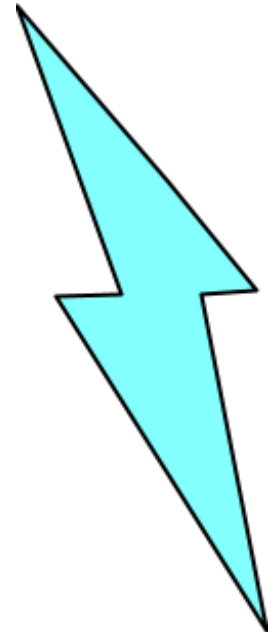
Zachary:

*Every work of art has its cheap knockoff. Who needs fancy techno gadgets when **Zach's Shack** provides all the circuits and batteries you need at a discount price? And what's all this talk about exposed wires? Don't sweat the details, you'll be perfectly fine! Just sign here and let's get started!*

- **Perk Classes:** Horror and Technology

Teams sponsored by Zachary gain the following Sponsored Perks:

- **Great Value:** This team may purchase Electrical weapons and upgrades for 1 can less than their listed price. Whenever a friendly vehicle uses an Electrical weapon, that vehicle gains 2 Hazard Tokens after resolving the attack.
- **Static Shock:** Smash Attacks made by vehicles on this team have the Arc Lightning Projector's Special Rule(pg.73). Treat chain-reaction Smash Attacks as weapon attacks, rolling a number of Attack Dice equal to the number of uncanceled hits this vehicle caused from the previous attack.
- **Electric Avenue:** Whenever a friendly vehicle causes uncanceled hits on 3 or more vehicles during a single collision(including itself and friendly vehicles), this team gains 1 Audience Vote. This includes vehicles attacked via Static Shock, as well as any vehicle damaged by another vehicle getting wrecked and exploding or colliding with another vehicle.



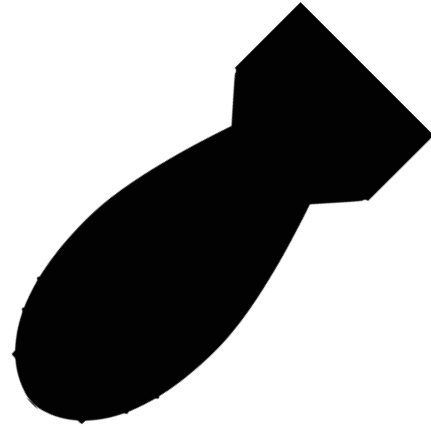
Adam:

*Supposedly lurking in the abandoned craters of Iceland is a man who wishes nothing but total, indiscriminate destruction. Almost nothing is known about him; anyone who gets too close is never seen again. He might not exist at all, or he may be a pseudonym used by Anarchy extremists. Whatever the case, anyone who crosses the **Adam Bombers** is going to have a bad time.*

- **Perk Classes:** Horror and Military

Teams sponsored by Adam gain the following Sponsored Perks:

- **Instruments Of Destruction:** This team may purchase Heavyweight vehicles for 3 cans less than their listed price. All weapons that use 3 or more Build Slots take up 1 less Build Slot than normal.
- **Safety Off:** Before any vehicle on this team rolls attack dice, you may choose to double all uncanceled hits from that attack. If you do, the attacking vehicle loses hull points equal to half the number of hits, cancelled and uncanceled, regardless of how many hit points the target vehicle lost.
- **Omnicide:** This team gains 1 Audience Vote whenever a vehicle owned by any team is wrecked.



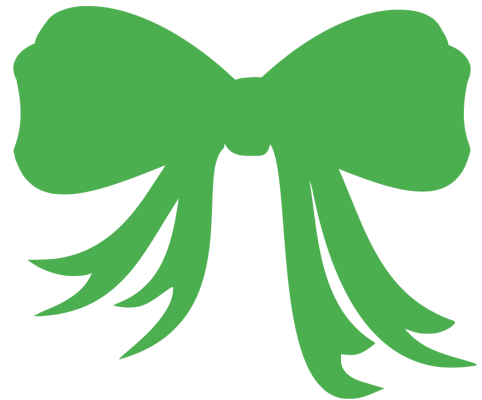
Marie:

*Countless decades of revolt and questionable courting practices have slowly taken their toll on the royal bloodline. Add in the toxic waste and mercury radiation and it's no wonder **Queen Marie VIII** turned out how she did. Perhaps the only people crazier are the loyal residents of Newer England who follow her without question.*

- **Perk Classes:** Horror and Aggression

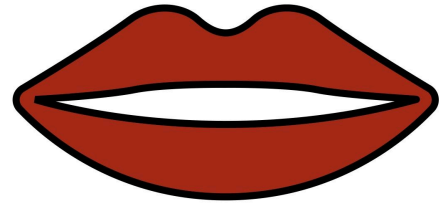
Teams sponsored by Marie gain the following Sponsored Perks:

- **Government Funding:** Each vehicle on this team receives 1 free weapon, upgrade, or perk when purchased.
- **Off With Their Head:** Whenever a vehicle on this team is involved in a collision, the other vehicle immediately loses 1 hull point before reactions are declared.
- **Diplomatic Immunity:** At the start of the game, select one vehicle on this team to be the Diplomat. Any enemy vehicle that collides with the Diplomat, or targets them with a shooting attack or any effect that requires a target, immediately gains 2 Hazard Tokens. This team cannot earn Victory Points or pass gates if the Diplomat is a wreck or not in play.
- **Royalties:** Start the game with 3 Audience Votes. Gain 3 Audience Votes at the end of Gear Phase 6 if the Diplomat is still in play.



Roxanne, The Rubber Poltergeist:

*You might lose your soul to Beverly, but her little sister **Roxanne** is just an asshole. Like, imagine you're just cruising the highway minding your business, then BAM: crumpled hood! Not even something exciting like a break failure or popped tire, just annoying cosmetic damage! Asshole.*



- **Perk Classes:** Horror and Pursuit

Teams being played with by Roxanne gain the following Sponsored Perks:

- **Body To The Night:** At the start of the game, select one vehicle on this team to be the Poltergeist. When any vehicle ends its activation within Short range of the Poltergeist, you may force that vehicle to make a forced move using any template except Medium Straight that is permitted in Gear 1. You choose the template. The owner of the affected vehicle may choose to instead add 2 Hazard Tokens to the affected vehicle.
- **Streets For Money:** When a friendly vehicle resolves Skid Dice, this team gains 1 Haunt Token for every unused Shift result. You may convert 3 Haunt Tokens to 1 Audience Vote at any time.
- **Red Light:** Once per Gear Phase, when any vehicle begins its activation within Short range of the Poltergeist, you may spend 2 Haunt Tokens to prevent that activation. The affected vehicle cannot be activated again this Gear Phase.
- **Dress Tonight:** Once per Gear Phase, when any vehicle begins its activation within Short range of the Poltergeist, you may spend 1 Haunt Token to force that vehicle to shift up or down 1 gear, gaining a Hazard Token as normal. You choose whether to shift up or down. Shifting down does not prevent activation.

Yandi, The Speed Demon

*There are those who look up to the **Spirit Of Idris**, even those who devote themselves to his memory. But at the end of the day you have to face the fact: there's just no topping the real thing.*



- **Perk Classes:** Horror and Daring

Teams gifted with the blessing of Idris gain the following Sponsored Perks:

- **Yandi's Blessing:** At the start of the game, select one vehicle on this team to be the Speed Demon. The Speed Demon always considers the Long Straight template to be permitted and Trivial. The Speed Demon may choose to make a forced move using the Short Straight template whenever it ends a Movement Step. The Speed Demon has the Ghost Rider special rule(pg.101).
- **Phantom Boost:** Once per round, immediately before or immediately after any vehicle's Movement Step, you may force that vehicle to make a forced move using the Long Straight template.
- **Cheap Trick:** Once per round at any time, you may swap the places of the Speed Demon and any other friendly vehicle. The front end of each vehicle should be in the same location as the front end of the opposite vehicle was. This creates a Collision Window. You can also use this once per game on any enemy vehicle, but not during a round in which you already swapped places.
- **Midnight Train:** Whenever a vehicle on this team moves using the Long Straight template 2 or more times in a single activation, this team gains 1 Audience Vote.

Harley:

Whoever gets rejected by The Warden usually goes to The Ward instead. A long-time friend and rival to Cadeila, **Warden Harley** has no problem sending some of her own loonies to compete and sometimes even partner with her in the races. In her eyes, any excuse to make more room in the asylum is a valid one.

- **Perk Classes:** Horror and Reckless

Teams sponsored by Harley gain the following Sponsored Perks:

- **Death Trap:** Vehicles on this team may purchase the following upgrade:
 - **Stripped Parts:** Reduce the base cost of this vehicle by 1. Reduce the Hull Value of this vehicle by 1. This upgrade may be purchased indefinitely, to a minimum of 1 Hull Point or 1 can cost, whichever comes first.
- **Folie À Deux:** At the start of the game, select one vehicle on this team to be the Ringleader. The Ringleader wipes out at 12 Hazard Tokens instead of 6. Any other vehicle within Medium range of the Ringleader that has gained Hazard Tokens during the current activation, moves 1 of their Hazard Tokens to the Ringleader at the end of the current activation(provided they still have one to give). Perks used by friendly vehicles do not trigger this rule. When the Ringleader ends its own activation, all vehicles within Medium range of it gain 1 Hazard Token without invoking the previous rule.
- **Sweet Delirium:** Once per round at any time, you may remove all Hazard Tokens from all friendly vehicles and gain 1 Audience Vote for every 4 Hazard Tokens removed this way. This prevents wipeouts, provided that the Flip Check for that wipeout hasn't occurred yet.



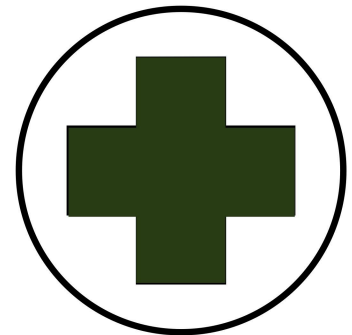
Doctor Gravely:

Not all business suffered from the Martians. In fact, things only seemed to look up for the eccentric **Doctor Robert "Rob" Gravely's** blooming hospital in Germany. As for the doctor himself...well, it's probably best that you decline any offer he makes for free "healthcare".

