



# SCARLET THUNDER

## VEHICLE DATA SHEET

### KEY

↑ SHOOT

↑↑ CLOSE SHOOT

↑★ RAM

↔★ SIDE SWIPE



### SPECTRUM SPV

**Rank 6 Vehicles:** SPVs take 2 hits (first loses the Road Bonus dice, second the cannon) and are destroyed on the third hit.

**Special attacks:** They get ram success on a tie and can fire their cannon straight ahead only to 4 squares. At range 1 or 2, target vehicle drops a rank.

**Special Movement:** they get the Road Bonus dice on the Hard Shoulder. Destroyed on a crash through wreck only on a 1 or 2.



### SPECTRUM PATROL CAR

**Rank 5 Vehicles:** SPCs are destroyed on the first hit.

**Special attacks:** They may fire straight ahead, to the left or the right to 2 squares. At range 1 target vehicle drops a rank. They get ram success on a win.

**Special Movement:** None. Destroyed on a crash through wreck on a 1, 2 or 3.



### SPECTRUM MAXIMUM SECURITY VEHICLE

**Rank 7 Vehicles:** They may take 2 hits (first is minor damage but has NO EFFECT. Second hit loses the MSV a minus 1 speed, but never less than one square). The MSV is destroyed on the third hit.

**Special attacks:** The MSV gets ram success on a tie (and - under three non-mysteron players - could ram three times in a turn) but has no weapon.

**Special Movement:** moves 3 times with *non-mysteron players'* road bonus. Minus 1 speed on the hard shoulder and verge, but never less than one square of movement. Destroyed on a crash through wreck only on a 1 or 2.



### MYSTERONISED STANDARD CAR

**Rank 4 Vehicles:** They are destroyed on the first hit.

**Special attacks:** They may fire straight ahead, to the left or the right to 2 squares. At range 1 target vehicle drops a rank. They get ram success on a win.

**Special Movement:** moves with **A SELECTED DICE** from the Mysteronised player *plus* a road bonus. Destroyed on a crash through wreck on a 1, 2 or 3.



### MYSTERONISED LIGHT TRUCK

**Rank 5 Vehicles:** They are destroyed on the first hit.

**Special attacks:** They may fire straight ahead, to the left or the right to 2 squares. At range 1 target vehicle drops a rank. They get ram success on a win.

**Special Movement:** moves with **A SELECTED DICE** from the Mysteronised player *plus* a road bonus. Destroyed on a crash through wreck on a 1 or 2.

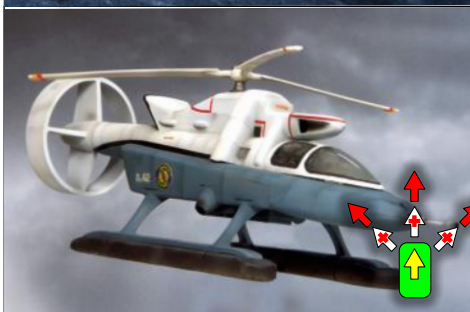


### MYSTERONISED HEAVY TRUCK or COACH

**Rank 6 Vehicles:** They occupy **TWO SQUARES** on the board. They are destroyed on the second hit (first is minor damage but has NO EFFECT).

**Special attacks:** They may fire straight ahead, to the left or the right to 2 squares. At range 1 target vehicle drops a rank. Coach may fire in **ANY** direction up to 3 times but only **TWICE** at the same target. Heavy Truck gets ram success on a tie. Coach only gets ram success on a win. May side swipe ram with the rear of the vehicle but only one ram per move.

**Special Movement:** Takes up **TWO SQUARES** and moves with **A SELECTED DICE** from the Mysteronised player **BUT NO ROAD BONUS**. Minus 1 speed on the hard shoulder and verge. Destroyed on a crash through wreck on a 1 or 2.



### MYSTERONISED SPECTRUM JET COPTER

**Rank X Vehicles:** They **cannot ram** and **cannot be shot**

**Special attacks:** They may fire straight ahead, to the left or the right to 1 square. At range 1 target vehicle drops a rank. They may fire twice: firstly on a target on the rear two boards, secondly on a target on the front two boards.

**Special Movement:** the Jet Copter may fly freely to any position in a 'sweep' from the rear, strafing it's maximum of two targets as it flies.