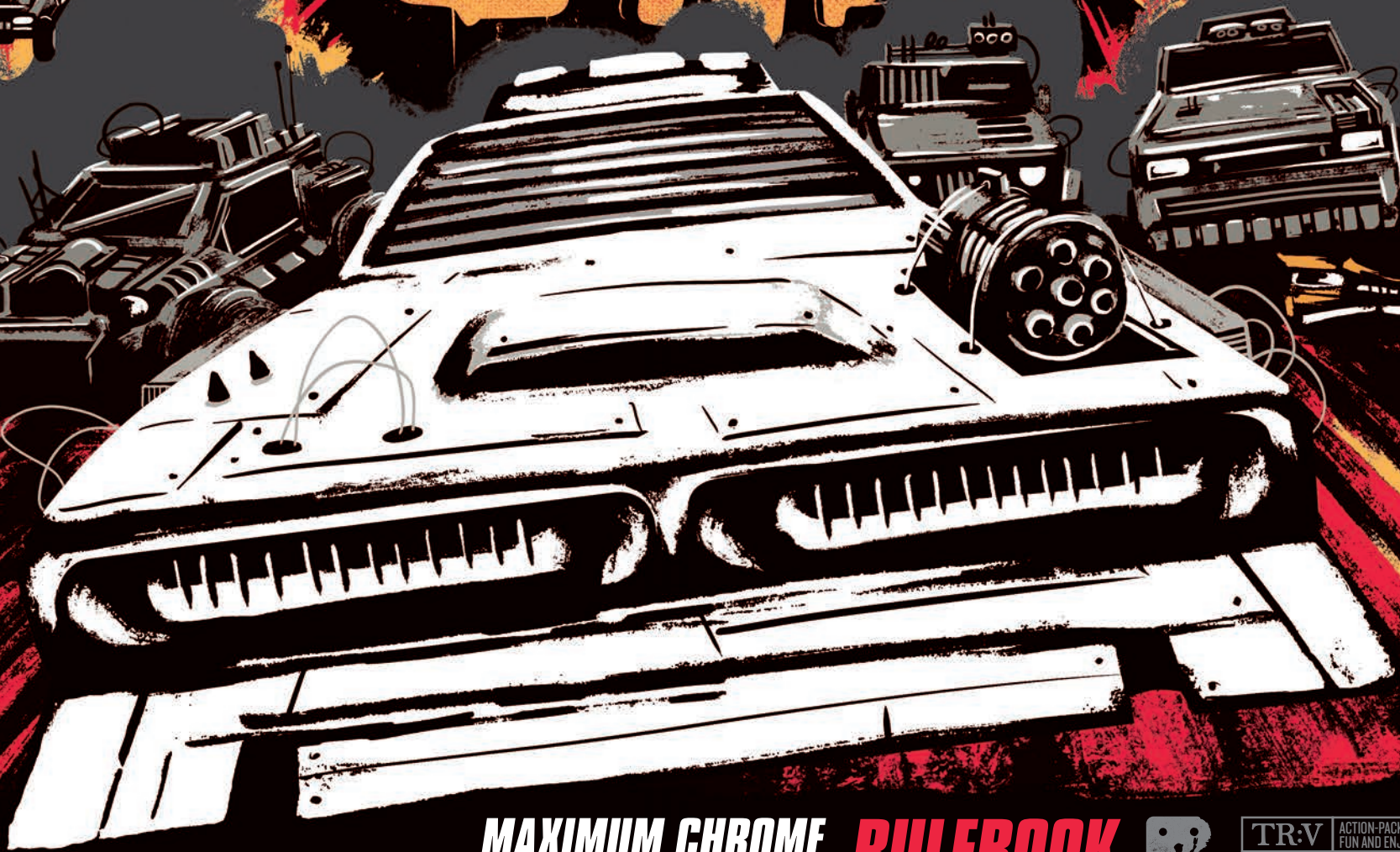


THUNDER ROAD

VENDETTA

THIS ROAD
IS PAVED WITH
BAD INTENTIONS!



MAXIMUM CHROME
EDITION

RULEBOOK



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

MAXIMUM CHROME

EDITION

Thunder Road: Vendetta, Maximum Chrome Edition includes multiple expansions, which affect the rules in different ways. This rulebook is set up to guide you through learning the base game, with the expansion rules able to be added as desired.

Look for these symbols to tell you how the expansions interact with other rules.