- **Perk Classes:** Horror and Tuning

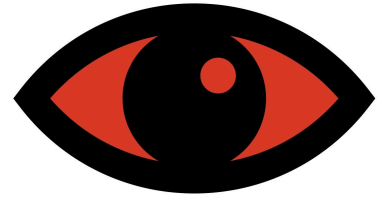
Teams sponsored by Doctor Gravely gain the following Sponsored Perks:

- **Infection:** When a vehicle on this team makes a Smash Attack, that vehicle may temporarily reduce its Crew Value by any amount, to a minimum of 0, to roll that many additional Attack Dice. This reduction lasts until the end of the Gear Phase.
- **Can't Control My Fingers:** When a vehicle on this team makes a Smash Attack, before rolling Attack Dice, you may choose to not remove any hull points from the other vehicle and instead add 1 Hazard Token to that vehicle for every uncanceled hit.
- **Can't Control My Brain:** When a vehicle on this team makes a Smash Attack, before rolling Attack Dice, you may choose to not remove any hull points from the other vehicle and instead reduce that vehicle's Crew Value by 1 for every uncanceled hit, to a minimum of 0. This reduction lasts until the end of the Gear Phase.
- **Bad Medicine:** Whenever a vehicle on this team scores 5 or more uncanceled hits when making a Smash Attack, this team gains 1 Audience Vote.



Arizona:

*Run from her, hide from her, she arrives all the same. If you have money, offer it. If you have connections, use them. If you have neither, start praying; there's no escaping the rifle scope of **Arizona Blue**, and you best hope that the infamous mercenary never has it pointed at you.*



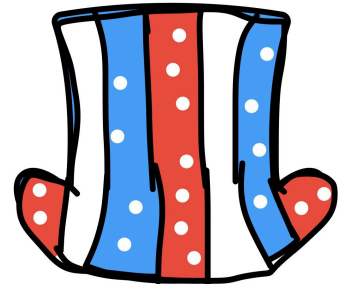
- **Perk Classes:** Horror and Precision

Teams enlisting the help of Arizona gain the following Sponsored Perks:

- **Big Iron:** At the start of the game, select one vehicle on this team to be the Gunslinger. All weapons(excluding handguns) used by the Gunslinger gain 1 additional Attack Die. All shooting attacks made by the Gunslinger gain a +1 bonus to hit.
- **Deadly Focus:** If the Gunslinger attacks with only one shooting weapon during its Attack Step, and no other weapons, that attack gains a +2 bonus to hit(in addition to the above bonus).
- **Ricochet:** When the Gunslinger targets a vehicle with a shooting attack using the Double, Long, or Medium Straight templates, you may choose to forgo the attack and instead target another vehicle within range of the original target, using the fire arc of the side originally targeted and the Straight template immediately below the original(Double>Long>Medium>Short). Subtract -1 from the results of all Attack Dice rolled for this attack. This effect can be chained, reducing the range and granting the penalty to Attack Dice cumulatively.
- **Pool Shark:** Whenever the Gunslinger scores 1 or more uncanceled hits to another vehicle after ricocheting off of 2 or more vehicles, this team gains 1 Audience Vote. When a vehicle on this team scores an uncanceled hit on another vehicle that is farther than Double range from it, this team gains 1 Audience Vote. If both occur at once, this team gains 1 Audience Vote in addition to the normal 2.

Sam:

*Stationed in the humble remains of Washington, **Sammy Liberty** is a simple businessman: sell fireworks, watch fireworks, get thousands of rowdy spectators to adore your fireworks.*



- **Perk Classes:** Reckless and Badass

Teams sponsored by Sam gain the following Sponsored Perks:

- **Big Bang:** When a vehicle on this team explodes, attack all vehicles within Long range instead of Medium range. When attacking vehicles within Medium range of an explosion, roll twice as many Attack Dice.
- **Audience Participation:** You may spend 6 Audience Votes to respawn a vehicle on this team, bypassing all rules that say otherwise. In this instance, the player to the left of you places the vehicle anywhere touching the edge of the table, facing the center of the table. The vehicle respawns with full hull points and Ammo Tokens.
- **Bottle Rockets:** This team may purchase the following weapon:
 - **Bottle Rockets(2 cans):** Medium, 2d6, Ammo 5, Crew Fired, Blast, Fire, Indirect, Blitz. Special Rule: When using this weapon, rolling a 1 on an Attack Die(regardless of bonuses) counts as 2 uncanceled hits against the vehicle that used it. This triggers the Blast and Fire rules.
- **Freedom Fighter:** When a vehicle on this team explodes, gain 1 Audience Vote for every vehicle that is wrecked as a result of the explosion, and gain 1 additional Audience Vote for every vehicle that explodes upon being wrecked. Any wrecks caused by chain explosions also give you Audience Votes.

Billie:

*Music never dies and neither does **Billie Jane**. She can't die yet, not before she sells out her entire guitar shop and passes on that sweet, sweet music to a new generation. Until then, the tinnitus isn't going to worsen itself.*

- **Perk Classes:** Reckless and Pursuit

Teams sponsored by Billie gain the following Sponsored Perks:

- **Listen To The Music:** Walls Of Amplifiers purchased by this team require 1 less Build Slot and cost 1 less can. The first Wall Of Amplifiers purchased by this team is free.
- **Rebel Yell:** At any time during a friendly vehicle's activation, that vehicle may select any number of other vehicles within Short range of it, remove that many Hazard Tokens from the active vehicle, and place 1 of those Hazard Tokens on each of the selected vehicles. Each individual vehicle on this team may do this once per Gear Phase.
- **Last Dance:** When a vehicle on this team finishes its activation, and the sum of Hazard Tokens added and removed this activation(regardless of vehicle) is at least 10, this team gains 1 Audience Vote for every 5 Hazard Tokens gained or removed.



Jed:

*Whoever thinks it's a stupid idea to tape a nitro booster to a side door clearly hasn't experienced the joy of printing donuts onto the racetrack. Is it safe? No. Practical? No. Cost effective? Absolutely not. Totally cool? Hell yeah. For all your donut needs, call or visit **Jed's Jets & Baked Goods** today.*

- **Perk Classes:** Reckless and Daring

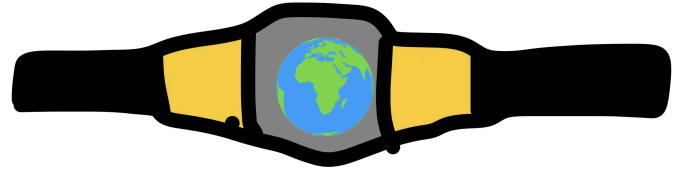
Teams sponsored by Jed gain the following Sponsored Perks:

- **Mini Turbos:** Vehicles on this team consider the Gentle, Turn, Hard, and Hairpin templates to be permitted in all Gears. These templates are Hazardous in any Gear they are not normally permitted in.
- **Roundabout:** Whenever a vehicle on this team moves using the Gentle, Turn, Hard, or Hairpin templates, that vehicle may gain 2 Hazard Tokens to immediately make a forced move using the same template, in the same orientation. You may roll Skid Dice before making the extra move, regardless of whether you rolled any prior. This effect can be used up to twice in a single activation. This effect cannot be used if the vehicle Slides, unless the vehicle has the Powerslide Perk(pg. 107) and replaces the Slide template with an eligible template.
- **Sidewinder:** During a friendly vehicle's Movement Step in which it chooses the Gentle, Turn, Hard, or Hairpin templates, that vehicle may gain 2 Hazard Tokens to place the template along the center of either side edge of the vehicle, rather than the front edge. Any Slide results rolled are not resolved but still give Hazard Tokens.
- **Donut Lord:** Whenever a vehicle on this team moves at least 3 times in a single activation, without wiping out, this team gains 1 Audience Vote.



La Fuerza:

Strong, proud, and flamboyant, **La Fuerza** is the four-year champion of the Post-Martian World Wrestling Association. Having won millions already and staying Earth-bound by choice, she figured she'd have a go at sponsoring someone else for a change. Granted, she doesn't know the first thing about death racing, but how hard could it possibly be?



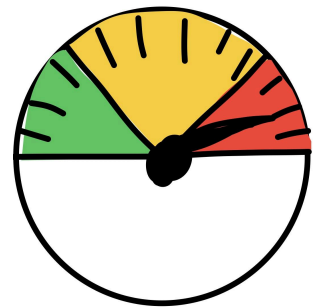
- **Perk Classes:** Reckless and Aggression

Teams sponsored by La Fuerza gain the following Sponsored Perks:

- **Endurance:** When a vehicle on this team begins its activation, that vehicle may remove 1 Hazard Token. The Drive Angry Perk(pg. 112) now gives the option of gaining a Hazard Token instead of forcing it.
- **Cucaracha:** When a vehicle on this team would wipe out, that vehicle may instead lose 2 hull points and remove Hazard Tokens until it has 5 Hazard Tokens.
- **Are You Not Entertained:** When a vehicle on this team begins the Wipeout Step with at least 10 Hazard Tokens, this team gains 1 Audience Vote.

Selvaggia:

Having lived a subpar but peaceful upbringing in the ghost towns of Italy, the young mechanic **Selvaggia Coiro** knows better than anyone that faster cars do not always equate to better cars. Luckily for her business, most of her customers don't share this knowledge, and she is more than happy to let the amateur death racers paying her go on their merry way to a petrol-scented inferno. After all, there are an awful lot of amateurs in this market.



- **Perk Classes:** Reckless and Speed

Teams sponsored by Selvaggia gain the following Sponsored Perks:

- **Overclock:** The Max Gear of all vehicles on this team is increased by 1, up to 6. The current gear of all vehicles on this team are considered to be 1 higher than they actually are, for all intents and purposes, up to gear 7. Movement templates permitted in gear 6 are also permitted in gear 7. This does not grant additional activations.
- **Gotta Go Fast:** When a vehicle on this team ends its activation, that vehicle may shift up 1 gear, gaining a Hazard Token as usual.
- **I Am Speed:** At the end of Gear Phase 6, all vehicles on this team that are in their maximum gear must make 1 additional activation before the round ends. This team gains 1 Audience Vote per vehicle activated after Gear Phase 6.

