



THUNDER ROAD VENDETTA™

PART 2

BIG RIG AND THE FINAL 5

RULEBOOK



TR.V ACTION-PACKED GAMEPLAY
FUN AND ENJOYMENT
THIS EXPANSION IS APPROVED FOR AGES 10+

OVERVIEW **5 PLAYER** EXPANSION

The **Big Rig** and the **Final Five** expansion adds TWO new racing crews to your game. These can be played together or separately in any combination with the crews from the base game.

BEFORE YOUR FIRST GAME

Carefully push the rotors onto the choppers. Hold the chopper figure from the bottom of the chopper (not the base of the figure) and press down near the center of the rotor (not the outer edges). You do NOT need to remove the rotors after you play.



PARTS LIST



1 Big Rig figure
(in three parts)



1 Big Rig Section board



1 Big Rig Front Cab



5 Final Five motorcycle figures



1 Final Five Command board



5 Final Five dashboards



4 Custom Big Rig
movement dice



6 Final Five
movement dice



2 Choppers
(1 for the Big Rig, 1 for the Final Five)



15 Minor damage tokens
(see **Minor Damage**, below.)

8 Off-road
terrain tokens



MINOR DAMAGE

The Big Rig and the Final Five motorcycles both take **minor damage tokens** instead of the damage tokens from the base game. This damage has no effect other than filling a damage slot. Minor damage tokens are repaired the same way as other damage. In the rare case all minor damage tokens are assigned and you need to assign another one, use a face-down damage token with no effect.

The Big Rig's **Missile Launcher** command also assigns minor damage tokens to its targets. If this damages a car, that car places a minor damage token below their dashboard instead of a damage token.



SETUP

When choosing your crew, the Big Rig OR the Final Five may be chosen as your crew.

CHOOSING THE BIG RIG

- 1 Assemble the parts of the Big Rig figure to make one long truck and place it in the starting area.
- 2 Take the Big Rig front cab board and section board, 4 custom Big Rig movement dice, chopper, and 10 minor damage tokens.
- 3 Set up the Big Rig command board and section board. Depending on which side of the road tiles you are on, it will be helpful to flip the Big Rig's boards to face the same direction as the road tiles.

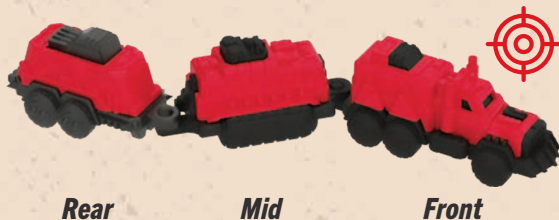
CHOOSING THE FINAL FIVE

- 1 Take the 5 Final Five motorcycle figures, the Final Five command board and dashboards, 6 movement dice, chopper, and 5 minor damage tokens.
- 2 Place the Final Five command board and dashboards in a row and place the motorcycle figures in the starting area.

The Big Rig and the Final Five motorcycles **cannot** use crew leaders or car upgrades from the **Choppe Shoppe** expansion, but they may play in the same game as car crews using them.

THE BIG RIG

The Big Rig is a single road vehicle made up of 3 large sections: rear, mid, and front. These three sections connect into each other with hitches.



In addition to a front arc, the Big Rig has a **rear arc**, which are the three spaces behind its rear section (see below).

You also have a chopper. It works the same way as in the base game, and is activated with the **Airstrike** command on the mid section of your section board (see *Big Rig Section Board Effects*, page 6).



REAR ARC

The three spaces to the rear left, rear, and rear right are the Big Rig's rear arc. When shooting, the Big Rig may make its shooting attack on any target in its front OR rear arc. The **Hazard Dispenser** command places hazard tokens on the board in the Big Rig's rear arc.

ON YOUR TURN

Do these four steps of your turn, in order:

- 1 **ASSIGN** one die to a command on one of the 3 sections on your section board.
- 2 Activate that **COMMAND**.
- 3 **MOVE** the Big Rig.
- 4 **SHOOT** from the front OR rear arc.

STEP 1: ASSIGN

On your first turn each round, before assigning a movement die to one of your sections, assign one movement die to the **Hydraulic Steering** command on your front cab. This will indicate the number of lane changes the Big Rig will be able to make this round (see *Hydraulic Steering*, below right).

Each turn, assign an unused movement die to a command on one of the 3 sections on your section board.

- ✗ The value of the die determines how many moves the Big Rig gains during Step 3: Move.
- ✗ 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. This only moves the Big Rig and does not activate the command.

STEP 2: COMMAND

Activate the command you assigned your movement die to. Some commands will resolve before moving, and some will resolve after (see *Big Rig Section Board Effects*, page 6).

STEP 3: MOVE

Each turn, the Big Rig gains moves equal to the value of the die you assigned to a section on that turn. The entire Big Rig figure will move regardless of the section to which you assigned the die.

The Big Rig moves like a train. 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. When moving, the Big Rig moves **STRAIGHT FORWARD** unless you use your **Hydraulic Steering** (see below).

The Big Rig does NOT use the road die unless you activated the **Traction Drive** command.

HYDRAULIC STEERING

The number you assigned to hydraulic steering is the number of times the Big Rig can move to the front left or front right during that round. If you want to move into the front left or front right space, reduce the value of the die assigned to your hydraulic steering by 1. You MAY do this more than once in a single turn, provided you reduce your hydraulic steering each time you do.