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OBJECTIVE RUN & GUN

Thunder Road: Vendetta is a game of fast turns and dicey decisions. Command your crew as they race over perilous roads, dodge hazards, slam into cars, and fire those guns. When all else fails, call in the chopper!

HOW TO WIN THIS RACE

Be the first player to move one of your cars onto the Finish Line –OR– be the last player standing.

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.



STANDARD PARTS

These components are used in every game of Thunder Road: Vendetta.



5 Road tiles
(double sided)



1 Finish Line tile
(double sided)



1 Road die



1 Stunt die



1 Shooting die



1 Slam die



1 Direction die

These 5 dice are collectively called **FX dice**



20 Damage tokens
(dent, shrapnel, skid, dazed, blastoff)



26 Hazard tokens
(wreck, mine, road, mud, oil slick)



4 Wreck figures

CAR CREWS

Each player will need a crew. Usually this will be a car crew from the base game. However, a player can substitute the Big Rig or the Final Five crew from that expansion to use as their crew.



12 Cars
(3 each in 4 different colors)



4 Choppers
(4 different colors)



16 Movement dice
(4 each in 4 different colors)



4 Command boards
(4 different colors)



12 Dashboards
(3 each in 4 different colors)



PARTS LIST



The steps below are for setting up Thunder Road: Vengeance using the base game components. It is a good idea to become familiar with setting the game up with these steps before including expansion components.



When playing with the Carnage at Devil's Run expansion, mix in the new road tiles and hazard tokens BEFORE you begin this setup. (See page 7.)

- 1 Choose a starting **rear road tile** (either 1a: The Parking Lot -OR- 1b: Runway to Ruin) and place it on the table. Shuffle the remaining road tiles to make a draw 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.

- 2 Shuffle the **hazard tokens** without looking at them. Place one hazard token face down on each hazard space on all three tiles. Place the remaining tokens face down in a pile near the play area.

(On the starting tile, only place hazard tokens on the hazard spaces showing the number of players you are playing with.)

- 3 Shuffle the **damage tokens** without looking at them. Place them face down in a pile near the play area.

- 4 Place the **FX dice** near the play area.

- 5 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.

- 6 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. If there is a tie for lowest total, all players reroll all their dice until there is no tie for lowest total.

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

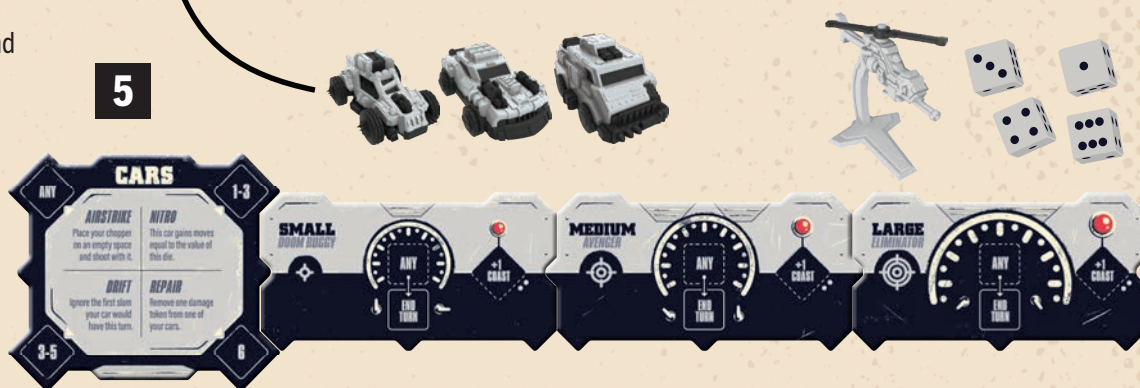
2



1



5



3



Middle road tile

Lead road tile

7



4

6



THE DIFFERENCE BETWEEN
VICTORY
AND DEATH
IS RAZOR THIN.

Want to turbocharge your game?
Pages 6 & 7 contain the components
for the expansions and how to
include them in your game.

5



BIG RIG AND THE FINAL 5

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

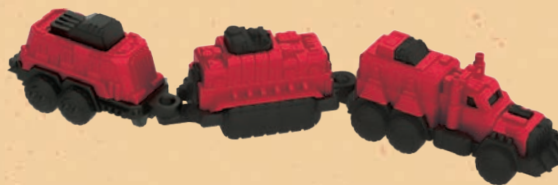
- 1 Take the 5 Final Five motorcycle figures, the Final Five command board and dashboards, 6 movement dice, chopper, and 5 minor damage tokens.
- 2 Place the Final Five command board and dashboards in a row and place the motorcycle figures in the starting area.



