

THUNDER ROAD VENDETTA™

SETUP

If playing with *Carnage at Devil's Run*, mix in the new road tiles, damage tokens, and hazard tokens. Put the on fire tokens and the shuffled ongoing effect cards to the side.

Choose a **starting rear road tile** (1a: *The Parking Lot* or 1b: *Runway to Ruin*) and place it on the table. Shuffle the remaining road tiles into a pile, draw the top tile, and place it in front of the rear road tile, making it the middle road tile. Draw another one to be the lead road tile. Leave the remaining tiles in the draw pile and place the **finish line** nearby.

Three road tiles (rear, middle, and lead), collectively called the **board**, are used at a time. Road vehicles travel from the rear tile to the middle tile to the lead tile.

Shuffle the **hazard tokens** without looking at them. Place 1 token facedown on each **hazard space** on all 3 tiles (on the starting tile, only place tokens on the hazard spaces showing the number of players), and place the rest facedown in a pile.

Shuffle the **damage tokens** without looking at them and place them facedown in a pile. Place the **FX dice** near the play area.

Each player chooses a crew color and takes the matching **command board**, **3 dashboards**, **3 cars**, **chopper**, and **4 movement dice**. Players set up their dashboards in a row and place all their cars in the starting area behind the rear tile.

Each player rolls their movement dice. Players *keep* this roll to use during the first round. The player with the *lowest* total becomes the **first player** for the first round (on a tie, all players reroll all their dice until there is no tie for lowest total).

The first player takes the **road die**, rolls it, and places it near the board visible to all players.

Big Rig and the Final Five

You may choose the Big Rig or the Final Five as your crew. Neither can use crew leaders or car upgrades (but can play in a game with cars using them).

Big Rig: Assemble the 3 parts into one long truck and place it in the starting area. Take the front cab board and section board, 4 red movement dice, chopper, and 10 minor damage tokens. Set up the command board and section board, facing the same direction as the road tiles.

Final Five: Take the 5 Final Five motorcycle, the command board and dashboards, 6 yellow movement dice, chopper, and 5 minor damage tokens. Set up the command board and dashboards in a row and place the motorcycles in the starting area.

Choppe Shoppe

Crew leaders: Shuffle the crew leader command boards and deal 2 to each player. Each player chooses 1 leader and discards the other. Replace your regular command board with your crew leader board and take a number of command tokens equal to the number of stars on the bottom of the board.

Upgrade cards: Shuffle the upgrade cards and deal 4 to each player. Simultaneously, each player chooses 1 card and places it facedown in front of them, then when all players have chosen they pass the rest of their hand to the player on their left. Repeat this process until each player has 3 upgrades. Return the unchosen cards to the box. Assign 1 facedown upgrade to each of your cars, and once all player have assigned their upgrades, turn them faceup. Once assigned, an upgrade cannot be moved.

HOW TO PLAY

The game is played in turns and rounds. A **turn** is complete when one player finishes steps 1-4. A **round** is complete when each player has taken 3 turns.

At the start of the round, all players roll of their movement dice (on the first round, use the dice you rolled during setup). The first player also rolls the road die.

At the end of the round, pass the road die to the player on your left. They will be the first player in the next round.

On your turn, perform these steps in order:

1. ASSIGN

Assign 1 unused movement die to an operable road vehicle that you have not previously moved this round, placing it in the center of its dashboard.

If you do not have any available road vehicles, assign 1 unused movement die to the **coast** space on one of your operable vehicles that you previously moved. You may *not* assign a die to coast if you have an operable road vehicle you have not moved.

A road vehicle may be assigned to coast a maximum of 2 times.

Once per round, in addition to assigning a die to a road vehicle, you may also assign 1 unused movement die to one of the commands on your command board. Some commands require the die to have a specific number. You may *not* assign a die to a command on a turn you are coasting.

2. COMMAND

Activate the command you assigned a die to by resolving its effect on your command board. Your command will activate *before* your assigned car moves.