Sally:

*As one would expect, the ever-rising popularity of death races has done absolute wonders on the scrapyard industry. Among them, only **Sally Shelly's Chop Shop** has consistently provided the freshest, cheapest, and highest quality of scrap(sometimes even two of those at once!). When there's nowhere else to go, you go to Sally's.*

- **Perk Classes:** Reckless and Technology

Teams sponsored by Sally gain the following Sponsored Perks:

- **Kitchen Sink:** This team may purchase Tanks, Helicopters, Electrical upgrades, and 1 Electrical weapon(1 vehicle only). Tanks and Helicopters purchased by this team have 1 less Build Slot and 2 less hull points.
- **Wrecking Crew:** Wreck Lobbers and Wrecking Balls purchased by this team only use 2 Build Slots. Wrecks spawned by this team's Wreck Lobbers are Volatile. This team's Wrecking Ball collisions are considered Head-On instead of T-Bone.
- **Scrap Collector:** When a vehicle on this team removes 3 or more hull points from an enemy vehicle, place a marker the size of a penny anywhere within Short range of the enemy vehicle. If a friendly vehicle touches this marker, that vehicle gains 1 Scrap Token. Scrap Tokens may be converted into Audience Votes at any time, at a 1:1 rate. If a friendly vehicle is wrecked, all Scrap Tokens that vehicle was carrying are lost and destroyed. At the end of the game, this team gains 1 can for every Scrap Token being carried.



Sherman:

*Father of Grant, **Sherman Rutherford** retired from his position when he proved senile. Having faith in his son, he's since left his company entirely and spends his riches showering young racers with more toys and gadgets than they can carry. How they manage to carry them anyways, he neither knows nor cares.*

- **Perk Classes:** Reckless and Military

Teams sponsored by Sherman gain the following Sponsored Perks:

- **Gluttony:** Vehicles on this team have twice as many Build Slots. Vehicles on this team that use more than half of their Build Slots have their Max Gear reduced by 1.
- **Family Rivalry:** Weapons used by this team gain 1 additional Attack Die when targeting a Tank or Helicopter. Weapons used by Tanks and Helicopters gain 1 additional Attack Die when targeting a vehicle on this team.
- **Philanthropy:** At the end of the Gear Phase, if this team caused uncanceled hits from more enemy vehicles than the number of vehicles on this team, this team gains 1 Audience Vote.



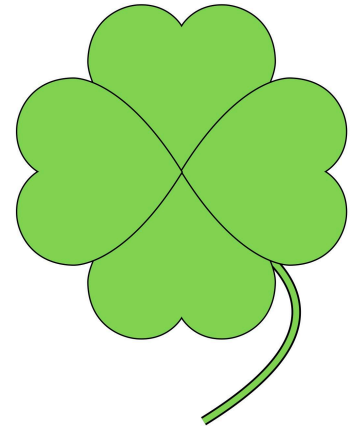
Neassa:

*No one is exactly sure how the people of Ireland managed to survive and thrive in the Post-Martian world. It could be their monopoly on the sheep trade, or the booming tourism that rivals even the Republic of Hawaii. Ambassador **Neassa Walsh** attributes the success of Southwestern Ireland to rich generational luck, but anyone who knows about Irish history will enthusiastically object to this notion. It does make for some confident racers, though.*

- **Class Perks:** Reckless and Precision

Teams sponsored by Neassa gain the following Sponsored Perks:

- **False Confidence:** Vehicles on this team gain a +1 bonus to all Attack Dice and Evade Dice rolled.
- **Yin Yang:** This team gains 1 Audience Vote for every 10 Luck Tokens they receive. When any vehicle ends its activation, this team gains 1 Luck Token for each of the following that occurred that activation:
 - A friendly vehicle gained Hazard Tokens
 - A friendly vehicle shifted up
 - A friendly vehicle shifted down
 - A friendly vehicle collided with another vehicle
 - A friendly vehicle lost hull points
 - A friendly vehicle resolved a Spin result
 - A friendly vehicle resolved a Slide result
 - A friendly vehicle wiped out
 - A friendly vehicle was wrecked
 - A friendly vehicle exploded



Richie:

*On the topic of **Richie S. Knob**, you either love him or hate him, usually for the same reason either way. Loud, charismatic, and(most importantly) rich, it's a miracle the bumbling narcissist even survived the Martians. Of course, he would never hear any of this coming from his eager sycophants.*

- **Perk Classes:** Badass and Daring

Teams sponsored by Richie gain the following Sponsored Perks:

- **Pretty Face:** All vehicles, weapons, upgrades, and Perks purchased by this team cost 1 less can(minimum of 1 can). The Crowd Pleaser Perk(pg. 105) is free. All Audience Votes gained by this team as a result of Crowd Pleaser are not given until the end of the round.
- **Arrogance:** When any vehicle ends its activation, this team gains 1 Audience Vote. This team loses all Audience Votes at the end of the current activation if a friendly vehicle is wrecked or wipes out. This may be prevented once per game.



Jimbo:

*He was there for Idris's first race. He was there for his last. He joined the Cult of Flames and escaped it none the crazier. He got a perfect score on his driver's test twice. **Stuntman Jimmy** lives for the thrill, and he has the rare self-control that lets him live despite it.*

- **Perk Classes:** Badass and Speed

Teams sponsored by Jimbo gain the following Sponsored Perks:

- **Stuntman:** When a vehicle on this team collides with an obstruction, that vehicle may gain 2 Hazard Tokens to forgo the collision and treat the obstruction as a Ramp. Vehicles on this team subtract 1 from the die roll when determining whether they Jump or Flip on Ramps.
- **Daredevil:** At the beginning and end of a friendly vehicle's Movement Step, if that vehicle has less than 6 Hazard Tokens, that vehicle may gain 1 Hazard Token and make a forced move Short Straight. This may be done any number of times in a single activation.
- **Showboat:** When a vehicle on this team Jumps a Ramp in gear 1, 5, or 6, this team gains 1 Audience Vote in addition to the one normally gained by Jumping.



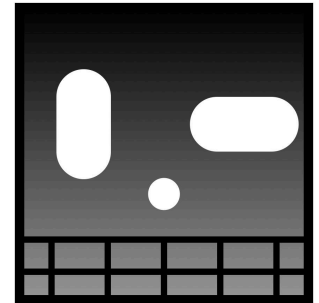
C-B0:

*Mishkin always kept his favorite toys for himself, though he never anticipated that one would stand up and walk out. With little humanity left to conquer, the self-named **Cebo Motorola** settled for the death races. He also likes Pepto Bismol, for some reason.*

- **Perk Classes:** Badass and Technology

Teams sponsored by Cebo gain the following Sponsored Perks:

- **Sensible:** This team may purchase Electrical weapons and upgrades. Electrical weapons purchased by this team use Battery Tokens instead of Ammo Tokens, and do not have any Ammo Tokens at the start of the game. Battery Tokens do not count as Ammo Tokens for anything that mentions them.
- **Logical:** All Lightweight, Middleweight, and Heavyweight vehicles on this team start the game with 1, 2, and 3 Battery Tokens, respectively. When a friendly vehicle is targeted with an Electrical weapon, that vehicle gains 1 Battery Token. If 2 friendly vehicles are involved in a collision, and both vehicles declare Smash Attacks, both vehicles gain 1 Battery Token. During a friendly vehicle's activation, that vehicle may redistribute Battery Tokens carried by itself and all friendly vehicles within Short range, in any way desired, at any time.
- **Responsible:** Vehicles on this team act as if they have zero crew(though they can still attack) unless they have at least 1 Battery Token. All vehicles on this team gain 1 Battery Token at the end of Gear Phase 6.
- **Practical:** During a friendly vehicle's activation, that vehicle may spend any number of Battery Tokens to do any number of the following:
 - Spend 1 Battery Token at any time to remove 2 Hazard Tokens from this vehicle.
 - After rolling Skid Dice, spend 1 Battery Token to gain 1 Shift Result.
 - Before making a Smash Attack, or a shooting attack using an Electrical weapon, spend 1 Battery Token to add a +1 bonus to hit OR roll 1 additional Attack Die.
 - Before rolling Evade Dice, spend 1 Battery Token to add +1 to the results rolled. This can be done outside of a vehicle's activation.
 - Spend 5 Battery Tokens at any time to gain 1 Audience Vote. These Battery Tokens may come collectively from the active vehicle and any friendly vehicle within Short range of that vehicle.



Bob:

*Despite all the Mishkins and Rutherfords in the market, people still need a tried and true engineer for tried and true transportation. You don't need fancy gizmos or army-grade missiles to rule the pavement, you just need a strong, stable vessel that can get you from A to B. For those who don't need anything flashy, **Bob the Engineer** will make a masterpiece out of what you already have for a bargain price.*



- **Perk Classes:** Badass and Built

Teams sponsored by Bob gain the following Sponsored Perks:

- **Harder:** When a vehicle on this team loses hull points, they lose 1 less hull point than normal (minimum of 1). This triggers Feel No Pain if it reduces the hull points removed to 2.
- **Better:** Vehicles purchased by this team gain +1 Hull.
- **Faster:** Once per round per vehicle, a vehicle on this team may activate in a Gear Phase they normally wouldn't qualify for.
- **Stronger:** Vehicles on this team roll 1 additional Evade Die and Smash Attack Die. This is applied after all other bonuses and penalties.
- **Work Is Never Over:** Whenever a vehicle on this team prevents the removal of 3 or more hull points, this team gains 1 Audience Vote.