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



PARTS LIST



1 Big Rig figure
(in three parts)



5 Final Five motorcycle figures



4 Custom Big Rig
movement dice



1 Big Rig Front Cab



6 Final Five
movement dice



1 Final Five
Command board



1 Big Rig Section board



5 Final Five dashboards



8 Off-road
terrain tokens



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



15 Minor damage
tokens

CARNAGE AT DEVIL'S RUN

USING THE CARNAGE AT DEVIL'S RUN EXPANSION:

- 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.



PARTS LIST



1 Fire FX die



12 ON FIRE! tokens



5 Road tiles (double sided)



22 New Hazard tokens



21 Ongoing effect cards



10 New Damage tokens

CHOPPE SHOPPE

The Choppe Shoppe expansion adds crew leaders and upgrade cards to the game. You can use them separately or together in the same game.

Only car crews may use the crew leader boards and car upgrades.

USING CREW LEADERS:

- 1 Place the **command tokens** to the side to create a supply.
- 2 Shuffle the **crew leader command boards** and deal 2 randomly to each player.
- 3 Each player chooses ONE crew leader and discards the other.
- 4 Place your crew leader command board next to your row of dashboards INSTEAD of the regular command board.
- 5 Take a number of command tokens from the supply equal to the number of stars on the bottom of your crew leader command board and place them near you.

USING UPGRADE CARDS:

- 1 Shuffle the deck of upgrade cards.
- 2 Deal 4 upgrade cards to each player.
- 3 Simultaneously, each player chooses 1 upgrade from their hand and places it face down in front of them. After all players have chosen, they pass their hand of remaining upgrades to the player on their left.
- 4 Repeat step 3 until each player has 3 upgrades, returning the unchosen upgrades to the box.
- 5 Assign one of your upgrades to each of your cars face down.
- 6 Once all players have assigned their upgrades, turn them face up.



PARTS LIST



11 Crew leader command boards



15 Command tokens



27 Upgrade cards

6 Upgrade hazard tokens

(3 of each of mine and oil slick, for use with the mine dispenser and oil dispenser upgrade cards.)



VEHICLES

Each crew has two types of vehicles: **road vehicles** and **choppers**.

Cars, the Big Rig, and the Final Five motorcycles are all road vehicles.



CARS

Car crews have three different size road vehicles. The size of each car determines how easy they are to shoot and how well they can slam other road vehicles. (For example, the small car is harder to shoot but doesn't slam well, and the large car slams well but is easier to shoot.) Each car has its own dashboard corresponding to its size.



Small



Medium



Large



The Big Rig crew info is on page 16.



The Final Five motorcycles crew info is on page 19.

CHOPPERS

Each crew also has a chopper in their crew's color. Choppers are vehicles, but are not the same as cars, the Big Rig, or motorcycles: they can't be shot and don't take damage or slam into other vehicles. However, choppers CAN shoot, and they eliminate any car or motorcycle (even one of your own) that ends a turn in its space.

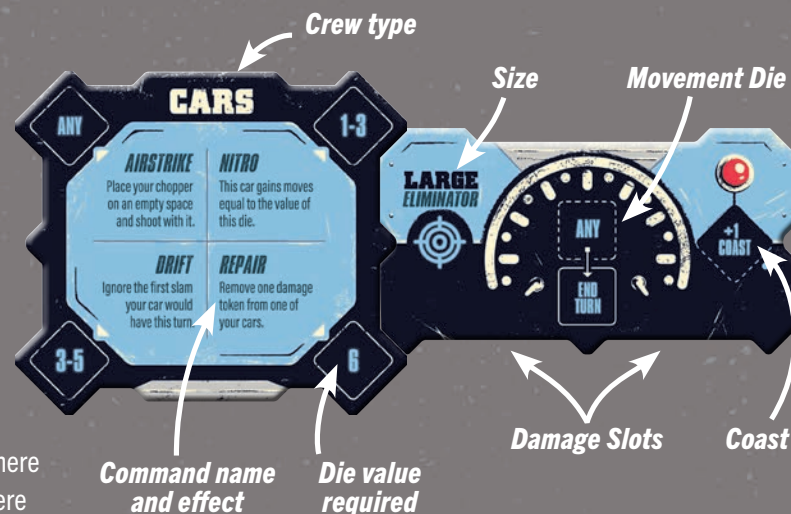


COMMAND BOARDS

Each crew has a command board in their crew's color. Command boards activate different effects controlling your vehicles. (See *Command Board Effects*, page 12.) Each command board displays what kind of crew it is, where you assign dice, and what value a die needs to assign it.

