OBJECTIVE
RUN & GUN

READY. AIM. DRIVE!

Thunder Road: Vendetta is a game of fast turns, and dicey decisions. Command your crew of cars as they race though perilous roads, dodge hazards, slam into cars, and fire those guns.

Or when all else fails, CALL IN THE CHOPPER!

HOW TO WIN THIS RACE

Be the first player to move one of your cars off the final tile *—OR—* be the last player standing.

PARTS LIST

4 Command boards
(4 different colors)

12 Dashboards
(3 each in 4 different colors)

12 Cars
(3 each in 4 different colors)

4 Choppers
(4 different colors)

16 Movement dice
(4 each in 4 different colors)

5 Road tiles
(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

26 Hazard tokens

4 Wreck figures

SETUP

**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 tile draw pile. Draw the top tile and place it in front of the starting tile, making it the *middle road tile*. Draw another one to be the *lead road tile*. Leave the remaining tiles as a draw pile and place the finish line nearby.

2 Shuffle the *hazard tokens* face down. Without looking at them, place one hazard token face down on each hazard location on all three tiles.

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

3 Mix up the *damage tokens* face down into a pile near the play area.

4 Place the *FX dice* (road, stunt, shooting, slam, direction) 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. The player with the LOWEST total roll will go first in round one. Give them the road die. If there is a tie for lowest total, all players reroll all their dice until there is no tie for lowest total. Players keep their rolls to use during the first round.

Hazard tokens

Rear road tile
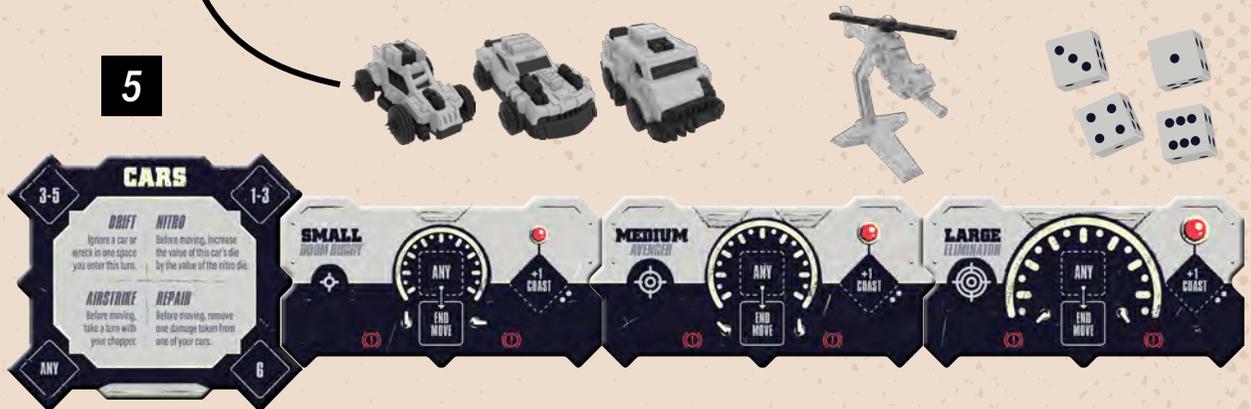
Command board

Dashboards

3

Damage tokens

CHAPTER 5b
THE CHOKE

CHAPTER 3a
THE MUDHOLE

FOR PLACEMENT ONLY

Lead road tile

Middle road tile

6

4

Road die	Stunt die	Shooting die	Slam die	Direction die
3	4	M-S		

CARS

DRIFT Ignore a car or wreck in one space you enter this turn.

NITRO Before moving, increase the value of that car's die by the value of the nitro die.

AIRSTRIKE Before moving, take a turn with your chopper.

REPAIR Before moving, remove one damage token from one of your cars.

3-5 · 1-3 · ANY · 6

SMALL *MEDIUM ASSAULT*
ANY · END MOVE · +1 COAST

MEDIUM *ASSAULT*
ANY · END MOVE · +1 COAST

LARGE *ELIMINATION*
ANY · END MOVE · +1 COAST

ROAD TILES & THE BOARD

5

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*).

Cars travel from the rear tile to middle tile to the lead tile. When a car 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. When the rear tile is removed, any vehicles on that tile are eliminated.

VEHICLES

CARS

You have three different *cars*:

Small   **Medium**   **Large**

The size of the cars determines how easy they are to shoot and how well they can slam other cars. (The small car is harder to shoot but doesn't slam well, and the large car slams well but is easier to shoot.)

CHOPPERS

You also have a *chopper*. (Your chopper is not a car.)

Choppers can't be shot and don't take damage or slam into cars. However, choppers can shoot, and they *eliminate* any car (even a friendly one) that ends a turn in its space.