Tony:

***Tony Mascherata** is a perfectly normal businessman, offering perfectly normal plumbing services. He just has a sort of natural charm that makes that offer difficult to refuse. But why would anyone refuse a good plumbing job?*

- **Perk Classes:** Badass and Precision

Teams "sponsored" by Tony gain the following Sponsored Perks:

- **Organized Crime:** This team ignores the "Touch It, Use It" rule (pg. 38).
- **Drain Pipe:** Whenever a vehicle on this team moves, that vehicle may shift down 1 gear to stop anywhere along the template instead of at the end. This works on the Slide template but cannot prevent Slides.
- **Blackmail:** When another player spends Audience Votes, this team may spend an equal amount of Audience Votes to cancel the effect.
- **Loan Shark:** Once per round at any time, this team may steal 1 Audience Vote from another team. The same team cannot be stolen from twice in a row.



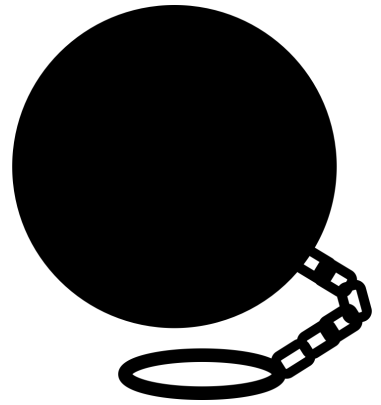
Morris:

*In all the decades Ms. Cadeila has run her prison, only one inmate has ever made it out early. **Morris West** reportedly spent two years studying the warden's speech, fashion, and likeness, plus another year crafting a disguise that let him walk out without a second glance. He now supposedly deals supplies underground to aspiring death racers. He and Verney apparently have a mutual respect for each other.*

- **Perk Classes:** Badass and Tuning

Teams dealing with Morris gain the following Sponsored Perks:

- **Public Enemy:** Thunderous Applause, Executive Intervention, and Respawn all cost 1 additional Audience Vote.
- **Larceny:** When a vehicle on this team scores at least 1 uncanceled hit with a Smash Attack, this team may cancel any number of hits to take half as many Ammo Tokens(rounded down, minimum of 0) from any weapon(s) on the target vehicle and move them to any weapon(s) on the friendly vehicle. This cannot result in having more Ammo Tokens for a weapon than the amount it started the game with.
- **Arson:** When a vehicle on this team is involved in a collision in which either vehicle declares a Smash Attack, this team may choose to give both vehicles the On Fire rule(pg. 81).
- **Murder:** When a vehicle on this team scores at least 1 uncanceled hit with a Smash Attack, this team may spend 1 Audience Vote to reduce the target vehicle's crew value by 1 until the end of the game.
- **Jaywalking:** When a vehicle on this team is involved in a collision(including with friendly vehicles) outside of its activation, this team gains 1 Audience Vote.



The Scavenger's Guild:

*What's mine is yours, and also mine. That is the motto of those who walk among **The Scavenger's Guild**. Ride together and rest together, hunt together and eat together. Provide for those in need, and they will surely do the same.*

- **Perk Classes:** Badass and Pursuit

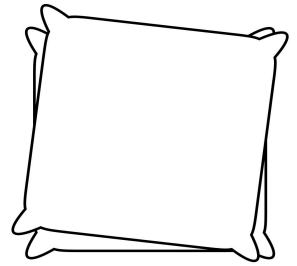
Teams registered with The Scavenger's Guild gain the following Sponsored Perks:

- **Pack Tactics:** During a friendly vehicle's activation, the active vehicle may do exactly 1 of the following actions while they are within Short Range of another friendly vehicle:
 - Shift either vehicle's gear up or down 1 without gaining a Hazard Token.
 - Restore 1 hull point to either vehicle.
 - Remove 1 Hazard Token from either vehicle.
 - When the active vehicle rolls Attack Dice, add +1 to hit for that attack.
- **Claw Machine:** Grabber Arms purchased by this team cost 3 cans less and gain +1 Attack Die. When a vehicle on this team scores an uncanceled hit using a Grabber Arm, that vehicle may "Latch" onto the target vehicle. While Latched, both vehicles are Distracted and use the faster vehicle's gear for Attack and Evade Dice. The next time either vehicle moves, the other vehicle moves parallel to that vehicle(potentially causing a collision), after which they are no longer Latched. Friendly vehicles may be Latched without rolling Attack and Evade Dice(though it still uses a crewmember).
- **Taxi Service:** When a vehicle on this team moves another vehicle as a result of being Latched, this team gains 1 Audience Vote. This does not apply when an enemy vehicle moves a friendly vehicle.



Sleepy Jane:

*The most successful businesspeople understand the importance of adapting to the market. When **Sleepy Jane** noticed that people started wanting less sleep and more big things hitting each other, she figured she'd kill two birds with one stone. Granted, there's probably a reason why you don't see people strapping mattresses on side doors, but the drivers don't seem to mind. In fact, they look quite comfortable.*



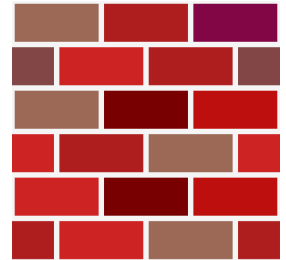
- **Perk Classes:** Tuning and Daring

Teams sponsored by Sleepy Jane gain the following Sponsored Perks:

- **Cushioning:** The Slippery(pg. 107) and Fenderkiss(pg. 114) Perks are 1 can cheaper for this team.
- **Memory Foam:** Vehicles on this team gain 1 less Hazard Token from collisions(minimum of 0).
- **Fire Hazard:** Vehicles on this team lose the On Fire rule(pg. 81) only after wiping out.
- **Airbags:** Vehicles on this team only lose 1 hull point from Flips.
- **Pillow Fight:** When a vehicle on this team is involved in a collision in which both vehicles would roll no attack dice if they declared a Smash Attack, this team gains 1 Audience Vote.

Bertha:

***Big Bertha** builds houses. Big Bertha noticed people really like cars now. Cars need to be strong. Houses are strong. Houses are made of brick. Brick is strong. Cars made of brick must also be strong. Big Bertha sees no problem with this logic.*



- **Perk Classes:** Tuning and Built

Teams sponsored by Bertha gain the following Sponsored Perks:

- **Like A Brick House:** Vehicles purchased by this team gain +2 hull points and 1 free Built Perk.
- **Literal Bricks:** This team may purchase the following weapon:
 - **Bricks(2 cans):** Short, 3d6, Ammo 5, Crew Fired, Indirect, Blitz. Special Rule: For every 5 Ammo Tokens for this weapon in possession by a vehicle(rounded down, minimum of 0), that vehicle reduces its Max Gear by 1. Max Gear is updated as Ammo Tokens are added/removed.
- **Brick Wall:** Vehicles on this team may make piledriver attacks, like a War Rig.
- **Load Bearer:** When a vehicle on this team is involved in a collision in which both vehicles lose hull points, this team gains 1 Audience Vote.

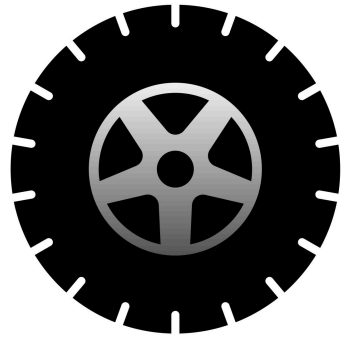
Veronica:

*In the Post-Martian world, the monster truck may very well be the Ferrari. It's damn-near every driver's dream to get inside one of those gargantuan husks and rule the roadway like a tyrant, if even for a single moment. For anyone facing the chronic megalomaniac **Veronica Maxwell**, this dream quickly becomes a harsh, sadistic nightmare as they watch the crusty wheels inch ever closer to their skull. Be the one who does the crushing; be with Veronica.*

- **Perk Classes:** Tuning and Precision

Teams sponsored by Veronica gain the following Sponsored Perks:

- **Road Terrors:** Monster Trucks purchased by this team gain +1 Max Gear and +1 starting Crew Value.
- **Big Wheels:** This team may purchase the Crusher Perk(pg. 106) for 2 cans less than the listed price.
- **Really All-Terrain:** Vehicles on this team that have the Up and Over special rule may go "Up and Over" regardless of the obstruction's weight class.
- **Crrrunch:** When a vehicle on this team goes "Up and Over" twice in a single Movement Step, this team gains 1 Audience Vote.



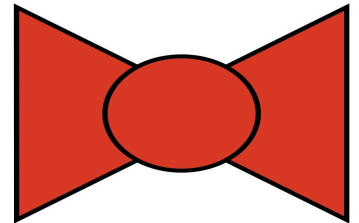
Alice:

*The best leaders are both loved and feared, therefore the very best leaders are clowns. This is demonstrated greatly by the ringleader of the House Of Pandemonium, **Alice Foole**. Under her leadership, The House rides around the globe looking for new toys to play with and suckers to sell their overpriced ice cream to.*

- **Perk Classes:** Tuning and Technology

Teams sponsored by Alice gain the following Sponsored Perks:

- **Clowning Around:** At the start of each game, all vehicles on this team gain 1 random Aggression Perk(determined separately per vehicle). These Perks are lost at the end of the game.
- **Cold As Ice:** Vehicles on this team ignore the On Fire rule.
- **Maddening Jingle:** When a vehicle on team collides with an enemy vehicle, immediately place 1 Hazard Token on the enemy vehicle. Ice Cream Trucks place 2 Hazard Tokens instead.
- **Implements Of Comedy:** This team may purchase the following weapons:
 - **Throwing Pies(1 can):** Short, (1d6), Ammo 5, Crew Fired, Blast, Indirect, Blitz. Special Rule: Instead of removing hull points, roll a die for every uncanceled hit. On a 3, 4, or 5, temporarily reduce the target vehicle's Crew Value by 1 until the end of their next activation. On a 6, reduce their Crew Value by 1 until the end of the game, as the result of a severe allergic reaction.
 - **Jack-In-The-Bomb(2 cans):** Dropped, Ammo 1, Special Rule: When fired, place a marker the size of a penny anywhere within Short range of the active vehicle. This marker has a "Timer Value" which starts at 0 and increases by 1 at the end of each Gear Phase. At the end of each Gear Phase(after increasing Timer Value), roll 2d6. If the sum of both dice is less than the Timer Value, make an attack against all vehicles within medium range of the marker, using a number of attack dice equal to the Timer Value, then remove the marker. The marker automatically makes such an attack(possibly rolling 0 dice) if a vehicle collides with it(do not resolve the collision), and is then removed.
 - **Barrel Of Banana Peels(3 cans):** Small Burst, Ammo 1, Special Rule: The first vehicle that collides with this template immediately wipes out. Then, remove this template.
- **Chaos Chaos:** Whenever this team rolls a 6 when resolving the Throwing Pies's Special Rule, this team gains 1 Audience Vote. Whenever a Jack-In-The-Bomb deployed by this team is removed while it's Timer Value is 3 or higher, this team gains 1 Audience Vote.