3. MOVE

First round: Each road vehicle's initial move is onto one of the spaces on the back edge of the rear tile.

Move the road vehicle you assigned your movement die to. A road vehicle gains moves equal to the movement die assigned to it, and must always move into one of the 3 spaces in its front arc unless an effect causes it to move in a different direction.

Any time a road vehicle is moved (whether on your turn, or from a slam or a damage token):

- A road vehicle must move the full amount unless an effect causes it to lose its moves.
- A road vehicle may move through a space with a chopper.
- If a road vehicle enters a space with a facedown hazard, turn it faceup and resolve it.
- A road vehicle loses its remaining moves when it takes damage.
- If a road vehicle moves onto a space with another road vehicle, it slams into it and loses all its remaining moves. Place the moving vehicle on top of the vehicle that was already in the space, then immediately resolve the slam.

Road die

The road die is only rolled by the first player at the start of the round. On each player's turn, after moving, if their car started on and moved on only road spaces, that car may immediately gain moves equal to the road die. This extra movement does not need to be on the road. This bonus is optional, but if you use it, you must use the full amount.

The Big Rig does not use the road die unless you activated the **TRACTION DRIVE** command.

Coast

If your move is a coast, move that road vehicle exactly 1 space regardless of what the movement die shows. You may *not* use the road die. You may shoot if you have a target after moving the car.

Slamming

If two road vehicles are ever stacked in the same space, they **slam** into each other. The moving road vehicle loses any remaining moves it has. Then, immediately resolve the slam:

1. Roll the **slam die** and **direction die**. These tell you whether the top or the bottom road vehicle is going to move, and in what direction (align the chevrons on the die to the chevrons on the board).
2. If one road vehicle in the slam is *larger* than the other, the owner of the larger road vehicle may ask for a single reroll of *both* dice (even if the larger road vehicle is inoperable or both vehicles are owned by the same player).

When the Big Rig is involved, the other road vehicle always moves (there is no reroll). When a motorcycle is involved, the motorcycle always moves (there is no reroll).

Move the affected road vehicle 1 space in the direction shown on the direction die. If it moves into a space that causes another slam, continue resolving slams until each space only has 1 road vehicle.

4. SHOOT

First round: Skip this step in the first round.

The road vehicle you moved, or the chopper you placed, may shoot a road vehicle in the front arc of your road vehicle or chopper.

The 3 spaces to the front left, front, and front right are a vehicle's **front arc**. When shooting, vehicles can only target a road vehicle in their front arc.

The Big Rig may use its front arc or rear arc (the 3 spaces to the rear left, rear, and rear right) when shooting.

If you have more than 1 target, choose one. You cannot shoot choppers, but may shoot your own cars or motorcycles. You may shoot wrecks (which are treated as inoperable small cars); a wreck taking any damage is eliminated.

You may shoot after resolving a slam.

Choose a target and roll the **shooting die**. If the size you roll matches the size of the road vehicle you are shooting, that vehicle is hit and it takes damage.

If it is a car, its owner draws and resolves a **damage token**.

If it is the Big Rig, first choose a command section you are able to target. If you are successful, that command gets a **minor damage** (x-shaped) **token**.

If it is a motorcycle, it takes a **minor damage token** and becomes inoperable. Turn the motorcycle to face backward and flip its dashboard over.

Draw damage tokens randomly from the pile, resolve their effect, then place them facedown under one of the vehicle's damage slots. Minor damage has no effect other than filling a damage slot.

END OF TURN

Slide the movement die on the dashboard of the car or motorcycle you moved into the **END TURN** space. That vehicle cannot be assigned another die for regular movement this round (but may be able to coast on a later turn).

Any vehicles in a space with a chopper are eliminated.

The player on your left (who is still in the game) takes the next turn.

CAR STATUS

Cars with 0-1 damage tokens are **operable**.

After a car receives and resolves its second damage token, it becomes **inoperable**. Turn the car to face backward on the road tile, and flip its dashboard over. A car can become operable again using the **REPAIR** command.

