

Trevithick & Babbage (TB)

Steam Powered Wonders

With limited resources in terms of oil, Britain pulled itself from the ashes by utilising steam engines to provide transport and energy needs. Upon divining the history of steam and galvanic energy from various surviving technology manuals, Trevithick & Babbage perfected their steam engines, turbines and galvanic devices and were ready to unleash their creations on the world of the wasteland.

On the raceway, teams with this sponsor have sudden, aggressive surges of speed as they spew forth disorientating clouds of steam and smoke that bring a new dimension for the spectators to marvel at as the steam powered creations and Galvanic weapons fire causing damage to their opponents vehicles.

Perk Class: Aggression and Technology

Special Rules

Teams sponsored by Trevithick and Babbage [TB] gain the following special rules, perks and special rules.

Bulky Engines: This team may never use light vehicles as steam engines and turbines are quite large with the requirement for a boiler and fuel scuttle.

Your Having a Laugh: This team may not use Nitro.

Full Steam Ahead: Once per round this vehicle may declare Full Steam Ahead. This manoeuvre causes the vehicle to gain 2 hazards at the end of the gear phase in addition to any others the vehicle gains this gear phase. Treat this as a Nitro-boost in execution without the normal mechanic for hazards.

Steam Purge: Once per game, a vehicle may vent steam to gain cover for that turn.

Galvanic Magic: After activating in gear 4, 5 or 6, this vehicle may add +1 ammo token to a single Galvanic weapon.

Pocket Rocket: If a vehicle in this team gains the lead during a gear phase by using 'Full Steam Ahead', it gains +1 audience vote.

Weaponry: This team has access to the Galvanic Cannon and Steam Cannon.

Weapon	Type	Attack	Range	Build Slots	Special Rules	Cost
Steam Cannon	Shooting	8D6	Long	3	Blast	6
Galvanic Cannon	Shooting	6D6	Double	3	Galvanic, Ammo 1, Splash	6

Steam Cannon: The Steam Cannon fires an explosive shell at Long Range doing 8D6 Blast, similar to the 125mm cannon. It has Ammo 3 and uses 3 build slots at a costs 6 Cans.

Galvanic Cannon: Rail guns fire a hyper-velocity AP round using Galvanic energy designed to punch through armour up to Double Range doing 6D6 Splash at a cost of 6 Cans.

Unique Upgrades

Weapon	Slots	Ammo	Rules	Cost	Sponsor
Difference Engine	-	-	The Difference Engine is equivalent to a Loader but costs 3 Cans. Adds +1 to hit roll. Natural 6's only count as critical hits.	3	Trevithick & Babbage (TB)

Difference Engine: This mechanical device calculates differences in velocities and trajectories between the firing vehicle and the target to give a firing solution that makes weaponry more effective.