Freddie:

*Even the humblest of businesses have a shot at stardom if they pay the right drivers. **Freddie Deacon**'s story is as humble as can be: he sells bicycles, he always has, and he always will. Humble or not, he knows his trade inside and out and it's no secret that he's the best at what he does.*

- **Perk Classes:** Tuning and Speed

Teams sponsored by Freddie gain the following Sponsored Perks:

- **Want To Ride:** Lightweight vehicles purchased by this team gain +1 Hull and +1 Build Slot.
- **Fat Bottomed:** Lightweight Vehicles on this team consider the Short Straight template to be permitted and Trivial in any Gear.
- **My Bicycle:** When any vehicle on this team moves using the Short Straight template during Gear Phase 4, 5, or 6, this team gains 1 Audience Vote.



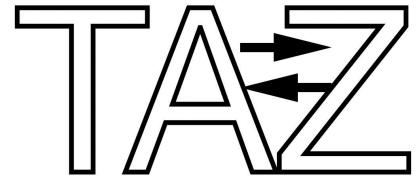
Tazmania

*Not even the apocalypse can halt the glorious expansion of capitalism. Having stayed relatively sheltered from the invasion, CEO Jessie Bozo makes billions off of the **Tazmania Shipping Corporation** from the comfort of her office on Mars. She's also a firm believer in leaving nothing to waste, and has been known to sponsor startup death racers for as little as free just to get some surplus stock out of the storage shed.*

- **Perk Classes:** Tuning and Military

Teams sponsored by the Tazmania Shipping Corporation gain the following Sponsored Perks:

- **Delivery Truck:** War Rigs purchased by this team cost 10 cans less and have +1 Max Gear. This team must purchase at least 1 War Rig.
- **Bulk Order:** This team considers any weapon with the Ammo 5 Special Rule to instead have the Ammo 7 Special Rule when purchased.
- **2 Days Or Your Money Back:** At the start of the game, the player with Pole Position must place a marker the size of a penny anywhere on the table, at least Medium range away from all table edges. When a vehicle on this team touches this marker, that vehicle may either gain 2 Ammo Tokens or give this team 1 Audience Vote. When any vehicle(friendly or enemy) touches this marker, the player with Pole Position immediately moves the marker anywhere at least Medium away from all table edges. The marker is also moved at the end of Gear Phase 6. Touching the marker does not cause a collision.



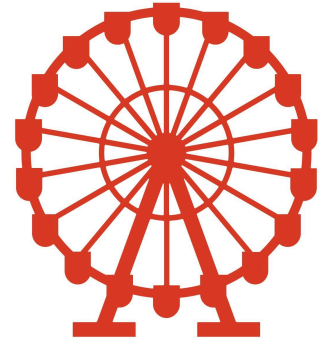
Walter:

*Apocalypse be damned, there's no other industry as reliable as tourism. Mechanical engineer **Walter Altman** certainly thought so, and with the overwhelming success of Gaslandsland it's hard to disagree. Nowadays he stands atop his artificial tower in the Republic of Hawaii, watching as his Creativiteers™ work to grow his domain. Many former Creativiteers™ have been known to put their knowledge of wheels and servos to good use on the racetrack.*

- **Perk Classes:** Military and Built

Teams sponsored by Walter gain the following Sponsored Perks:

- **Roller Coaster:** Tank Tracks purchased by this team cost 1 less can, use zero Build Slots, and increase Handling by 2 instead of 1.
- **Creativiteering Magic:** This team may Turret Mount weapons for 2x price instead of 3x. Vehicles on this team ignore the 125mm Cannon's Special Rule.
- **Thrill Ride:** When a vehicle on this team resolves a Spin or Slide Result, shifts up or down at least 1 gear, and makes a shooting attack or Smash Attack in a single activation, this team gains 1 Audience Vote.



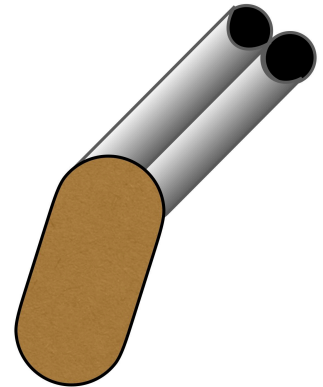
Mrs. Fire:

*A black market living legend, the only things known about **Mrs. Fire** is that she sells the best firearms in the business, she knows how to use them, and she's married. Most customers agree that she should have stayed a Miss, but no one's had the courage to say that to her face.*

- **Perk Classes:** Military and Aggression

Teams buying from Mrs. Fire gain the following Sponsored Perks:

- **BOGO:** When this team purchases any Crew Fired, non-Blitz weapon, they may add a copy of that weapon to any vehicle for free.
- **Projectile Launcher:** This team may purchase the following weapon:
 - **Projectile Launcher(1 can):** Double, Crew Fired, Special Rule: When fired, choose another non-Dropped weapon owned by this vehicle that has Ammo Tokens. This weapon has all properties of the chosen weapon for this attack(though it is still Crew Fired and Double range). Remove 1 Ammo Token from the chosen weapon. This does not prevent you from using the chosen weapon this Attack Step.
- **Hellfire:** When this team targets every in-play enemy vehicle with a shooting attack at least once in a single Gear Phase, this team gains 2 Audience Votes. Vehicles with the Ghost Rider Special Rule are excluded from this requirement.



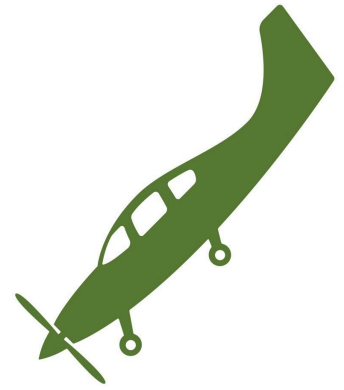
Sergeant Pepper:

*Rooted in the Air Force and having a longstanding rivalry with the Rutherfords, **Sergeant Lucy Pepper** owns the sky. Her floating palaces taunt Earth and Mars alike with their unmatched freedom, and you too may find such freedom if you can prove yourself worthy of Pepper's troops.*

- **Perk Classes:** Military and Daring

Teams enlisted by Sergeant Pepper gain the following Sponsored Perks:

- **Lonely Hearts Club:** This team may purchase a single Helicopter. At least half of all vehicles on this team(rounded down) must have the Airborne Special Rule.
- **Free Bird:** Airborne vehicles on this team may pass gates and finish lines. Airborne vehicles must pass through all gates, in order, 1 additional time after passing the finish line. This triggers the Catch Up Mechanic in Death Races.
- **Death From Above:** All weapons purchased by this team use 1 less Build Slot on vehicles with the Airborne Special Rule(minimum of zero Build Slots).
- **Divebomb:** Airborne vehicles on this team may choose to resolve collisions during their activation, including collisions involving Airborne enemy vehicles. Airborne vehicles(including enemy vehicles) gain 1 additional Hazard Token after resolving collisions.
- **Hover Technology:** Vehicles on this team may purchase the following upgrade:
 - **Hover Technology(x1.5):** This vehicle gains the Airborne Special Rule. This upgrade multiplies the base cost of this vehicle by x1.5(rounded down).
- **Enjoy The Show:** When an Airborne vehicle on this team makes a Smash Attack without wiping out afterwards, this team gains 1 Audience Vote.



Squadron 404:

*Despite overwhelming opposition, the Pro-Earth Resistance has grown large enough to warrant its own specialized divisions of troops. Among the most honorable sections to be assigned to is that of **Squadron 404**, rigidly trained in the arts of stealth and long-distance artillery. They are the bomb hiding under your dining table, and there is no telling when it will blow up until it's too late to run.*

- **Perk Classes:** Military and Precision

Teams conspiring with Squadron 404 gain the following Sponsored Perks:

- **Saboteur:** Once per round, this team may trigger any Audience Vote Effect, except for Respawn, without spending or requiring any Audience Votes.
- **Artillery Strike:** Once per round at any time, this team may make a 6d6 attack on any vehicle. This attack cannot be Evaded and has the Blast Special Rule. If a friendly vehicle is targeted by this attack, this team gains 2 Audience Votes. This ignores the Blacklisted Special Rule.
- **Blacklisted:** This team cannot gain Audience Votes by any means, unless they have no vehicles currently in play. This rule does not apply in Saturday Night Live or Truckasaurus games.



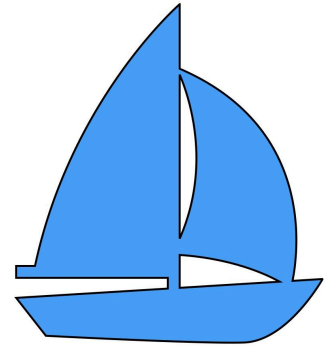
Quint:

*The acid rain and flooding pollution would lead one to think that fishermen were a thing of the past. But, when one sees a tragic end, another sees a promising new business opportunity. **Quint Turner** and his brave crew now roam the seas hunting the exotic, one-of-a-kind mutations lurking in the murky waters.*

- **Perk Classes:** Military and Pursuit

Teams sponsored by Quint gain the following Sponsored Perks:

- **Men Of The Sea:** All vehicles purchased by this team are equipped with 1 free Turret-Mounted Harpoon. This does not use up a Build Slot.
- **Grappling Hooks:** Vehicles on this team may target non-vehicle obstructions when attacking with Harpoons. This always results in the attacking vehicle moving, regardless of weight classes.
- **Reel It In:** When a vehicle on this team hits a vehicle with a Harpoon, they may choose to ignore the normal Harpoon rules and instead do the following:
 - Rotate the target vehicle so that it is parallel to the attacking vehicle. Rotate in the direction that requires the smallest degree of rotation, as normal. This triggers a Collision Window.
 - Then, for every 2 remaining uncanceled hits, move the target vehicle using the following templates depending on distance between cars. The arc of the template should be facing the attacking vehicle.
 - Double: Gentle
 - Medium-Long: Turn
 - Short: Hard
 - If there is 1 leftover hit, move the vehicle one more time.
 - If the target vehicle is heavier than the attacking vehicle, the attacking vehicle is the one that moves, as normal.
- **Catch And Release:** When a vehicle on this team uses Harpoons to cause an enemy vehicle to collide with something that isn't a friendly vehicle, this team gains 1 Audience Vote.



