



# SCARLET THUNDER

## VEHICLE DATA SHEET



### SPECTRUM SPV

**Rank 6 Vehicles:** They may 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 3 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:** They are destroyed on the first hit.

**Special attacks:** They may fire straight ahead, to the left or the right to 1 square. They only 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 6 Vehicles:** They may take 2 hits (first has NO EFFECT, minus 1 speed, but never less than **one square**) and are destroyed on the third hit.

**Special attacks:** They get ram success on a tie (and - under three non-mysteron players - could ram three times in a turn) but have no weapon.

**Special Movement:** moves 4 times with **each 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 1 square. They only get ram success on a win.

**Special Movement:** moves with **A SELECTED DICE** from the Mysterionised 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 1 square. They only get ram success on a win.

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



### MYSTERONISED HEAVY TRUCK or COACH

**Rank 6 Vehicles:** They are destroyed on the second hit (first has NO EFFECT)

**Special attacks:** They may fire straight ahead, to the left or the right to 1 square. Coach may fire in **ANY** direction up to 3 times. Heavy Truck gets ram success on a tie. Coach only gets ram success on a win.

**Special Movement:** **Takes up TWO SQUARES** and moves with **A SELECTED DICE** from the Mysterionised 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. 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.