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# Universal Head

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Game:	<b>THUNDER ROAD</b>
Pub:	<b>Milton Bradley (1986)</b>
Page 1:	<b>Rules summary</b>

**v1**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

# THUNDERROAD

## THE RAM AND WRECK SURVIVAL GAME

### Setup

Link the 2 **boards** together so the edges are even and the roads line up.

Place 1 black **wreck** (an abandoned car that blocks other cars) on each of the 8 spaces marked on the board with a red X.

Each player chooses a color and takes the 3 **cars** and the **chopper** of their color. Each car has a different **rank**: 6 (the largest), 5 (medium), or 4 (small), which is marked on the bottom of the car's black chassis.

Each player places his cars on the board spaces matching their color and rank, and his chopper in front of himself, off the board.

### Playing the Game

Choose a starting player. Play continues to the left (clockwise) of the starting player.

#### First Turn:

**On your first turn, roll 3 yellow dice.**

Each die shows the number of spaces you will move one of your cars. Choose which car to move for each result and move all 3 of your cars along the board.

#### All Following Turns:

**Step 1: Roll and move as above**

**Step 2: Attack**

You can attack an opponent's car and try to wreck them in 2 ways:

- Ram or shoot at them with your cars
- Attack them with your chopper.

### Moving

Move your cars one space for each one on your die roll, and only forward, forward to the right or forward to the left. You must always move the full count on the die.

You can never move backward, or pass through another running car. No more than 2 cars (wrecked cars, running cars or black wrecks) can be on one space at a time.

If you cannot move the full count on the die, your car is blocked and cannot move at all. If you are blocked by a wreck, you can try to crash through it.

### The Road Bonus

If any of your cars is on the road at the start of your turn, you can use the **road bonus** to move faster, but if you do so your car cannot move off the road at any time during that turn.

**Roll the black die along with the 3 yellow dice** and add the number on the black die to the number on the one yellow die you are using for the car on the road. Move the car the total number of spaces on the 2 dice.

If more than one of your cars uses the road bonus on a turn, use the same black die roll for each.

If you can't move the full count of the 2 dice, or do not wish to, don't use the road bonus; move as normal.

### Crashing Through a Wreck

If you choose to land on or drive through a space occupied by a wreck, **roll a red die**.

On **1-3**, your car becomes a wreck; flip it over in the space with the wreck.

On **4-6**, you may land there or pass through, finishing the count of your die roll.

### Switching Boards

When one of the cars reaches the end of the lead board and still has spaces to move, remove the rear board (**dumping** all cars and wrecks off the board), link it to the end of the lead board, place black wrecks on the new board, and finish moving your car.

### Attacking

You can make as many attacks as desired each turn, but each of your cars may only attack once in a turn.

#### Ramming

When you land, by exact count, on a space occupied by an opponent's car, you may ram it.

**Both you and the defender roll a red die.** Each of you adds your result to the rank of your car. The player with the higher total wins. On a tie, the defender wins.

If the defender wins, both cars remain running. If you win, your opponent's car becomes a wreck.

After an attack, both cars remain on the space they are on.

A third car cannot ram on a space already occupied by 2 wrecked or running cars.

### Shooting

When you land, by exact count, one space behind an opponent's car, you may shoot at it. Announce which car is your target (if a space is occupied by 2 running cars, announce which you wish to attack).

**Roll a red die.** If the result equals or exceeds the rank of the target car, the car becomes a wreck. If the number is less than the rank of the car, the car remains running.

In any case, both cars remain on the space they are on.

### Chopper Attacks

Each player's chopper can attack once on the rear board, once on the lead board, and once on every new lead board prepared during the game—in that order. If you skip a rear board attack to attack on a lead board, your chopper cannot go back to attack on the rear board. Choppers can never be attacked by cars.

Place your chopper on the space occupied by the car you wish to attack (if the space is occupied by 2 running cars, announce which you wish to attack).

**Roll a red die.** If the result equals or exceeds the rank of the target car, the car becomes a wreck. If the number is less than the rank of the car, the car remains running.

After a chopper has attacked, it remains on that board space. Cars can move around and through choppers; they never block a car's movement.

If your chopper is *dumped*, it's still in the game. You can continue to attack with your chopper as long as you have one running car.

**If all your cars are wrecks, your chopper cannot attack.**

### Wrecked Cars and Repairs

When a car becomes a **wreck** it is no longer a running car and cannot move. Flip it over in its space.

Even when all of your cars are wrecks, you still roll the yellow dice on your turn. If you roll **double 6s**, you can **repair** any one of your wrecked cars that is on one of the boards. You cannot repair a dumped car.

Once repairs are done, move all your running cars (including the repaired car) as normal.

### Winning the Game

The winner is the player who owns the only car(s) running on the board when all the other cars are wrecks.