DASHBOARDS

Each car's dashboard displays its size, where you assign dice to move that car, and where you can assign dice to coast with that car.



CAR STATUS

OPERABLE

Cars with no damage tokens or one damage token are **operable**.

INOPERABLE

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 that car's dashboard over. (An inoperable car can become operable again using the **Repair** command. See *Repair*, page 12.)



An inoperable car cannot take additional damage. If it would, ignore it (no tile is drawn). An inoperable car cannot be assigned movement dice or shoot. It can still be affected by the FX dice, such as being slammed.

ELIMINATED

Being **eliminated** is different than taking damage or becoming inoperable. If a car is eliminated, it is removed from the game and cannot be repaired. Shuffle that car's damage tokens back into the damage token pile, and return that car's dashboard to the box.

A car is eliminated if it:

- ✗ Enters an impassable space
- ✗ Ends a turn in the same space as any chopper (even your own)
- ✗ Is on a rear road tile when that tile is removed from play
- ✗ Leaves the board from the left, right, or rear edge (from damage or being slammed)
- ✗ Encounters an effect that directly eliminates it



If ALL of a player's cars are either inoperable or eliminated, that player is **out of the game**. The lead road tile is now the final tile. Immediately add the finish line (see page 15).

TAKING DAMAGE

Cars can take damage from certain hazards and from getting shot. When your car takes damage, choose a random **damage token** from the pile and flip it over. Resolve the effect, if any. (*Effects are shown on the back of this rulebook.*) Then, place the damage token face down under one of that car's damage slots.



MINOR DAMAGE

The Big Rig and the Final Five motorcycles take minor damage instead of other damage. Minor damage has no effect (other than filling a damage slot). Cars can sometimes take minor damage (*for example, from the Big Rig's Missile Launcher command, see page 18*).



CREW LEADERS

Your crew leader command board goes to the side of your dashboards, replacing your cars' standard command board and offering a special power and new commands.

- ✖ **Special power:** Each crew leader has a special power indicated at the top of the command board. You do NOT need to assign a die to use this power.
- ✖ **New commands:** Some crew leaders have commands with a command token icon instead of a number. You can only use these commands by assigning one of your command tokens to it.

COMMAND TOKENS



Normally, you can only assign one die to one of the commands on your command board each round. Command tokens allow you to use additional commands during a round.

Each turn, you may assign one command token to one of your commands that does not already have a die or another command token assigned to it. You will activate that command during Step 2: Command as if you assigned a die to it. This can be in addition to a different command you assign a die to. As a result, you could use two commands during your turn. You can only use one command token per turn. You may NOT place a command token on the same turn you coast with a car.

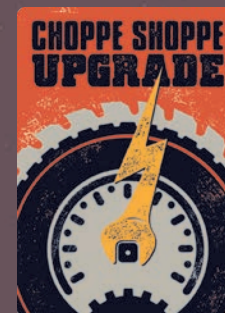
When assigning a command token to a command that can accept a range of die values, the command token is treated as the **LOWEST** possible number. (For example, if you assign a command token to Nitro, which activates on a 1-4, treat it as a 1 and increase your movement die by 1.)

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

CAR UPGRADES

Upgrades give a unique ability to the car they are assigned to. The ability only applies to that car and not other cars owned by that player. Once assigned, an upgrade cannot be moved.

While a car is inoperable, its upgrade is inactive; when the car is repaired, the upgrade is active again.

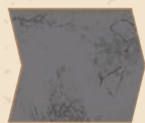


TERRAIN

Terrain are types of spaces printed directly on the road tiles. These spaces may be entered during the Move step or due to a slam or taking damage. These rules apply no matter what step of the turn it is.



Off-Road space: Costs 1 move to enter.



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



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



Impassable space: This space is an **obstacle** (see next page). Impassable spaces may show different illustrations, but all impassable spaces are marked with a double yellow border.



Hazard space: 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 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 page 20).



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.

Left edge



Right edge

ROAD TILES & THE BOARD

The game is played on a series of road tiles. Three tiles are used at a time: a rear tile, a middle tile, and a lead tile (collectively referred to as **the board**).

Road vehicles travel from the rear tile to the middle tile to the lead tile. When a road vehicle moves off the front edge of the lead tile, either the game ends or a new tile is added and the current rear tile is removed. (See page 15.) When the rear tile is removed, road vehicles on that tile are eliminated.