An inoperable car cannot take additional damage (do not draw any more tiles), it cannot be assigned movement dice or shoot, and its upgrade is inactive until the car is operable again. It can still be affected by the FX dice, such as being slammed.

An **eliminated** car is removed from the game and cannot be repaired. Shuffle its damage tokens back into the damage token pile, and return its dashboard to the box. A car is eliminated if it enters an impassable space; ends a turn in the same space as a chopper (even your own); is on a rear road tile when that tile is removed from play; leaves the border from the left, right, or rear edge; or encounters an effect that eliminates it.

TERRAIN

These rules apply no matter what step of the turn it is.

Road: Costs 1 move to enter. May allow road die bonus.

Off-road: Costs 1 move to enter.

Muddy: Costs 2 moves to enter. You may still enter a muddy space if you only have 1 move left.

Impassable: This space is an **obstacle**. Impassable spaces may show different illustrations, but all of them are marked with a double yellow border.

Hazard: Red double triangle symbols show where to place hazard tokens only when a new road tile is added. If there is no hazard token when entering this space, treat the space as if there were no symbol.

Toxic goo: When a road vehicle enters this space, it stops and loses the rest of its moves.

Desert glass: When a road vehicle enters this space, it immediately moves 1 space in the direction it was already moving without using any moves.

Ramp: A road vehicle can only enter a ramp from the space directly behind the ramp. When it does, roll the stunt die and move that many spaces directly forward, ignoring all spaces in between. After landing, lose all remaining moves. If a road vehicle enters a ramp from any other space, that vehicle is eliminated.

Fire! When a road vehicle enters this space place an on fire token on that vehicle's dashboard. That vehicle must roll the fire die before moving during its Move step.

Salt flats: When a road vehicle enters this space, it may use the road die this turn regardless of whether or not it moved only on road spaces.

OBSTACLES

Obstacles are road vehicles, choppers, hazard tokens (faceup or facedown), and impassable spaces. Spaces *without* obstacles are empty spaces.

Occupied: A space with a road vehicle. If your car enters a space with another road vehicle (even your own), it loses its remaining moves. Stack it on top of the road vehicle in that space, then resolve the **slam**.

Chopper: You may pass through a space with a chopper without effect. However, if a road vehicle ends a turn in a space with a chopper, whether during its normal movement or as the result of a slam or damage, that road vehicle is eliminated.

Facedown hazard: If a road vehicle moves into a space with a facedown hazard token, immediately flip the hazard faceup and resolve it.

Faceup hazard: If a road vehicle enters a space with a faceup hazard, immediately resolve the hazard.

Impassable: A road vehicle that enters an impassable space is eliminated.

HAZARDS

Discard after resolving

Wreck: Place a wreck figure in the space. Place the moving road vehicle on top of the wreck and resolve the slam.

Wrecks are treated like inoperable small cars. They get slammed if another road vehicle enters a space with them and resolve a hazard if they enter a space with a hazard token. Wrecks are eliminated if they end a turn in the same space as a chopper or take any damage.

Mine: The road vehicle takes a damage token. Resolve the effect, if any. That vehicle loses any remaining moves.

Quake: Roll the direction die. Move all road vehicles 1 space in that direction, simultaneously.

Sand worm: Eliminate the road vehicle that is the farthest back on the board. On a tie, eliminate each of them.

Remain on the board

Road: This space becomes a road space.

Mud: This space becomes a muddy space.

Oil slick: Roll the direction die and move your road vehicle 1 space in that direction. This does not cost a move, and the vehicle continues moving if it has moves remaining. This space also becomes a road space.

Desert glass: This space becomes a desert glass space.

Ramp: This space becomes a ramp space.

Fire! This space becomes a fire space.

Pit trap: Roll the shooting die against the road vehicle that revealed the trap. If it's a hit, the vehicle is eliminated. Otherwise, it may continue moving if it has moves left. Pit trap remains on the board and is treated as an impassable space.