CAR DASHBOARDS

Each car has its own *dashboard*, showing its size, where you assign dice to move that car, and where you can assign dice to coast with that car.

TAKING DAMAGE

Your cars can take damage from some 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 below one of the damage slots under that car on your dashboard.

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Size   **Movement**   **Coast**

LARGE ELIMINATOR

ANY

END MOVE

+1 COAST

DENT
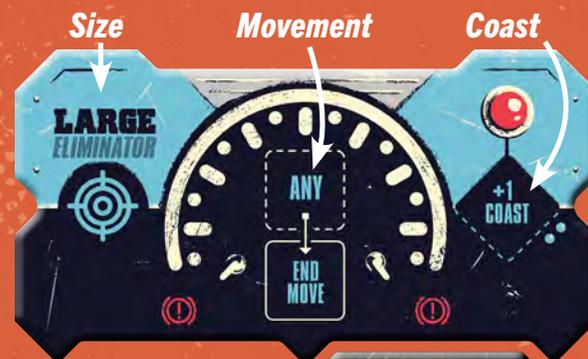
CAR STATUS

OPERABLE

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

INOPERABLE

Cars with two damage tokens immediately become *inoperable*. Turn the car to face backward, and flip that car's dashboard over.

An inoperable car cannot take additional damage, be assigned movement dice, or shoot. It can still be moved by other effects, such as being slammed.

LARGE ELIMINATOR

ANY

BOOST

END MOVE

Reverse side of dashboard

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 any damage tokens on that car back into the damage token pile.

A car is eliminated if it:

✖   Enters an impassable space

✖   Ends a turn in the same space as any chopper (even yours)

✖   Is on a rear road tile when that tile is removed from play

✖   Leaves the game board to the left, right, or backward (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* (see *Out of the game*. page 11*).*

THE BOARD

TERRAIN

Spaces may be entered during the Move step or due to a collision or taking damage. These rules apply no matter what step of the turn it is.

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

Off-Road space: Costs 1 move to enter.

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 right). Impassable spaces may show different illustrations, but all impassable spaces are marked with a double yellow border.

OBSTACLES

Obstacles are cars, choppers, hazard tokens (face up or face down), and impassible spaces. Spaces WITHOUT obstacles are **empty spaces**.

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

✖ **Occupied Space:** A space with a car or wreck. If your car enters a space with a car or a wreck (even your own), it loses its remaining moves. Stack it on top of the car in that space, then resolve the slam (see **Slamming**, page 9).

✖ **Chopper:** You may pass through a space with a chopper without effect. However, if a car ends a turn in a space with a chopper, whether during its normal movement or as the result of a slam or damage, that car is eliminated.

✖ **Face-Down Hazard:** If your car moves into a space with a face-down hazard token, flip it face up and immediately resolve the hazard (explained to the right).

✖ **Face-Up Hazard:** If your car enters a space with a hazard, immediately resolve the hazard.

✖ **Impassable space:** A car or wreck entering entering an impassable space is **eliminated**.

HAZARDS ▷

If a car moves onto a **hazard token**, resolve its effect.

DISCARDED AFTER REVEALED:

Wreck: Place a wreck figure in the space and place your car on top of the wreck, then resolve the slam.

Mine: Your car takes a damage token. Resolve the effect, if any. Your car loses its remaining moves.

REMAIN ON THE BOARD:

Slick: Roll the direction die and move your car one space in that direction. This does not cost a move, and the car continues moving if it has moves left.

Road: This space becomes a road space.

Off-Road: This space becomes an off-road space.

Mud: This space becomes a muddy space.

WRECKS

Wrecks are burned-out cars from previous races, and are treated like inoperable small cars. They get slammed if another car enters a space with them and resolves 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.

HOW TO PLAY

START OF ROUND

All players roll their four *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 cars and activate one command per round. The FIRST PLAYER also rolls the *road die.*

ON YOUR TURN

Do these three parts of your turn, in order:

1 *ASSIGN* one die to an operable car (and possibly use your command board.)

2 *MOVE* that car

3 *SHOOT* with that car (if you can)

Assigning a movement die

MEDIUM AVENGER

ANY

+1 COAST

END MOVE

PART 1
ASSIGN

Place any movement die in the center of the dashboard of one of your available operable cars. The number on the die determines how many spaces your car will move in part 2 of your turn: Move.

COMMAND BOARD

ONCE per round, when assigning a die to move a car, you may also activate a command by placing a second movement die on one of the four commands on your *command board.* Some commands require the movement die you place to have a specific number. Your command will activate BEFORE your car moves.

You MAY NOT use a command on a turn you coast (see below).

COAST

Coasting allows you to take three turns in a round even if you have eliminated or inoperable cars.