If a road vehicle leaves the board from the left, right, or rear edge (for example, from damage or being slammed) it is eliminated.

OBSTACLES

Obstacles are road vehicles, choppers, hazard tokens (face-up or face-down), and impassable spaces. Spaces WITHOUT obstacles are **empty spaces**.

If a road vehicle enters a space with an obstacle, use the following rules:

- ✖ **Occupied Space:** A space with a road vehicle. If your road vehicle 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 (see *Slamming*, page 13).
- ✖ **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.
- ✖ **Face-Down Hazard:** If a road vehicle moves into a space with a face-down hazard token, immediately flip the hazard face up and resolve it (explained to the right).
- ✖ **Face-Up Hazard:** If a road vehicle enters a space with a hazard, immediately resolve the hazard.
- ✖ **Impassable space:** A road vehicle that enters an impassable space is **eliminated**.



The Big Rig interacts differently with obstacles. (See *Big Rig Moving Interaction Rules*, page 17.)



WRECKS

Wrecks are burned-out road vehicles from previous races and 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.

HAZARDS



If a road vehicle moves onto a hazard token, resolve its effect. There are two types of hazards, ones you resolve then discard, and ones that remain on the board and become obstacles.

DISCARD AFTER RESOLVING:



Wreck: Place a wreck figure in the space. (See *Wrecks*, below.) Place the moving road vehicle on top of the wreck and resolve the slam.



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 one space in that direction, simultaneously.



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

URNS AND ROUNDS

Thunder Road: Vendetta is played in turns and rounds. A turn is complete when one player finishes steps 1-4 (see below). A round is complete when each player has taken three turns.

START OF ROUND

All players roll all of their movement dice. (On the first round, use the dice you rolled during setup when determining the first player.) Players will use these dice to move their operable road vehicles and activate one command per round. The first player also rolls the road die.



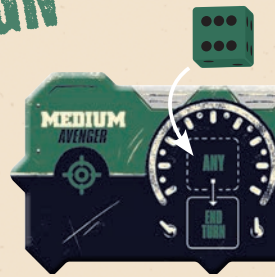
ON YOUR TURN

Do these four steps of your turn, in order:

- 1 **ASSIGN** one die to an operable road vehicle.
- 2 Activate a **COMMAND** (once per round).
- 3 **MOVE** that road vehicle.
- 4 **SHOOT** with that road vehicle (if you can).

STEP 1: ASSIGN

Assign an unused movement die to an operable road vehicle that you have not previously moved this round, placing it in the center of its dashboard. The number on the die determines how many spaces that vehicle will move in Step 3: Move.



If you do not have any available road vehicles, assign an 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 car may be assigned to coast a maximum of two times. There are two pips next to the coast space as a reminder.



ONCE PER ROUND, in addition to assigning a die to a road vehicle, you may also assign an unused movement die to one of the commands on your command board. Some commands require the movement die you place to have a specific number (see right). You may NOT assign a die to a command on a turn you are coasting.

STEP 2: COMMAND

Activate the command you have assigned a die to by resolving its effect on your command board. Your command will activate BEFORE your assigned vehicle moves.

COMMAND BOARD EFFECTS



AIRSTRIKE (ANY DIE)

Place your chopper on any empty space on the board (a space with no obstacles). The value of the movement die doesn't matter.

Then, shoot with your chopper if able. (See Shoot, page 14.) You may NOT shoot on the first round.

NITRO (1-3)

Increase the number of moves your road vehicle gains this turn by the value of the die you've assigned to Nitro. This may result in movement higher than 6. You must move the full amount.

DRIFT (3-5)

This turn, your road vehicle may pass through the first space it enters that contains another road vehicle, without slamming it. If you end your turn in a space with a road vehicle, you still slam it, even if it is your first slam.

REPAIR (6)

Remove one damage token from any of your road vehicles and shuffle it face down back into the damage token pile. That vehicle becomes operable if it was inoperable (and may move later this round if you have any turns remaining).

STEP 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 following these rules:

- ✗ A road vehicle gains moves equal to the movement die assigned to it.
- ✗ A road vehicle must always move into one of the three spaces in its **front arc** (see below) unless an effect causes it to move in a different direction.

The following rules apply 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 face-down hazard, turn it face up 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 (see *Slamming*, top right).

FRONT ARC

The three spaces to the front left, front, and front right are that vehicle's front arc. When moving, road vehicles only move into a space in their front arc. When shooting, vehicles can only target a road vehicle located in their front arc.