DAMAGE TOKENS

When your car takes damage, draw a damage token and resolve its effect. Then place the token facedown in one of the car's damage slots below its dashboard. If your car was moving, it loses any remaining moves. A car with 2 damage is inoperable.

If a damage token moves the damaged car onto another road vehicle, the moving car loses its remaining moves, and a **slam** is resolved. If a car is moved onto an impassable space or off the left, right, or rear edge of the board, it is eliminated.

Blat off: Roll the direction die and the stunt die. Move that many spaces in the indicated direction. Ignore all spaces in between. You are still affected by the space you move into.

Dazed: Roll the stunt die. Move your car that many spaces, rolling the direction die for each space of movement to determine direction. You still are affected by the terrain you move onto. If you enter a space that causes your car to lose its moves, the dazed effect ends.

Dent: No effect (other than taking damage).

Shrapnel: Roll the direction die. Starting at the car that took damage, look in that direction in a straight line until you reach the first road vehicle. Apply a damage to that vehicle (even one of your own).

The shrapnel passes through any terrain, even impassable. If there is no road vehicle in that direction and you reach the edge of the board, nothing happens.

Skid: Move 1 space in the direction shown.

The **Big Rig** and the **Final Five** motorcycles take minor damage instead of other damage. Minor damage fills a damage slot but has no other effect.

CREW LEADERS

Each crew leader has a **special power**; you do not need to assign a die to use this power.

If a crew leader has a command with a command token icon instead of a number, you can only use that command by assigning one of your command tokens to it.

Each turn, you may assign 1 command token to one of your commands that does not already have a die or another command token assigned to it. Activate that command during Step 2 as if you assigned a die to it. This can be in addition to a different command you assign a die to, so you could use 2 commands per turn. **You cannot place a command token on the same turn you coast with a car.**

When you assign a command token to a command token that has a range of die values, the token is treated as the *lowest* possible number.

At the end of the round, discard all assigned command tokens from your command board to the supply.

END OF THE GAME AND WINNING

When a road vehicle moves off the front edge of the lead tile, one of these things happens:

1. If it was the final tile and the vehicle moved onto the finish line, the game ends and that player wins.
2. If it wasn't the final tile, eliminate all road vehicles and discard all hazard tokens on the rear tile. Return any choppers on the tile to their players. Remove the rear tile from the board, flip it to the other side, and place it on the bottom of the road tile draw pile. Slide the middle and rear tiles backward to become the rear and middle tiles respectively, and place the top tile from the draw pile in front of the middle tile to become the lead tile. Place random hazard tokens facedown on the marked spaces (if needed, shuffle the discarded tokens to make a new supply). Check if the new tile is the **final tile**. If the road vehicle that went off the board has remaining moves, it continues moving.

The final tile

2 players: If one player isn't eliminated beforehand, the fifth tile is the final tile: add the finish line.

3 or more players: When one player is out of the game, the lead road tile is now the final tile: add the finish line. If this occurs while moving off the front of the board, place the new lead tile (it becomes the final tile)

Out of the game

A player is out of the game if all of their road vehicles are eliminated or inoperable. Remove that player's chopper from play. The player's inoperable vehicles stay on the board, and they take no more turns for the rest of the game.

Winning the game

The game ends and you win if your car moves onto the finish line or you are the only player left with operable road vehicles.

THE BIG RIG

1. ASSIGN

On your first turn each round, before assigning a movement die to one of your sections, assign 1 movement die to the **HYDRAULIC STEERING** command on your front cab. This indicates the number of lane changes the Big Rig can make this round.

Each turn, assign an unused movement die to a command on one of the 3 sections on your section board. The die's value determines how many moves the Big Rig gains.

You may not assign a die to a section to which you have previously assigned a die. **REPAIR** commands require a die with a value of 3.

You *may* assign a die to a damaged command, but this only moves the Big Rig and does not activate the command.

2. COMMAND

Activate the command you assigned your movement die to. Some resolve before moving, and some after.