BIG RIG MOVING INTERACTION RULES

- ✖ **Massive:** The Big Rig is considered to be on the road tile that the front section is on. When moving, the Big Rig only looks at spaces the front section enters. For example, moving into a muddy space with the front section costs two moves, but the mid and rear sections do not take that penalty.
- ✖ **Sturdy:** If the Big Rig would ever be moved or stopped by an effect (such as an oil slick or toxic goo), it is NOT moved or stopped. Instead, it takes one minor damage on a command of your choice. Place an off-road token on that space on the board. If there was another token on that space, remove it. That space is now an off-road space. If you have moves remaining, continue moving.
- ✖ **Dependable:** If the Big Rig enters an impassable space, it is not eliminated. Instead, it takes one 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. If you have moves remaining, continue moving.
- ✖ **Solid:** If any section of the Big Rig ends a turn on a space with a chopper, the Big Rig is not eliminated. Instead, it takes one 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.

FIRE

If you are playing with the **Carnage at Devil's Run** expansion, the Big Rig cannot catch on fire from any effect.

If the Big Rig enters a fire space, it takes one minor damage on a command of your choice. Remove any token on that space and place an off-road token on it. That space is now an off-road space. If you have moves remaining, continue moving.

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. Do not roll the slam die. The OTHER vehicle always moves; neither player involved may choose to reroll.

STEP 4: SHOOT

The Big Rig may make its shooting attack on any target in its front OR rear arc. 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 during Step 4: Shoot.

GETTING SHOT

Each section of the Big Rig is treated as a separate large vehicle when an opponent shoots at it. An opposing vehicle can shoot a section of the Big Rig in its front arc.

The shooting player must choose which command to shoot at BEFORE rolling the shooting die. Each section has two possible commands to target (**Repair** may NOT be targeted). They cannot target a command that is already damaged.

TAKING DAMAGE

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

There is a faded "X" behind commands that may be targeted. When the Big Rig is hit, place the minor damage token over this shape, covering the command. On your assign step, you MAY assign a die to a damaged command. This only moves the Big Rig and does not activate the command.



In all other instances where the Big Rig would take damage, the Big Rig player chooses where to place the minor damage token.

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 in two ways:

- ✖ If the Big Rig ever has a total of 6 minor damage tokens on it.
- ✖ If the Big Rig gets dumped off the rear road tile. The Big Rig is only dumped if ALL of its sections are on the rear road tile. Otherwise, the front section stays in its current space with one or more of its sections trailing off the back of the board.

BIG RIG SECTION BOARD EFFECTS



REAR SECTION

- ✖ **Hazard Dispenser:** After moving, you may take a random token from the hazard pile and place it in an empty space in the Big Rig's rear arc. Do not look at the token and place it face down on the board. (Reminder: an empty space is one with no obstacles in it.)
- ✖ **Repair:** Before moving, remove one 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 the Big Rig moves on).
- ✖ **Repair:** Before moving, remove one damage token from the middle section.
- ✖ **Airstrike:** Works like the Airstrike command in the base game. 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 two spaces in front of you takes one 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 one 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.

BIG RIG MOVEMENT EXAMPLE

It's Marty's turn to move the Big Rig, and he wants to avoid slamming the green car. He flips the die on Hydraulic Steering down by one to change lanes. He moves the Big Rig three spaces, with the middle and rear sections following the path that the front section took.

The Big Rig went through an impassible space, but because the Big Rig is Dependable, it just took one minor damage and the space became an off-road space.



THE FINAL 5

The Final Five crew is made up of 5 motorcycles. Motorcycles are treated as SMALL road vehicles. They function like the cars from the base game, with the following changes:



STEP 1: ASSIGN

EACH turn, assign TWO of your 6 unused movement dice to two motorcycles.

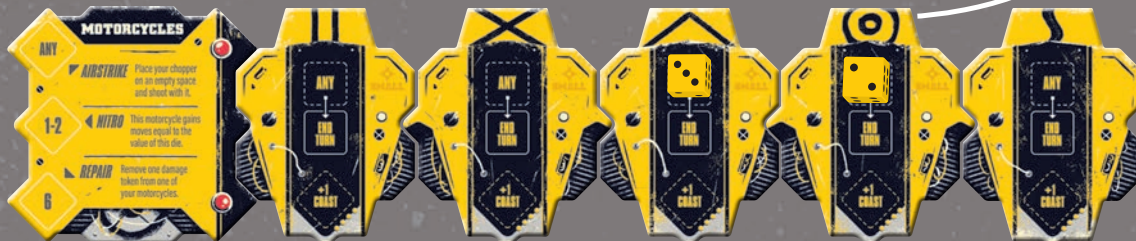
ONCE PER ROUND, you may instead assign one die to one motorcycle, and one to a command on your command board and take Step 2: Command (as you would with a car).

COASTING

A motorcycle may be assigned to coast a maximum of four times (instead of two, like a car).

MARKINGS

Each motorcycle is decorated with a marking that matches its corresponding dashboard. When you assign a movement die to a dashboard, make sure to move the matching motorcycle.



STEP 3: MOVE

If you assigned dice to two motorcycles, choose one to move and then shoot. Then, move and shoot with the other one. Look at the markings to make sure the correct motorcycle is moved (*see below*).

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 motorcycles unless they use their **Drift** command.

SLAMMING

When a motorcycle and another road vehicle share a space, don't stack them - put them next to each other instead. They still slam.

When resolving a slam with a motorcycle and another vehicle, only roll the direction die. Do not roll the slam die. The MOTORCYCLE always moves; neither player involved may choose to reroll.

If the slam is between two of your motorcycles, 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 that motorcycle's dashboard over. (An inoperable motorcycle can become operable with the **Repair** command.)



FIRE

If playing with the **Carnage at Devil's Run** expansion, motorcycles won't ever draw an On Fire damage token, but can still catch on fire in other ways, such as terrain or effects.



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