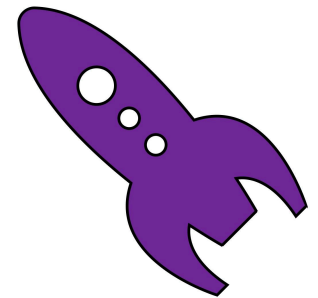
Newton:

*There are innovations made for the betterment of society, and there are innovations made for the sake of doing something really cool. **Isabella Newton** had a dream and a bachelors in rocket science, and she wasn't going to let either go to waste. Naturally, the majority of Gaslands audiences took a very swift liking to her "hopping cars", though whether they care more about the stunts or the craters they make on takeoff is up for debate.*

- **Perk Classes:** Military and Speed

Teams sponsored by Newton gain the following Sponsored Perks:

- **Rocket Man:** This team may mount BFG's to any facing, and may purchase the Turret Mounting upgrade for them. Regardless of facing, any BFG attack moves the attacking vehicle along the opposite facing(for Turret Mounted attacks, simply use whichever facing is most accurate. Consider the corners as their own facings). After firing a BFG from the side(including corners via Turret Mounting), the attacking vehicle additionally makes a Flip Check after their forced movement.
- **Only Slightly Less Big:** This team may purchase the following weapon:
 - **Mini BFG(2 cans, 2 Build Slots):** Long, 5d6, Ammo 2, Special Rule: When this weapon is fired, this vehicle immediately makes a forced move Short Straight(following the directions shown in Rocket Man), reduces its current gear by 2, and gains 2 Hazard Tokens.
- **Not Today, Houston:** When a vehicle on this team fires a BFG or Mini BFG, this team gains 1 Audience Vote(limit 1 per activation).



Romeo:

*The typical Death Racer can get by with Mishkin's touchy experiments, but anyone looking for real weaponry knows to go to **Romeo Decebal**. Currently the president of Mishkin's combat wing, it's a relatively open secret that he (among many other representatives) is willing to "misplace" the more classified firepower for whoever pays handsomely enough. Also, I heard from Joe that he saw a box of Martian chocolates on Romeo's desk last Thursday.*

- **Perk Classes:** Technology and Precision

Teams sponsored by Romeo gain the following Sponsored Perks:

- **Premium Weaponry:** This team may purchase the following weapons:
 - **Superior Death Ray(6 cans, 2 Build Slots):** Double, 4d6, Ammo 1, Special Rule: If this weapon scores 4 or more uncanceled hits, immediately remove the target vehicle from play.
 - **Superior Lightning Projector(10 cans, 2 Build Slots):** Double, 6d6, Ammo 1, Special Rule: After resolving this attack, immediately make a 6d6 attack on an enemy vehicle within Medium range from the original target. Repeat until there are no valid targets. Any individual vehicle may only be targeted by this weapon once per Attack Step.
 - **Superior Thumper(8 cans, 2 Build Slots):** Medium, Ammo 1, Indirect, 360 Degree, Special Rule: When fired, all other vehicles within Medium range automatically fail a Flip Check.
 - **Superior Grav Gun(4 cans, 1 Build Slot):** Double, Ammo 1, Special Rule: When fired, choose a weight class. The target vehicle is considered that weight class until the end of their next turn.
- **Electric Fireworks:** This team may convert Audience Votes into Ammo Tokens for weapons listed in Premium Weaponry, and vice versa, at any time.



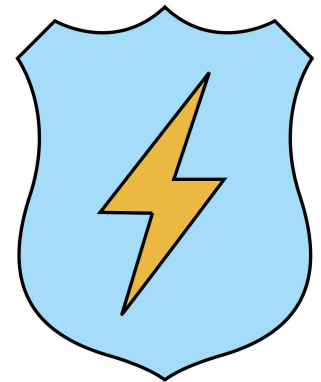
Juliette:

*As smart as Mishkin is, he's practically given up on maintaining corporate secrecy. After all, why keep the public from spending twice as much on "classified" equipment? Among the more successful conspirators is **Juliette Cosette**, the current president of Mishkin's defense wing. By the way, Janet from accounting told me she smelled roses in Juliette's office yesterday.*

- **Perk Classes:** Technology and Speed

Teams sponsored by Juliette gain the following Sponsored Perks:

- **Premium Defense:** This team may purchase the following upgrades:
 - **Superior Kinetic Booster(10 cans, 2 Build Slots):** Ammo 1, Special Rule: At any time during this vehicle's activation, you may change the current gear of any 2 vehicles in Double range to any value up to their Max Gear without gaining Hazard Tokens.
 - **Superior Nuclear Engine(8 cans, 1 Build Slot):** This vehicle's Max Gear is 6. This vehicle considers the Short, Medium, and Long templates to be permitted in any Gear.
 - **Superior Teleporter(10 cans, 1 Build Slot):** At the start of its activation, this vehicle may gain 2 Hazard Tokens to move anywhere within Medium range, ignoring obstructions. Do not rotate the vehicle. The vehicle cannot be moved to a position that would result in a collision.
 - **Superior Magnetic Jammer(5 cans):** At the start of its activation, this vehicle may choose 1 enemy vehicle within Double range. That vehicle cannot discard Ammo Tokens or make shooting attacks until the end of its next activation.
- **Crackle Cackle:** At the end of each Gear Phase, this team gains 1 Audience Vote for every friendly vehicle that owns an upgrade listed in Premium Defense and used none of them during this Gear Phase. Vehicles with Superior Nuclear Engine automatically fail this requirement.



Presley:

*The storytelling dream is still throbbing in the asthma-laden streets of Hollywood(it was cheaper not to fix the sign). This decade's big-name director seems to be the tenacious **Johnny Presley**, known for his breakout satirical film series Sad Sax. He's more than willing to show a few tricks of the trade to those willing to slap his branding on their cars.*



- **Perk Classes:** Technology and Daring

Teams who sold their soul to Hollywood for Presley gain the following Sponsored Perks:

- **Camera Trick:** When a vehicle on this team collides with an obstruction outside its activation, that vehicle may gain 1 Hazard Token to cancel that collision and make a forced move Short Straight in any direction(do not rotate the vehicle). This can be done once per vehicle per Gear Phase.
- **Movie Magic:** This team replaces the Stunt Driver Perk with the following Perk:
 - **Stunt Double(7 cans):** At the start of the game, choose a Perk from any Perk Class(including Stunt Driver). All vehicles on this team that own this Perk are considered to also own the selected Perk, ignoring any normal prerequisites. This team may spend 1 Audience Vote(when Audience Votes may normally be spent) to change the selected Perk.
- **Practical Effects:** When a vehicle on this team succeeds on a Flip Check, this team gains 1 Audience Vote.

Cash:

*It comes to no surprise that the Martian invasion was largely ineffectual to Las Vegas. The city of lights and endless nights continues standing as a beacon of indulgence, unified under **Elvis Cash's** and his casino goers' rallying cry: long live Vegas.*



- **Perk Classes:** Technology and Pursuit

Teams sponsored by Cash gain the following Sponsored Perks:

- **Gambling Man:** Vehicles on this team may Push It twice, gaining 1 Hazard Token each time. Vehicles on this team are forced to Push It at least once when rolling Skid Dice.
- **Loaded Dice:** Before making a forced Push It, this team may change a single Skid Die result to a Shift.
- **Roulette Wheel:** When an enemy vehicle ends its Movement Step, roll 1 Skid Die for every vehicle on this team within Short range of the active vehicle. On a Shift, nothing happens. On a Hazard, all vehicles in short range of the active vehicle(including itself) gain 1 Hazard Token. On a Spin or Slide, this team gains 1 Audience Vote.

Ayce:

*The Mars Era has been far from damaging to the Gold Standard. None understand this better than the mole people of what used to be Texas, who allegedly live in their expansive mines deep underground. The famous demolitionist **Ayce Deesie** is eager to lend her excess equipment for a pretty penny, but be aware that safety training costs extra.*

- **Perk Classes:** Technology and Aggression

Teams sponsored by Aycee gain the following Sponsored Perks:

- **TNT:** This team ignores the once-per-vehicle limit for Exploding Rams.
- **Thunderstruck:** This team may purchase the Highway To Hell Perk.
- **D4C:** RC Car Bombs purchased by this team have Ammo 5, and they may be detonated remotely at any time during future activations of the vehicle that deployed them.
- **Back In Black:** When a vehicle on this team damages an enemy vehicle with an explosion or Exploding Ram, this team gains 1 Audience Vote(limit once per enemy vehicle per activation).