3. MOVE

Each turn, the entire Big Rig figure moves equal to the value of the die you assigned to a section that turn. As the front section moves forward, the mid section moves into the space the front section vacated, and the rear section moves into the space the mid section vacated.

The Big Rig moves straight forward unless you used the **HYDRAULIC STEERING** command. The number you assigned this command is the number of times the Big Rig can move to the front left or front right that round. Reduce the value on the die each time you move into the front left or front right.

The Big Rig does not use the road die unless you activated the **TRACTION DRIVE** command.

The Big Rig is considered to be on the tile its front section is on, and it only looks at spaces the front section enters.

If the Big Rig would be **moved or stopped by an effect**, it is *not* moved or stopped, but instead takes 1 minor damage on a command of your choice. Place an off-road token on that space on the board (remove any other token on the space); that space is now an off-road space. Keep moving if you have moves remaining.

The Big Rig is not eliminated if it enters an **impassable space**, but instead takes 1 minor damage on a command of your choice. Place an off-road token on the impassable space; that space is now an off-road space. Keep moving if you have moves remaining.

If any section of the Big Rig ends a turn on a space with a **chopper**, the Big Rig is not eliminated, but instead takes 1 minor damage on a command of your choice. The chopper is removed from the board and returned to its owner, who may use it again on a future turn.

Slamming

Place any road vehicles that collide with the Big Rig on top of that section of the Big Rig. Only roll the direction die. The other vehicle always moves; neither player involved may choose to reroll.

4. SHOOT

The Big Rig may use its front arc or rear arc when shooting. Roll the shooting die:

Damaged cars draw a damage token.

Damaged motorcycles take a minor damage token.

The **MISSILE LAUNCHER** command is not part of shooting. The Big Rig may activate the missile launcher during Step 2: Command, shoot with it after moving, and still make a normal shooting attack in Step 4: Shooting.

Treat each section of the Big Rig as a separate large vehicle when shot at. An opposing vehicle can shoot a section of the Big Rig in its front arc.

Getting shot and taking damage

The shooting player must choose which command to shoot at *before* rolling the shooting die. Each section has 2 commands to target (**REPAIR** may not be targeted). They cannot target a command that is already damaged.

If an attack hits the Big Rig, place a minor damage token on the targeted command, covering it.

In all other instances where the Big Rig takes damage, its owner chooses where to place the damage token.

Fire

If playing with *Carnage at Devil's Run*, the Big Rig cannot catch on fire from any effect. If it enters a fire space, it takes 1 minor damage on a command of your choice. Place an off-road token on that space on the board (remove any other token on the space); that space is now an off-road space.

Keep moving if you have moves remaining.

Getting eliminated

If the Big Rig is eliminated, that player is out of the game. Immediately add the finish line; the lead road tile is now the final tile.

The Big Rig can only be eliminated if it ever has a total of 6 minor damage tokens on it, or if it gets dumped off the rear road tile (this only happens if *all* of its sections are on the rear tile; otherwise the sections are left trailing off the back of the board).

BIG RIG SECTION BOARD EFFECTS

REAR SECTION

HAZARD DISPENSER: After moving, you may take a random hazard token and place it an empty space in the Big Rig's rear arc. Do not look at it and place it facedown.

REPAIR: Before moving, remove 1 damage token from the rear section.

TARGETING COMPUTER: You may reroll your shooting attack this turn.

MID SECTION

TRACTION DRIVE: You may use the road die this turn (regardless of which spaces you move on).

REPAIR: Before moving, remove 1 damage token from the mid section.

AIRSTRIKE: Place your chopper on an empty space and shoot with it.

FRONT SECTION

MISSILE LAUNCHER: After moving, roll the shooting die. Each road vehicle on or adjacent to the space 2 spaces in front of you takes 1 minor damage if they are hit by the roll.

Cars taking minor damage place a minor damage token in one of their damage slots.

REPAIR: Before moving, remove 1 damage token from the front section.