ROAD DIE

The road die is only rolled by the first player at the start of the round. It gives a bonus to each road vehicle that stays on the road when it moves.



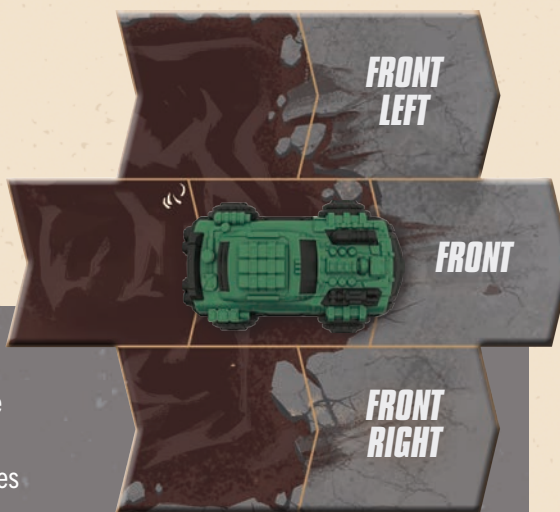
On each player's turn, after moving, if their road vehicle started on and moved on only road spaces, that road vehicle may immediately gain moves equal to the road die. This extra movement does not need to be on the road. This bonus is optional, but if you use it, you must use the full amount.



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 vehicle.



SLAMMING

If two road vehicles are ever stacked in the same space, they slam into each other. This can happen during a move or from hazards or damage effects. When this happens, the moving vehicle loses any remaining moves it has. Then, immediately resolve the slam:

- 1 Roll the **slam die** and **direction die** (see page 14). These tell you whether the top or the bottom vehicle is going to move, and in what direction.
- 2 If one vehicle in the slam is LARGER than the other, the owner of the larger vehicle may ask for a single reroll of BOTH dice. This is true even if the larger vehicle is inoperable or both vehicles are owned by the same player.



The OTHER road vehicle always moves. There is no reroll.



The motorcycle always moves. There is no reroll.

- 3 Move the affected vehicle 1 space in the direction shown on the direction die.

If the affected vehicle moves into a space that causes another slam, continue resolving slams until each space only has one vehicle.

Example: Tony's medium car is on top of a wreck. The dice are rolled, resulting in a **BOTTOM + FRONT LEFT**. Tony is happy with that, so they choose not to reroll it. The wreck moves one space to the front left.



STEP 4: SHOOT

First Round: Skip this step in the first round. Your guns are not online until the second round.

The road vehicle you moved, or the chopper you placed, may shoot according to these rules:

- ✖ You can shoot a road vehicle in the front arc of your road vehicle or chopper (see *Front Arc*, page 13).



The Big Rig may use its front arc OR rear arc when shooting.

- ✖ If you have more than one target, choose one.
- ✖ You may not shoot choppers.
- ✖ You may shoot wrecks. Wrecks are treated as inoperable small cars. If a wreck takes any damage, it is eliminated.
- ✖ You may shoot after resolving a slam.
- ✖ You may shoot your own cars or motorcycles.

To shoot, choose a target and roll the shooting die. If the size you roll matches the size of the vehicle you are shooting, that vehicle is hit and it takes damage.



If you successfully shoot a car, the owner of the damaged vehicle draws and resolves a damage token (see *Taking Damage*, page 9).



When shooting the Big Rig, first choose a command in a section you are able to target. If you are successful, that command gets a minor damage. (See *Getting Shot on* page 17.)



If you successfully shoot a motorcycle, the motorcycle takes a minor damage token and becomes inoperable. Turn the motorcycle to face backward, and flip that motorcycle's dashboard over.



THE SLAM DIE



Top vehicle moves

x2



Bottom vehicle moves

x4



THE SHOOTING DIE

To determine if a shooting attack is a hit, match the die to the size of the vehicle being shot at.



Small/Medium road vehicle

x1



Medium road vehicle

x1



Large road vehicle

x3



Any size road vehicle

x1

THE DIRECTION DIE

When an effect requires that the direction die is rolled, make sure to align the chevrons on the die correctly to the chevrons on the board.