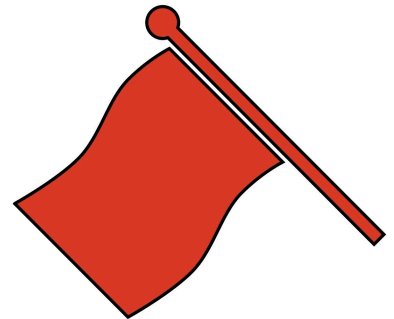
Dulce:

*Matadors are a dying breed, but those few stragglers are still just as mesmerizing as ever. The graceful beauty of **Dulce Estrella's** performances have especially found a place in the public eye, likely attributed to the explosive "motor tag" events she held in the Island Of Spain. Her disciples now bring their rousing dance to the Death Races in hopes of spreading their passion to Mars.*

- **Perk Classes:** Pursuit and Daring

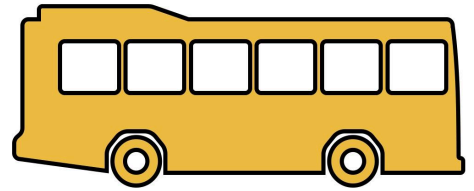
Teams performing for Dulce gain the following Sponsored Perks:

- **Composure:** Vehicles on this team don't gain Hazard Tokens the first time they Push It during their activation.
- **Enragement:** Enemy vehicles gain a +1 bonus to hit with Smash Attacks when starting their activation within Short range of a vehicle on this team. Vehicles with this bonus must make a Smash Attack before the end of their activation or gain 1 Hazard Token.
- **Candy Star:** Once per Gear Phase, this team may cancel all remaining hits on a single friendly vehicle caused by a Smash Attack.
- **El Baile:** At the start of the game, select one enemy vehicle to be the Bull. The chosen vehicle must be the same weight class as the heaviest in-play enemy vehicle. The Bull rolls twice as many Smash Attack Dice against vehicles on this team. When a friendly vehicle of a lower weight class than the Bull ends its Movement Step in Short range of the Bull, this team gains 1 Audience Vote. This team gains 2 Audience Votes and selects a new Bull if the Bull is wrecked.



Fritter:

*Surprisingly, the Post-Martian world still has a small handful of respectable school districts. A lot less surprisingly, many of these schools rely on gambling or participating in the Death Races to make ends meet. Rhode Island Elementary president **Nena Fritter** is known to be especially passionate about her institution, and she's more than willing to lend equipment to some of her students looking for some extracurricular activity.*



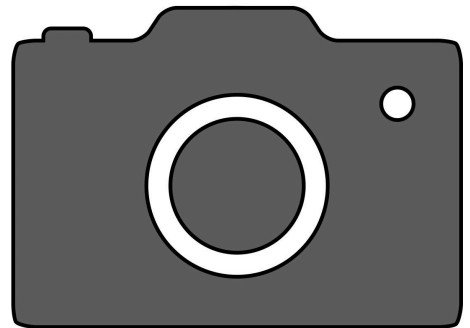
- **Perk Classes:** Pursuit and Aggression

Teams enrolled in Fritter's program gain the following Sponsored Perks:

- **School Bus:** Buses purchased by this team cost 5 cans less and have +1 Build Slot.
- **Education:** When purchasing a vehicle for this team, add +1 to a single numbered value of that vehicle(Max Gear cannot go above 6, increasing Crew effects Base Crew for the purpose of Extra Crewmember).
- **Stop Sign:** Enemy vehicles consider their current gear to be 1 lower than they actually are, for all intents and purposes, while within Short range of at least 1 vehicle on this team. Vehicles in gear 0 cannot activate.
- **Relaxed And Feeling Good:** When an enemy vehicle wipes out within Short range of a vehicle on this team(either before or after any flip), this team gains 1 Audience Vote.

Pierre:

*Freelance photographer **Pierre Philibert** left France with a camera and a dream. He returned with a duffle bag of cash and a shopping list. Apparently it's pretty hard to find people willing to snap pictures in the middle of a Death Race, much less anyone who's actually good at it. Needless to say, Pierre was quite delighted to fulfill that niche.*



- **Perk Classes:** Pursuit and Precision

Teams employed by Pierre gain the following Sponsored Perks:

- **Lights:** When an enemy vehicle starts its activation within Short range of a vehicle on this team, the friendly vehicle may temporarily reduce its crew value by 1 to force the active vehicle to only select Hazardous movement templates during this activation. This reduction lasts until the end of the friendly vehicle's next activation.
- **Camera:** Vehicles cannot be targeted by Audience Vote effects while within Short range of a vehicle in this team. This is true of both enemy and friendly vehicles.
- **Action:** When an enemy vehicle gains Audience Votes while within Short range of a vehicle on this team, this team also gains 1 Audience Vote(limit 1 per step).

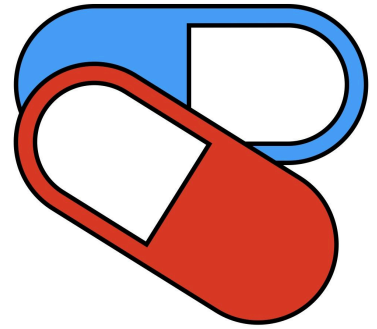
Pablo:

Pablo Fring is a professional. He doesn't fight, he doesn't brag, and he sure as Hell doesn't let his customers work for him. He's been getting a lot more business since he started giving free "samples" at the Death Races.

- **Perk Classes:** Pursuit and Built

Teams sponsored by Pablo gain the following Sponsored Perks:

- **Mobile Lab:** Ambulances purchased by this team have +1 Max Gear and +1 Build Slot.
- **Funky Grass:** All vehicles on this team are equipped with infinite Short ranged Gas Grenades. These do not count towards explosion checks. This team may use Gas Grenades while Distracted.
- **Expensive Sugar:** At the end of its activation, a vehicle on this team may force a single vehicle within Short range of itself to shift up without gaining a Hazard Token. This also temporarily increases the targeted vehicle's crew value by 1(no limit) until the end of their next activation.
- **Euphoria:** When a vehicle on this team reduces an enemy vehicle's crew value to 0, this team gains 1 Audience Vote.



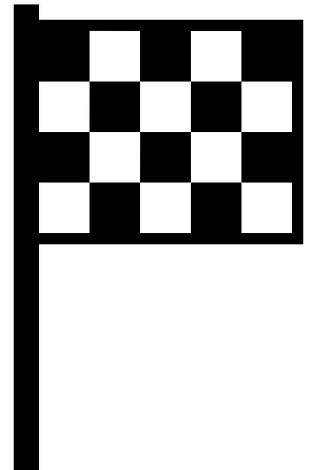
Vicky:

Vicky Nightingale was a full-fledged racer even before the Martians. No gimmicks, no trademarks, just a car on a track for 50 straight laps. Her talents may be only partially relevant to the racing formula we know and love today, but her ability to maintain control at breakneck speeds has proven to be a valuable asset against her more reckless competitors.

- **Perk Classes:** Speed and Daring

Teams sponsored by Vicky gain the following Sponsored Perks:

- **Lightning:** When a vehicle on this team ends their activation, they may immediately make another activation if they are in a higher gear than the current Gear Phase.
- **Kachow:** If all vehicles on this team make 2 activations in a single Gear Phase, this team gains 1 Audience Vote.



Mike:

*For some, roaming the open road is a way of life. For **Michel Cavendish** and his tenacious gang of bikers, it's practically life itself. For 5 years he's done nothing but drive, eat, sleep, and get right back to driving, prompting several fans and news outlets to chronicle his endless trek. Sometimes a few drifters will join him and sometimes a few will leave. Many run off to join a race and find their way back to keep on riding.*

- **Perk Classes:** Speed and Aggression

Teams drifting with Mike gain the following Sponsored Perks:

- **Chain Gang:** When a vehicle is purchased by this team, a single copy of that vehicle may be purchased for half the cost(rounded down). This offer does not expire between games. Any weapons, upgrades, or perks purchased do not get copied.
- **On The Road Again:** Vehicles on this team gain 1 free copy of the Extra Crewmember upgrade.
- **Leader Of The Pack:** This team starts each game with 2 Audience Votes for every vehicle they own that was purchased at full price, and 1 Audience Vote for every vehicle purchased at half price(limit of 16 Audience Votes total). These Audience Votes do not count towards any victory conditions and should be tracked separately from other Audience Votes.



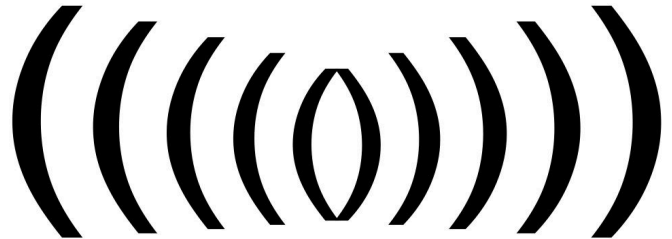
Desdrolsia:

*The affectionately named rainbow rain caused by Mars's advanced pollution has given birth to amazing new minerals such as Vibrite. Among its most prominent fans is **Desdrolsia Silverstone**, who's found great use of its motion-retaining properties on the race course.*

- **Perk Classes:** Speed and Built

Teams sponsored by Desdrolsia gain the following sponsored perks:

- **Good Vibrations:** When a vehicle on this team shifts up or is hit by a shooting attack, that vehicle gains 1 Vibe Token. Vehicles gain a +1 bonus to evades and Smash Attacks for every Vibe Token it has. Vehicles lose all Vibe Tokens after wiping out or being involved in a collision, or at the end of Gear Phase 6.
- **Sweet Sensations:** This team gains 1 Audience Vote for every friendly vehicle that has at least 6 Vibe Tokens at the end of Gear Phase 6.



Glunk:

*The greater population doesn't take too kindly to mutants, though they can be useful in numbers and are for the most part happy spending their short lives as cogs in some machine. Mayor **Glunk Slimylegs** of Gary Indiana knows this best, and he and his citizens are exceptionally proud to donate their populace to the racetrack in exchange for the city's continued protection.*

- **Perk Classes:** Built and Aggression

Teams outsourcing from Glunk gain the following Sponsored Perks:

- **Grateful Dead:** All vehicles on this team have their Base Crew doubled. This team may purchase the Extra Crewmember upgrade for 1 can.
- **Aqualung:** All shooting attacks made by vehicles on this team have a -2 penalty. This also applies to shooting attacks made by tokens spawned by Monster Mash.
- **Monster Mash:** Before and after its Movement Step, a vehicle on this team may permanently reduce its Crew Value by any number, to a minimum of 0 Crew. Place an equal number of markers the size of a penny within Short range of the active vehicle. These markers act like Sentry Guns with half as much hull and attack dice. This crew reduction persists between games. Any markers remaining at the end of the game grant this team 1 free Extra Crewmember upgrade each.
- **Cannonball:** This team may spend 1 Audience Vote to increase the range of Monster Mash to Medium until the end of the current activation.
- **Legion:** At the end of each round, this team gains 1 Audience Vote for every friendly vehicle in play that has 0 Crew.



