

# THUNDER ALLEY TRACK EXPANSION

The *Thunder Alley Track Expansion* was designed primarily as an expansion for *Thunder Alley*. However *Grand Prix*, the upcoming GMT game using similar rules can also use these tracks as new courses. All of the tracks fit the original rule style. Some of the tracks included will also quite nicely accommodate *Grand Prix* and its rules set.

The Fraley & Sons dirt track and Launius Speedway are specifically *Thunder Alley* courses and will probably not be very good *Grand Prix* tracks. The Renay Heckman Memorial speedway is a hybrid designed for both games. Wellington and Sung Harbor are combo tracks with an outer course best suited to *Thunder Alley* with an interior road course more suited to *Grand Prix*. Of course you are welcome to use the tracks as you see fit, so you can squeeze the stock cars onto the road courses or eventually you can let the *Grand Prix* cars loose on the super speedways if you like.

## SOME IMPORTANT GENERAL RULES

### Overlapping Lanes

On the Snug Harbor, Renay Heckman and Wellington tracks there are portions of the track that overlap where either an optional route exists (Renay Heckman) or the interior course veers off the main speedway and later re-enters it. Be sure to only use the spaces that coincide with the track version you are using for the race.

### Restart Lanes

The restart lanes are not highlighted on these tracks. For restarts after a yellow flag, if a sector has 4 lanes, then the restart lanes are in the middle two. If there are 3 lanes, use the inside 2 lanes.

### Restarts with 1 Lane

If cars need to be placed for a restart and they would be placed in a sector with one lane, they are instead stacked together with the car that would be on the inside stacked on the bottom.

- Any time that stack of cars is moved by another car's activation, move both cars together as one car.
- When either of the cars is activated, it will leave the space on its first move and the other car will now be alone in the space behind it.
- Regardless of the card played, the first move to separate cars is considered "Solo" so no Lead, Draft or Pursuit rules apply. Once clear of the other car, the movement type starts to take effect. Please note, that "Solo" has different rules depending on whether you are playing *Thunder Alley* or *Grand Prix* and the governing game's Solo rules should be used.

## TRACK SPECIFIC RULES

### Fraley & Sons Oval

No car may change lanes in the corner spaces. Once a car enters a lane into a corner, that car must remain in that lane until the next straight sector is reached. This includes Oversteer and Understeer. Those cards have no effect if the active car ends its turn in a corner.

**PIT STOPS:** You may pit from the outside of the dirt track corners as normal. You may only enter the inside lane of the corners when exiting the pit. If the space a car would exit the pit from is occupied, the car occupying it must be displaced backwards for 2MP just as if it was against the outside wall.

### Renay Heckman Temporary Lane

On the Renay Heckman Memorial Speedway, the starting grid passes through a single lane section of the track. For the start of the race (and only the start of the race), use the temporary dashed lines as an extra lane until at the end of an activation those two sectors are either: a) Vacated by all cars OR b) each sector has only one car remaining. As soon as that happens, the sector is considered to be one lane only for the remainder of the race including future restarts.



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