Rear Left



Front Left



Rear



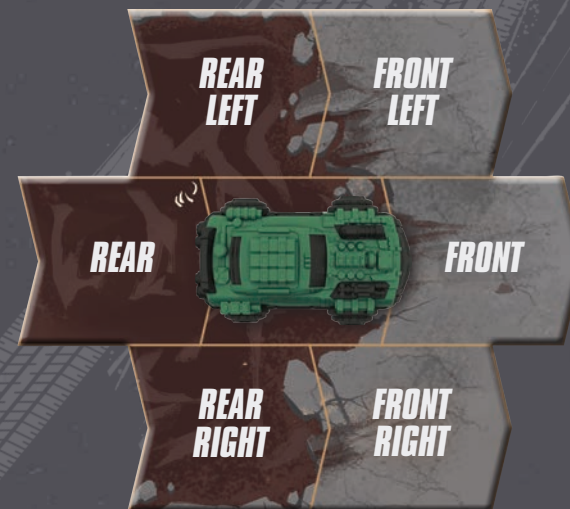
Front



Rear Right



Front Right



MOVING OFF THE FRONT OF THE BOARD

When a road vehicle moves off the **FRONT** of the lead road tile, one of two things happens:

- ✗ If it **WAS** the final tile and the vehicle moved onto the finish line, the game ends and that player wins!
- ✗ If it **WASN'T** the final tile, update the board:
 - 1 All road vehicles on the rear tile are eliminated.
 - 2 All hazard tokens on the rear tile are discarded.
 - 3 All choppers on the rear tile are returned to their respective players.
 - 4 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.
 - 5 Slide the middle and lead tiles backward. They are now the rear and middle tiles, respectively.
 - 6 Take the top tile from the draw pile and place it in front of the middle tile. It is now the lead tile.

- 7 On the lead tile, place random hazard tokens face down on spaces marked with double triangles. (If needed, shuffle the discarded tokens and make a new pile.)
- 8 Check if the new tile is the **final tile**.
- 9 If the road vehicle that went off the board has remaining moves, it continues moving.

THE FINAL TILE

Determining when a tile becomes the final tile depends on the number of players playing.

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** (see right), 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. The new tile is the final one.

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 possibly 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.

END OF ROUND

After each player has taken three turns, pass the road die to the player on your left. They will be the first player in the next round.

Start a new round.

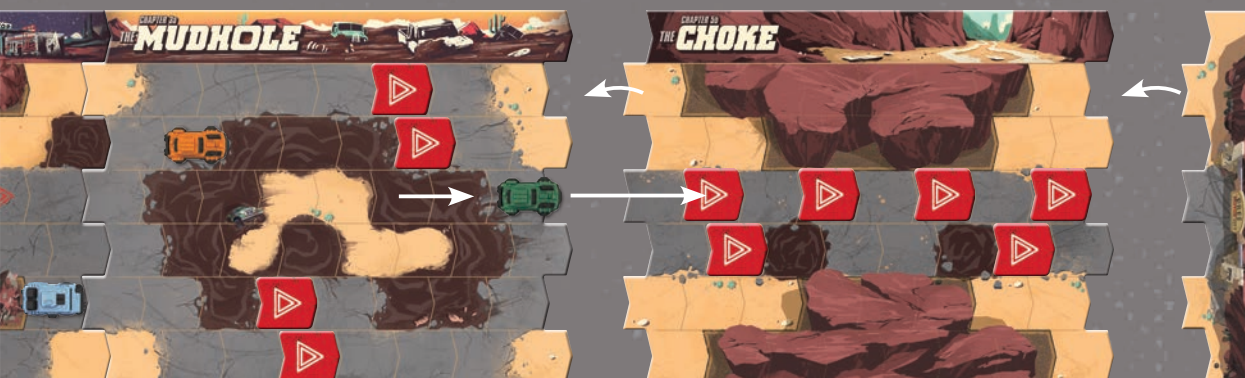
OUT OF THE GAME

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

WINNING THE GAME

The game ends and you win if either:

- ✗ Your road vehicle moves onto the finish line. (see *The Final Tile*, left); OR
- ✗ You are the only player left with operable road vehicles.



Tony's car moves 5 spaces, causing their car to move off of the front of the board. They pause moving, and follow the steps above.

After following the steps above, a new lead road tile is added. Tony continues the rest of their moves on the new lead road tile.

Add the finish line IF the new lead tile is the final road tile.

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 18).



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 18).

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.



If 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.



MOTORCYCLES

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.)



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.



Cars and motorcycles catch fire when one of the following happens:

- ✖ A car or motorcycle moves into a fire space.
- ✖ An effect gives an ON FIRE! token (such as Em Berco's Flamethrower command).
- ✖ A car takes a damage and draws an on fire damage token.

