

**THUNDER ROAD VENDETTA™**

**PART 3**

**CARNAGE**  
AT **DEVIL'S RUN**



**RULEBOOK**



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

# PARTS LIST



5 Road tiles  
(double sided)



12 ON FIRE! tokens  
(plus extras)



1 Fire die



22 New Hazard tokens



10 New Damage tokens



21 Ongoing Effect cards

NEW ROADS,  
NEW HAZARDS,  
ONGOING DAMAGE  
... AND FIRE!

# SETUP

- 1 Shuffle the **new road tiles** in with the standard road tiles before placing the middle and lead road tiles. (You will still start the game using either 1a: The Parking Lot -OR- 1b: Runway to Ruin.)
- 2 Mix the **new damage tokens** into the standard damage token pile.
- 3 Mix the **new hazard tokens** into the standard hazard token pile.
- 4 Shuffle the **ongoing effect cards** and place the deck to the side.
- 5 Place the **ON FIRE! tokens** in a separate pile to the side.

# NEW TERRAIN



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



**Desert Glass:** When a road vehicle enters a desert glass space, it immediately moves one 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 space from any other space, the road vehicle is eliminated.



**Fire!** When a road vehicle enters this space, it catches on fire! Place an ON FIRE! token on that vehicle's dashboard. A vehicle that is on fire must roll the fire die before moving during their Move step (see right).



**Salt Flats:** When a road vehicle enters a salt flat space, it may use the road die this turn REGARDLESS of whether or not it moved on only road spaces.

# NEW HAZARDS

## DISCARDED AFTER REVEALED:



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



**Sand Worm:** Eliminate the road vehicle that is the farthest back on the board. If more than one road vehicle is tied for that position, eliminate each of them.

## REMAIN ON THE BOARD:



**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.



## ON FIRE!

During your Move step, before moving a road vehicle that has an ON FIRE! token, roll the fire die and apply the result below.



Increase the vehicle's moves this turn by the indicated amount. This may result in movement higher than 6. You must move the full amount.



The fire goes out. Remove the vehicle's ON FIRE! token and move as normal.



The vehicle is eliminated.

ON FIRE! tokens do not count as damage. If a vehicle that is on fire becomes inoperable, remove the ON FIRE! token.

A vehicle that is already on fire cannot take additional ON FIRE! tokens. If it would, ignore it.

# NEW DAMAGE TOKENS

There are two new types of damage tokens. When you get one, resolve its effect (below). If your car was moving, it loses any remaining moves. A car with two damage is inoperable.



**ON FIRE:** Take an **ON FIRE! token** from the supply and place it on that car's dashboard (see right). Then, place the damage token face down. Vehicles that are on fire must roll the fire die before moving during their move step (see box on previous page).



**ONGOING EFFECT:** Draw an **ongoing effect card** and place it face up in an available damage slot. Place the damage token face down on top of it. The card remains in effect until that damage token is repaired. When that damage is repaired, remove both the damage token AND the ongoing effect card. Place them in their respective discard piles.



## CREDITS

### DESIGN

GAME DESIGN:

BRETT MYERS, DAVE CHALKER

ADDITIONAL DESIGN AND DEVELOPMENT:

JUSTIN D. JACOBSON, ROB DAVIAU,  
BRIAN NEFF, NOAH COHEN

ORIGINAL DESIGN:

JIM KEIFER

### ART

ILLUSTRATION:

MARIE BERGERON

ADDITIONAL ILLUSTRATION:

GARRETT W. KAIDA

3D MODELING:

HAKAN DINIZ, CHAD HOVERTER

ART DIRECTOR, GRAPHIC DESIGN:

JASON TAYLOR

GRAPHIC DESIGN, PRODUCTION LEAD:

LINDSAY DAVIAU

ADDITIONAL GRAPHIC DESIGN:

IAN REED, PETER GIFFORD, JASON D. KINGSLEY

CONCEPT ART:

BRIAN PATTERSON

### EDITING

RULES EDITING:

J ELIZABETH MILLS

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