If you have already moved all your operable cars this round, assign one of your remaining movement dice to car you previously moved (see *Move, Coast,* page 9). You may NOT assign a command die while coasting.

> *First Round:* Since all of your cars begin as operable, each turn a car will be assigned a die. You will not be able to coast.

CARS

3-5   CARS   1-3

DRIFT
Ignore a car or wreck in one space you enter this turn.

NITRO
Before moving, increase the value of this car's die by the value of the nitro die.

AIRSTRIKE
Before moving, take a turn with your chopper.

REPAIR
Before moving, remove one damage token from one of your cars.

ANY   6

COMMAND BOARD EFFECTS

AIRSTRIKE [ANY DIE]
Before you move your car, place your chopper on ANY empty space (a space with no obstacles). If your chopper is already on the board, choose ANY new empty space. The value of the movement die doesn't matter.

Then make a shooting attack with the your chopper. (You may not shoot on the first round. See *Shoot*, page 11.)

NITRO [1-3]
Before you move your car, increase the number of its moves by the value of the nitro die.

DRIFT [3-5]
When you move your car this turn, you may pass through the first space you enter containing another car or wreck without slamming it. If you end your turn in a space with a car or wreck, you still slam it, even if it is the first slam.

REPAIR [6]
Before you move your car, return one damage token from any of your cars to the damage token pile. That car becomes operable if it was inoperable (and may move this round if you have any turns remaining).

PART 2
MOVE

> **First Round:** Each car's initial move is onto one of the spaces on the back edge of the rear tile.

Move the car you assigned your movement die to using the following rules (these rules apply any time a car is moved, even from a slam or a damage token):

✖ Your car gains moves equal to the movement die assigned to it, and must move the full amount unless an effect causes it to lose its moves.

✖ A car 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.

✖ A car may move through a space with a chopper.

✖ If a car enters a space with a face-down hazard, turn it face-up and resolve it.

✖ A car loses its remaining moves when it takes damage.

✖ If a car moves onto a space with another car or wreck, it slams into it and loses all its remaining moves. Place the moving car on top of the car that was already in the space, then immediately resolve the slam (see **Slamming**, page 9).

FRONT ARC
The three spaces to the front left, front, and front right are that vehicle's front arc. When cars move during the move step, they only move into a space in their front arc. When vehicles shoot, they can only target a car located in their front arc.

ROAD DIE
The road die is only rolled by the first player at the start of the round, and gives a bonus to each car that stays on the road when it moves.

On each player's turn, after moving, if their car started on and only moved on road spaces, that car 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.

> *Example: Tony's car moves 6, staying on the road the whole time. After moving, they use the road die, which shows a 3. They move 2 spaces onto a hazard token, flip it up, and reveal a wreck. They remove the token, place a wreck figure on the space, and place their car on top. Tony's car loses its remaining moves will have to resolve the slam.*

COAST
If your move is a coast, move that car exactly 1 space regardless of what the movement die shows. You MAY NOT use the road die or any commands. You MAY shoot if you have a target after moving the car.

SLAMMING

If two cars or wrecks 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 car loses any remaining moves it has. Then, immediately resolve the slam:

1 Roll the **slam die** and **direction die** (dice described on page 10). These tell you whether the top car or the bottom car is going to move, and in what direction.

2 If one car in the slam is LARGER than the other, the owner of the larger car may ask for a reroll using BOTH dice. This is true even if the larger car is inoperable, or both cars are owned by the same player.

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

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

> *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.*

PART 3
SHOOT

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

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

- ✖ You can shoot a car in the front arc of your car or chopper (see *front arc*, page 9).
- ✖ 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.

To shoot, choose a target and roll the shooting die. If the size you roll matches the size of the car you are shooting, it takes damage (see *The shooting die*, right).

The owner of the damaged car draws and resolves a damage token (effects are shown on the back of this rulebook).