Take an ON FIRE! token from the supply and place it on that vehicle's dashboard:



During your Move step, before moving a 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 car or motorcycle 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.



The Big Rig interacts with fire differently. (See *Big Rig Moving Interaction Rules*, page 17.)



RELOAD!

Sometimes you just need a little more firepower. The Extra Ammo expansion is a set of five mini expansions. You may include any or all of these five decks in your game. Each expansion deck comes with its own rules card, and a few blank cards for you to create your own effects.



x8

ROAD CONDITIONS

Road conditions are effects that apply to the road tiles.

At setup, shuffle the road conditions cards and deal one card to the middle and lead road tiles, but NOT the starting tile. The rules on a card apply to only that road tile.

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

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



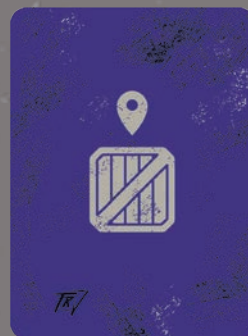
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ADVANCED AIRSTRIKES

Advanced airstrikes are single-use cards played when using your chopper.

At setup, shuffle and deal one face-down advanced airstrike card to each player. The card tells you when you can play it.

After you play an advanced airstrike card, remove it from the game.



x8

BOUNTIES

Bounties are secret objectives with rewards for completing them.

At setup, shuffle and deal one face-down bounty card to each player.

When you complete your bounty, you may immediately play the card and claim the reward at the bottom.

After you play a bounty, remove it from the game.



x6

ONE SHOTS

One shots are single-use cards played to provide a crew with an effect.

At setup, shuffle and deal one face-down 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.



x8

BONUS COMMANDS

Bonus commands add a command to the command board of each crew of cars and motorcycles.

At setup, shuffle and deal one bonus command card to each player.

This is an additional command you can assign a die to and activate.



The Big Rig does not have a command board. Therefore, it may not use bonus command cards.

This expansion replaces the car crew movement dice and the shooting die with cards to minimize randomness.

Each car crew using this expansion gets a deck of 18 German Engineering cards in their crew's color.



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.



GERMAN ENGINEERING CARD



SET-UP

- 1 Each player replaces their movement dice with the matching deck of German Engineering cards.
- 2 At the start of the game, each player shuffles their deck and draws a starting hand of 5 cards.
- 3 Each player totals the move values on their starting hand and announces the total. The player with the lowest total takes the first turn. If two or more players tie for the lowest, all players shuffle and draw new hands, repeating until one player has the lowest total.

ASSIGNING AND MOVING

On your turn, play a card from your hand to one of your dashboards, just 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 to that car or command. For example, if you assign a card to the nitro command, add that number to the move value on the card you assigned to your car. After you resolve a car's movement or a command, flip that card over to show you are done.

At the end of three rounds, after all players have moved, all players should usually have one card remaining in their hand. All of the cards they played to their dashboards and command board are discarded. Then, each player draws cards from their deck up to the hand size of five cards. Players should never have more than five cards in their hand.

SHOOTING

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 a player ever needs to take a card from their deck (either to draw cards to their hand or for a shooting attack) and their deck is empty, they immediately shuffle their discard pile and make a new deck. (This might happen during the middle of the round; if so, do not discard any cards on your dashboards or command board. They are discarded at the end of the round.) Cards in your discard pile are open information to all players.

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GUTE REISE!





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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DAMAGE TOKENS



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



DENT: No effect (other than filling a damage slot).



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.



MINOR DAMAGE: No effect (other than filling a damage slot). Repaired the same way as other damage. If you run out of minor damage tokens, use a regular face-down damage token with no effect.



The Big Rig and the Final Five motorcycles receive minor damage instead of drawing normal damage tokens.



ONGOING EFFECT: When you draw an ongoing effect damage, 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.



ON FIRE: The car catches on fire. Take an **ON FIRE! token** from the supply and place it on that car's dashboard. Then, place the damage token face down. Cars that are on fire must roll the fire die before moving during their move step (see **ON FIRE!**, page 20). Repairing this damage token does not remove an ON FIRE! token.

Some damage tokens move the damaged car. If a car is moved onto another road vehicle, the moving car loses its remaining moves, and a slam is resolved (see page 13). If a car is moved onto an impassable space or off the left, right, or rear edge of the board, the car is eliminated.



SKID (6 different tokens):
Move one space in the direction shown.



BLAST 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 (like using two moves for entering mud). If you enter a space that causes your car to lose its moves, the dazed effect ends. (For example, slamming into another road vehicle.)