

Thunder Road: Vendetta ^{1/03/2026}

Expansion Rules: [Devil's Run](#), [Big Rig](#), [Final Five](#)

[Road Vehicle](#) (RV): car, [big-rig](#) (BR), [motorcycle](#) (MC)

[Empty Space](#) (ES): no RV, nor chopper, nor impassable space, nor tiles (except road/off-road)

[Minor Damage](#) (MD): applied to MC+BR, no effect

SETUP

1. Choose **start Road Tile** (RT) 1a or 1b
2. Shuffle remaining RTs, **place x2 RT in front (total of x3 RTs)**
3. Shuffle and **place Hazard Tokens** (HT), Follow player count on HT numbers
4. **Shuffle damage tokens** (DT), face down
5. **Shuffle ongoing effect** (OE) cards, face down
6. Ea. player **choose color**: RVs, choppers, dashboards, command card, movement die
7. All players **roll movement die**, tie for lowest total? All players roll again. **Preserve die roll**.
8. Lowest die total = 1st player, then pass left **roll road die** and place next to board

TURN Assign > Command > Move > Shoot

1. Assign x1 die to operable car (= car with x1 or less damage), OPTIONAL: assign **command die** (x1 per round), **Coast** (all operable RVs moved + command used), may assign dice to operable RV coast. On later turn, may assign a second die to the same car for 2nd Coast.

1a. **BR** 1st time ea. round, **assign dice to hydraulic steering (HS)**

1b. **BR assign x1 dice to empty section** (front-mid-rear), damaged slot? skip command

1. MC Assign at most x2 die: x2 MCs or x1 MC + x1 command

2. Activate command (CMD) if just assigned; **Airstrike**: place chopper on ES face forward, chopper may shoot front arc space; **Not Rnd 1 Nitro**: add die to movement die, move full count **Drift**: ignore 1st slam, cannot ignore end space **Repair**: remove x1 DT+linked OE, **do not remove fire token (FT)**; car now operable

2. BR Activate command: see section boards **Traction Drive**: add full road dice bonus to movement; **Hazard Dispenser**: place random HT facedown in ES of BR rear arc; **Repair**: remove MD, same section of command dice

3. Car Move: FT? roll yellow dice +1 +2 =required extra moves; skull=RV eliminated; smoke=remove FT

- Move car to any space in front arc, must use full die count; see *Space Types*.
- **1st RT**: 1st count space on back edge of RT.
- **Chopper**: May move through chopper, move ending on chopper eliminates car or MC.
- **Slam**: move into space with RV or wreck, **see BR slam**. Roll **red+purple die**. Player owning larger car may **direct re-roll of both die** (must accept final roll). **Wrecks** are considered small. Move selected car/wreck to space indicated. Repeat for follow-on slam with moved car/wreck. **Wrecks activate HTs**
- **LOSE REMAINING MOVEMENT upon DAMAGE or SLAM** (see BR move/slam).
- **Road Bonus**: earned for car/MC starting and moving on only road tile/oil slick; **may add** road dice to move once earned; must use full count, suffer any effects; **see BR road bonus**
- **Coast**: move car +1, may not add Road Bonus; one car max x2 coasts per round **Move off board?** **side/back** see elimination, **front**: determine if final RT:
2-Player Game: 5th RT is final: add finish line
3+ Player Game: all of one player's cars eliminated, add finish line to front tile.
- **If no finish line** 1)remove rear RT: discard all items, return choppers, RVs eliminated 2)add front RT, add HTs, moved car chooses **front arc** space to move to
- 3. BR Move**: use full dice count from assigned section straight forward; decrement HS die each left/right movement, does not add to movement dice; BR moves like train; only consider front section for movement
- **End on chopper** any section? choose CMD to add x1 MD, remove chopper
- **Enter space/HT/impassable** that normally stops, damages, moves, or causes die roll? ignore, +1 MD on CMD choice, cover w/ off road tile or remove HT, **continue moving**
- **Road Bonus**: only traction drive, any spaces
- **BR Slam**: roll purple, move other RV, no re-roll, BR stops move unless using cow catcher
- 3. MC Move**: may drift through any car/wreck, end move on another car/wreck still slams
- **Coast**: all operable MCs moved + command used: x1 die per MC per turn, max x4 coasts per MC
- **Slam**: only roll purple die and move MC, no re-rolls; x2 MCs slam? choose which moves

4. Shoot: No shoot/missile on 1st Round

- Chopper (just placed) or RV targets other RV/wreck in front arc. **May shoot after slam or coast.** Roll black die, match size of target to hit. Owner of hit car draw, resolve DT+follow-on effects, then assign DT to hit car face down. Hit wreck is removed.