COW CATCHER: The first time you enter a space with another car or motorcycle, the player who controls it moves it to the front left or front right. If it is a wreck, you choose the space.

MOTORCYCLES

Motorcycles are treated like **small** road vehicles. They function like cars, with these changes:

1. ASSIGN

Each turn, assign **2** of your 6 unused movement dice to 2 motorcycles.

Once per round, you may instead assign 1 die to one motorcycle, and 1 to a command on your command board and take Step 2: Command as you would with a car.

Coast

A motorcycle may be assigned to coast a maximum of 4 times.

3. MOVE

If you assigned dice to 2 motorcycles, choose one to move and then shoot.

Then, move and shoot with the other one. Look at the markings to ensure the correct motorcycle is moved.

Drifting

While moving, a motorcycle may drift through **all** other road vehicles without causing a slam. If a motorcycle ends its move in the same space as another road vehicle, it results in a slam as normal.

Cars do not drift through motorcycle unless they use their **DRIFT** command.

Slamming

When a motorcycle and another road vehicle share a space, put them next to each other instead of stacking them. They still slam.

When resolving a slam between a motorcycle and another vehicle, only roll the direction die. The motorcycle always moves; neither player involved may choose to reroll.

If the slam is between 2 of your motorcycle, you choose which one to move.

Taking damage

When a motorcycle is damaged, it takes a minor damage token and becomes inoperable.

Turn the motorcycle to face backward and flip its dashboard over. An inoperable motorcycle can become operable with the **REPAIR** command.

Fire

If playing with *Carnage at Devil's Run*, motorcycles never draw an on fire damage token, but can still catch on fire in other ways (eg, terrain or effects).

EXTRA AMMO EXPANSION

ROAD CONDITIONS

At setup, shuffle the road conditions cards and deal 1 card to the middle and lead road tiles. The rules on a card apply to only that road tile.

When you place a new road tile, place a random road condition card faceup next to it.

When a road tile with a road condition is removed, discard the card. If you run out of cards, shuffle the discards to make a new deck.

ADVANCED AIRSTRIKES

At setup, shuffle and deal 1 facedown advanced airstrike card to each player. The card tells you when you can play it. After you play an airstrike card, remove it from the game.

BOUNTIES

At setup, shuffle and deal 1 facedown bounty card to each player. When you complete your bounty, you may immediately play the card and claim the reward. After you play a bounty, remove it from the game.

ONE SHOTS

At setup, shuffle and deal 1 facedown one shot card to each player. The card tells you when you can play it. After you play a one shot card, remove it from the game.

BONUS COMMANDS

At setup, shuffle and deal 1 bonus command card to each player. This is an additional command you can assign a card to and activate.

The Big Rig cannot use bonus command cards.

GERMAN ENGINEERING

The Big Rig and the Final Five do not use this expansion, but you can play with either or both of them against cars that do.

SETUP

Each player replaces their movement dice with the 18 card deck of German Engineering cards of their color, shuffles their deck and draws a starting hand of 5 cards.

Each player totals the move values on their starting hand and announces the total. The player with the lowest total takes the first turn. On a tie, all players shuffle and draw new hands until one player has the lowest total.

ASSIGNING AND MOVING

On your turn, play a card from hand to one of your dashboards as you would assign a movement die. Once per round, you can assign another card from your hand to one of the commands on your command board.

In all cases, it is treated as if you had assigned a die of that value. After you resolve a car's movement or a command, flip that card over to show you are done.

At the end of 3 rounds, after all players have moved, all players should have 1 card remaining in hand. Discard all the cards played to your dashboards and command board. Then each player draws cards from their deck up to 5 cards. Players should never have more than 5 cards in hand.

SHOOTING

Do not use the shooting die. To resolve a shooting attack, reveal the top card of your deck. If the shooting die result on that card matches the target, the attack hits as normal. After resolving the attack, discard the card.

RESHUFFLING

If you need to take a card from your deck and it is empty, immediately shuffle your discard pile and make a new deck. Cards in your discard pile are open information to all players.