10

THE SLAM DIE

Top car Moves	Bottom car Moves

THE SHOOTING DIE

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

M-S	M	L	ANY
Small/Medium car	Medium car	Large car	Any size car

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

REAR LEFT — FRONT LEFT

REAR — FRONT

REAR RIGHT — FRONT RIGHT
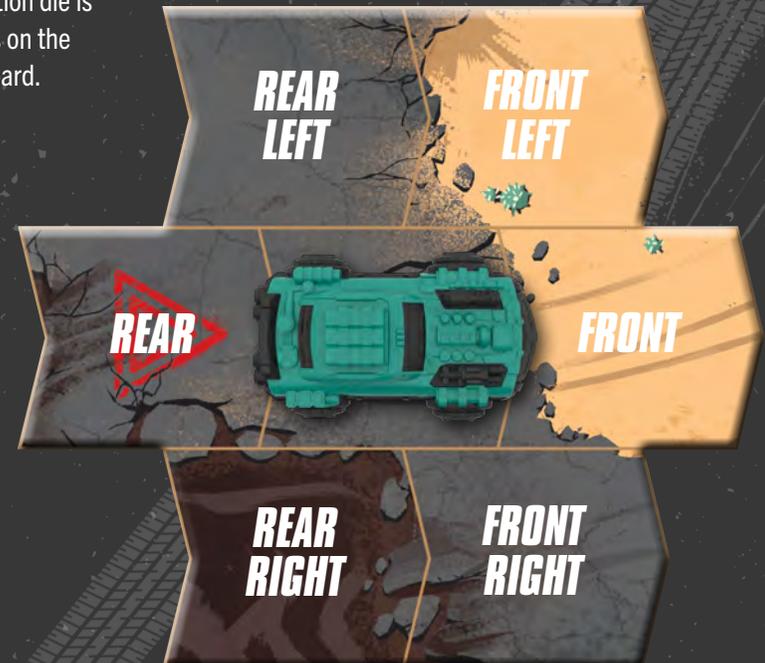
MOVING OFF THE FRONT OF THE BOARD

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

✖ If it was the *final tile*, the game ends and that player wins!

✖ If it WASN'T the final tile, update the board:

1 All cars 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 without moving anything on them. 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.

8 Check if the new tile is the *final tile*.

9 If the car that went off the board has remaining moves, it continues moving.

THE FINAL TILE

Determining when a tile becomes the final tile depends on how many players are playing.

2 players:

When placing new road tiles, do not put rear tiles on the bottom of the stack. Instead, remove them from play. If one player isn't eliminated beforehand, the FIFTH tile is the final tile.

3 or more players:

When one player is eliminated, the lead road tile is now the *final tile*.

If this occurs while moving off the front of the board, place the new lead tile. The new tile is the final one.
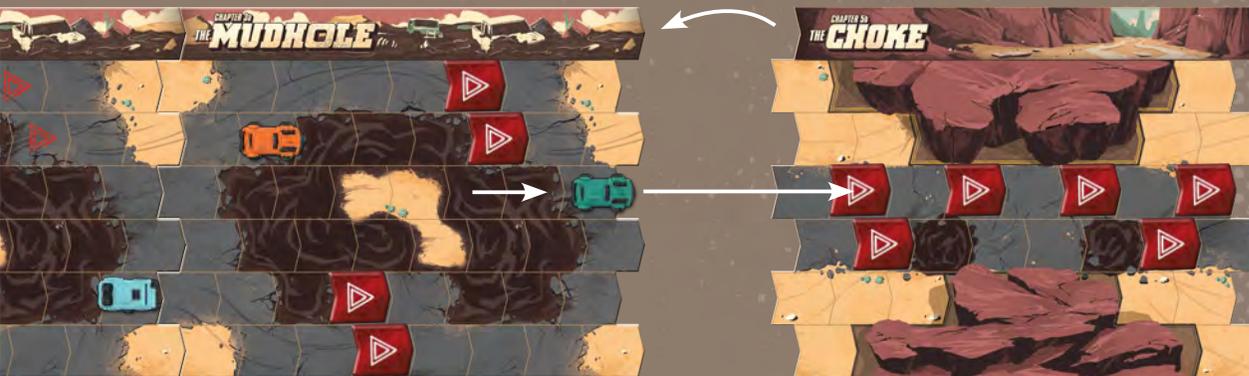
Tony's car moves 5 spaces, causing their car to move off of the front of the board. They pause moving, and follow the steps above.

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.

END OF TURN

Slide the movement die on the dashboard of the car you moved into the "end move" space. That car cannot be assigned another die for regular movement this round (but possibly may be able to coast on a later turn).

Any cars 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 to the 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 cars are eliminated or inoperable. Remove that player's chopper from play. That player's cars 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:

✖ You move a car off the final tile (see *The final tile*, right); OR

✖ You are the only player with operable cars.

RESTORATION GAMES

DAMAGE TOKENS

When you take damage, draw a damage token. Resolve the effect of the token (below).
Then, place the token face down on one of the car's damage slots of its dashboard.
If your car was moving, it loses any remaining moves. A car with two damage is inoperable.

DENT: No effect (other than taking damage)

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 car. Apply a damage to that car (even a friendly car). The shrapnel passes through any terrain, even impassable. If there is no car in that direction and you reach the edge of the board, nothing happens.

Some damage tokens move the damaged car. If a car is moved onto another car or wreck, the moving car loses its remaining moves, and a slam is resolved (see *Slamming*, page 9). If a car is moved onto an impassable space or off the left or right sides of the board, the car is eliminated.

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

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 car.)

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.