4. **BR Shoot** - may missile 1st (front space) + shoot 2nd (front or rear arc) in same turn BR gets shot? large size; shooter chooses command on targeted section before roll; Hit? targeted command gets MD; may not target section with x2 MD

MC gets shot? small size; Hit? x1 MD token

5. **End Turn:** move dice to "End Turn," play passes left to player with operable RV

6. **End Round:** All player die have been used. Pass Road die to left, that player goes 1st in next round. All players re-roll all movement dice and 1st player road die.

SPACE TYPES / HAZARD TILES:

Note: discard HT after resolving unless § symbol, then leave in space;

Note: Space/HT causing stop,damage,move, die roll: **BR+1 MD**,+Off Rd token, finish move

§ **Desert Glass:** upon enter, must move +1 in same direction, no cost to move/nitro count

§ **Dirt / Off-road:** no-effect

§ **Fire:** - add FT to console center, ignore if already on fire, BR +1 MD, +Off Rd.

§ **Impassable:** Double yellow boarder, movement onto space eliminates car/MC.

• **Mine:** Draw DT, see *Damage*

§ **Mud:** counts x2 to *enter* unless ending move on tile. For revealed HT, retroactively remove x1 movement for entering.

§ **Oil Slick:** roll purple die, move to indicated space, no cost to move/nitro count; see *Road*

§ **Pit Trap:** upon reveal, roll black dice, hit? RV eliminated, else continue move; already present? impassable

• **Quake:** roll purple die, all car/MC move to indicated space at same time, BR ignore +1 MD, resolve all effects

§ **Ramp:** Impassable unless enter from back: 1)roll stunt die 2)move forward indicated spaces 3)resolve end space only 4)end move

§ **Road:** no effect. see *Road Bonus*

§ **Salt:** may use road bonus for current move, BR ignore

• **Sand Worm:** 1)determine target = RV farthest behind, ties allowed 2)eliminate target(s), BR takes MD

§ **Toxic Goo:** end movement (stop)

• **Wreck:** place wreck, slam wreck, treat wreck as small size and on bottom of slam

DAMAGE, *damage stops remaining movement*; damaged wrecks are removed; cars taking damage resolve DT and follow-on effects 1st, then assign DT facedown; **BR/MC** always take MD token only

DAMAGE EFFECTS:

• **Blast Off:** roll green+purple die, hop to indicated space, **resolve landing space only**

• **Dazed:** roll green dice, move indicated spaces one-at-time using purple dice rolls to determine direction for each space

• **Fire:** see *Fire space type*; FT removed when *car inoperable* or *smoke result* on Fire Dice

• **OE:** draw OE card, place face-up under DT, effect remains until DT repaired

• **Shrapnel:** roll direction die, look in direction for 1st operable car ignoring spaces/tiles/ choppers, take damage. Otherwise, no effect.

INOPERABLE RV (leave in space):

1. Received x2 DT, MC=x1 MD, BR=x6 MD
2. Flip dashbrd, point car to rear, remove FT
3. May be repaired on later turn (not BR)
4. All cars inoperable? Player eliminated

ELIMINATION Car/MC (remove from game)

- Enters impassable space
- Ends on chopper space (even own chopper)
- On RT when RT is removed (road advance)
- Leaves road on left,right,rear (usually slam)
- Encounters effect that directly eliminates
- **Wreck:** receives x1 damage (from shooting)

PLAYER ELIMINATION

- All RVs are inoperable/eliminated, player out.
- Remove chopper from board, may not use
- 2-Player game? Other player wins
- 3 or more Players? Add finish line to front RT

BR PLAYER ELIMINATION - ONLY x2 WAYS: 1)x6 MDs assigned 2)BR front on removed RT

END GAME - Two ways:

- Cross finish line, game ends immediately, even during resolution of final car's 2nd DT
- Only one player has operable RVs left