Hank:

*You don't need a license to drive a lawnmower. Which is really good, because the definition of "lawnmower" has gotten a lot looser since people stopped caring about HOA's. Kentucky entrepreneur **Hank Hoagie** sells his custom lawnmowers to anyone crazy enough to take them seriously.*

- **Perk Classes:** Built and Daring

Teams sponsored by Hank gain the following Sponsored Perks:

- **Grass Cutter:** Once per step, when a vehicle on this team loses one or more hull points, make a 1d6 attack against each vehicle within Short range. This stacks with the Splashback Perk.
- **Terraforming:** At the end of its Movement Step, a vehicle on this team may shift down to leave its movement template in play (ignoring any slide template) and select a surface type (pg. 86). This template is considered to be the selected surface type for the rest of the game. If multiple templates are stacked, the topmost template overrides all other templates only in the overlapping areas.
- **Tear It Up:** When a vehicle on this team rolls 5 or more Grass Cutter dice in a single activation (not including Splashback), this team gains 1 Audience Vote.



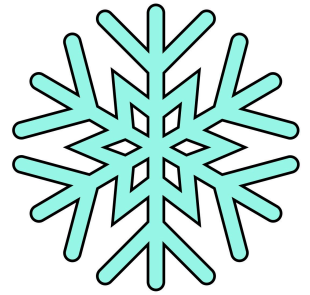
Jackie:

*Diversified weather patterns and rampant climate change haven't done any favors for seasonal jobs. Fortunately, there's a good number of jumpstarting racers that are just as desperate for business as **Jackie Frost** is when Winter comes to a close.*

- **Perk Classes:** Built and Precision

Teams sponsored by Jackie gain the following Sponsored Perks:

- **Snowplow:** Vehicles purchased by this team are equipped with a free front-mounted Ram. This does not take up a Build Slot.
- **Shovel:** At the start of their activation, vehicles on this team may shift down to ignore dropped weapon templates and rough and treacherous surfaces until the end of the current activation. If the vehicle owns the Restraint Perk, the vehicle only cancels the Hazard Token gained for shifting down instead of removing one.
- **Scooper:** During its activation, when a vehicle on this team collides with another vehicle, this team may choose 1 dropped weapon template the active vehicle has previously ignored during this game. Both vehicles suffer the effects of that template after resolving the collision and this team gains 1 Audience Vote.



Tiffany:

*They aren't pretty and they probably smell like bacon grease, but there's no denying that taxi cabs can take a beating. They have to if they're going to survive the Post-Martian streets of New York City, and **Tiffany Tanner** is certainly a survivor more than anything else. At this point her cars are being sold for greater profit than her services, not that she minds that. She WAS starting to get tired of re-taping all those bullet holes.*

- **Perk Classes:** Aggression and Precision

Teams sponsored by Tiffany gain the following Sponsored Perks:

- **Rental Car:** When a vehicle on this team collides with another vehicle, and both vehicles declare Smash Attacks, the friendly vehicle still rolls half as many Evade Dice(rounded up) as they would if they had Evaded.
- **Survivorship Bias:** Vehicles on this team lose no hull points from critical hits. All attacks gain a +1 bonus to hit when targeting vehicles on this team.
- **Road Rage:** When a vehicle on this team finishes rolling Skid Dice but before removing the movement template, that vehicle may engage in a T-bone collision with a single vehicle within Short range of the movement template. If the movement is obstructed, only the portion of the template that will be moved across is considered for valid range. The obstruction itself is not a valid target.
- **Crazy Taxi:** When a vehicle on this team chooses the Swerve or Veer template while they are Hazardous, and they end their activation without resolving any collisions, this team gains 1 Audience Vote.



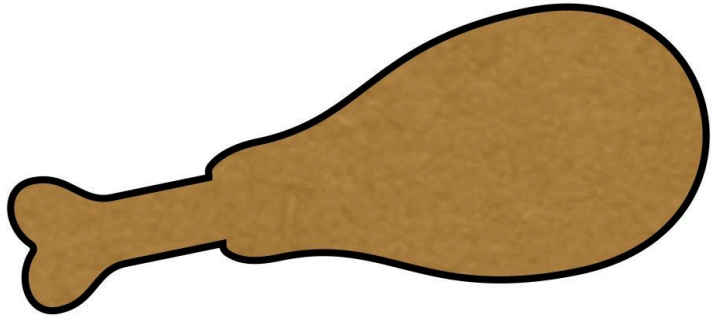
Leeroy:

We have no idea who this guy is or why he's here. He just showed up like ten minutes ago and wanted to enter the race. He seemed pretty excited so we decided to just let him in. And for some reason he smelled like chicken.

- **Perk Classes:** Aggression and Daring

Leeroy gains the following Sponsored Perks:

- **Lethal Stupidity:** Vehicles on this team gain the Chrome Whisperer and Battlehammer Perks for free.
- **Last Minute Entry:** This team may only consist of a single vehicle. This vehicle has a Base Crew of 1 and cannot receive the Extra Crewmember upgrade.
- **32.33 Repeating:** Vehicles on this team cannot roll Evade dice and lose twice as many hull points from all sources.
- **Alright Chums:** This team gains twice as many Audience Votes for having no vehicles in play.



The Rookie:

So you've got your eyes on this new hotshot racing team. Sure, they don't quite have the experience or marketability of your usual picks, but you know they have the potential to make their mark on the sport and money in your pockets. And who knows? With your help, they just might become the next Yandi Idris.

- **Perk Classes:** All

Teams sponsoring a rookie gain the following Sponsored Perks:

- **Barrier To Entry:** All Perks, weapons, upgrades, and vehicles purchased by this team cost 1 additional can.
- **Arbitrary Balance Rule:** Any given vehicle on this team cannot have the Chrome Whisperer and Battlehammer Perks simultaneously.
- **Underdog:** This team gains twice as many Audience Votes for having a vehicle get wrecked.
- **Everyone's Got A Gimmick Now:** This team gains extra cans equal to $\frac{1}{3}$ of their starting cans(rounded up) to spend exclusively on Sponsored Perks.

This team may additionally purchase the following Sponsored Perks, unaffected by Barrier To Entry:

- **Growing The Beard(15 cans):** Barrier To Entry is no longer in effect and retroactively refunds 1 can for every vehicle, weapon, upgrade, and Class Perk that has been purchased, including those that have since been sold.
- **War Veteran(4 cans):** This team may purchase a single Tank and a single Helicopter.
- **Beta Tester(4 cans):** This team may purchase Electrical weapons and upgrades.
 - **Dynamo(3 cans):** See pg. 93.
- **Well Stocked(3 cans):** See pg. 91.
- **Televised Carnage(5 cans):** See pg. 91.
- **Virtuoso(3 cans):** See pg. 92.
- **Showing Off(5 cans):** See pg. 92.
- **All The Toys(5 cans):** See pg. 93.
- **N2O Addict(3 cans):** See pg. 94. Applied **before** Barrier To Entry.
- **Speed Demon(3 cans):** See pg. 94.
- **Cult Of Speed(5 cans):** See pg. 94.
- **Pinball(3 cans):** See pg. 95.
- **Spiked Fist(3 cans):** See pg. 95.

- **Live Fast(5 cans):** See pg. 95.
- **Prison Cars(3 cans):** See pg. 96.
- **Fireworks(5 cans):** See pg. 96.
- **Crew Quarters(3 cans):** See pg. 97. Applied **before** Barrier To Entry.
- **Raiders(3 cans):** See pg. 97. Crew reverts to normal when the game ends.
- **Raise The Sails(3 cans):** See pg. 97. Crew reverts to normal when the game ends.
- **Press Gang Or Keelhaul(5 cans):** See pg. 97. Crew reverts to normal when the game ends.
- **Hot Pursuit(3 cans):** See pg. 98. Gain either the Bogey At 12 O’Clock or Siren Perk for free.
 - **Bogey At 12 O’Clock(3 cans):** See pg. 98.
 - **Siren(3 cans):** See pg. 98.
 - **Louder Siren(2 cans):** See pg. 98.
 - **Steel Justice(5 cans):** See pg. 98.
- **MicroPlate Armour(3 cans):** See pg. 99.
- **Trunk Of Junk(3 cans):** See pg. 99.
- **Tombstone(3 cans):** See pg. 99.
- **That’s Entertainment(5 cans):** See pg. 99.
- **Dizzy(3 cans):** See pg. 99.
- **Maxximum Drift(3 cans):** See pg. 99.
- **Meshuggah(5 cans):** See pg. 99.
- **Fire Walk With Me(3 cans):** See pg. 100.
- **Burning Man(3 cans):** See pg. 100.
- **Cult Of Flame(5 cans):** See pg. 100.
- **Inexorable(5 cans):** See pg. 101. Resawning via this Perk costs 1 additional Audience Vote, including in conjunction with At The Crossroads.
- **Ghost Rider(1 can):** See pg. 101. This Perk may be purchased repeatedly, affecting a single vehicle with each purchase.
 - **At The Crossroads(2 cans):** See pg. 101. This may only be used on vehicles with the Ghost Rider special rule.
 - **Soul Harvest(5 cans):** See pg. 101. At the start of the game, choose 1 friendly vehicle without the Ghost Rider special rule. Ghost Riders may only redeem Soul Tokens at the chosen vehicle.
- **Dutch Courage(3 cans):** See pg. 102.
- **As Straight As I’m Able(3 cans):** See pg. 102.
- **Over The Limit(2 cans):** See pg. 102.
 - **Designated Driver(2 cans):** Straight templates are permitted again.
- **Party Hard(5 cans):** See pg. 102.
- **Trailer Trash(4 cans):** This team may purchase Trailers.
 - **Haulage(2 cans):** See pg. 102-103.