

THUNDER ALLEY

CREW CHIEF EXPANSION

The Crew Chief is the strategic leader of the race team and no driver has ever won a championship without a great car, a great pit crew, and great race strategy. The Crew Chiefs Expansion brings a new level of game play to THUNDER ALLEY by enabling the player to set the Crew Chief Strategies in each segment of the game. This Expansion also introduces optional rules, star drivers, and season play that the players can implement into their games to experience even more stock car racing excitement in THUNDER ALLEY. Call the right strategies, play each race card to maximize those strategies and you may not only find yourself in Victory Lane, but also celebrating a Championship.

COMPONENTS: The following components are provided in the THUNDER ALLEY Crew Chief Expansion -

- 32 Conditional Cards (8 sets of 4)
- 96 Crew Chief Strategy Cards (8 sets of 12)
- 4 Lap Cards
- 24 Race to the Finish Cards
- 1 Rule Book
- 32 Setup Cards (8 sets of 4)
- 48 Track Cards

How to use this Expansion: The rules for THUNDER ALLEY Crew Chiefs are modular and players may add some or all of the different modules to their games of THUNDER ALLEY. The sections below describe the use of each item in this expansion.

Module 1: The Crew Chief Strategy Cards

The Crew Chief Cards provide strategic choices that the players can use for their Action Segments of the race. Each Strategy card can only be used once per race, so players will need to choose wisely when to best play each card to gain the

maximum benefit. The base game rules continue to apply with the following additions when adding this module to the game.

Set Up: When using the Crew Chief Strategy cards (hereafter known as Crew Chief Cards), each player will take their deck of 12 Crew Chief Cards. Prior to starting the game each player will shuffle their Crew Chief Cards and draw 3. Place the remaining cards near your Team Sheet as you will need to draw 1 new card each turn during the Event Phase. If the players wish to include the Conditional cards, they are added to this deck and shuffled together with the Crew Chief Cards. All of these cards are now referred to as Crew Chief Cards, including the Conditional Cards.

Playing a Strategy Card: Each player chooses 1 of their Crew Chief Cards in their hand and places the card face-down next to their Team Sheet. This card will be their active strategy for the remainder of the turn and apply to some or all of their team's cars for this turn only. When all players have chosen their cards, all players reveal their cards simultaneously. This would fall into position 3.2.1A in the THUNDER ALLEY Sequence of Play. Players may not discuss their choices before they are revealed.

Each card fully describes the benefits it provides to the player as they activate and move their team cars during this turn. In some cases the card may instead have a movement penalty that is caused by the card. Most cards offer a special bonus when activating the Star Driver on your team (see Star Drivers). Note that some cards (*Balanced Tire Pressure* & *Dialed In*) require actions by the player before any player's cars are activated.

If a player chooses not to play any Crew Chief Card, they may do so by simply announcing they are not playing a card for the turn.

Once the strategy cards are revealed, the normal movement begins with the first player and moves clockwise around the board as described in the base game rules.

BACK OF THE PACK RACING

Announcer: "I'm not sure I like this strategy. Sure, it reduces car wear, but it's too easy to lose the pack."

Any car on your team that starts its activation in the last 5 cars takes no temporary wear markers.

At the end of the action phase, in running order, each of your cars in the bottom 5 spots gains +2 Work the Pack movement.

★ If the Star Driver is in the last 5 cars at the end of the action phase, add an additional +2 Work the Pack movement.

Option 1: Hidden Strategy Cards: Strategy cards played must be revealed only when they apply, Players may keep cards face down until the card benefit or possible movement penalty applies.

It is suggested that if a game includes players who are new to the expansion, that this option not be used so players do not forget to make full use of the advantages the cards provide.

Example – Start of a 5 Player Game: It is the start of the race with 5 players and each has 3 of their Crew Chief Cards in hand. The field has been set using normal Setup rules, each with Team with 3 cars in the race. After filling their hands with Race cards, each player secretly chooses 1 Crew Chief Card and places it facedown next to their Team Sheet. When all players have placed their Crew Chief Card the turn begins with the First Player.

However, prior to starting their turn, the Red Team and the Pink Team reveal their cards *Balanced Tire Pressure* because it resolves after the Race Grid has been set, but before any movement. After checking the Team Bar and finding that Red is before Pink, the Red Team advances each of their cars 2 spaces using Work the Pack movement. After Red completes their advancement of cars, the Pink team does the same. Their Strategy cards are now completed and offer no further benefits during the turn.

The Green Team moves first and reveals the Crew Chief Card *Horsepower* to be used in conjunction with the play of the Solo Racing Card *Floor It* for 8 Movement Points. The active car gains a bonus of +2 to movement, so that car will use 10 Movement Points instead of 8. After movement, the card also confers the additional ability that the active car does not take a permanent Engine Wear Marker that the *Floor It* Race Card would normally require, but instead may take any temporary Wear Marker of the player's choice, so a Fuel Wear Marker is taken for the active car.

The next team to move is the Blue Team. The Blue Player selected *Tire Management* as her Strategy card for the turn but has not yet revealed it. Blue chooses a car on the inside of the Start Grid to move and plays the *Inside Line Draft Movement* card that normally results in the issuance of a Tire Wear Marker. Blue reveals their Crew Chief Card since it applies, and decides to move 5 MP

rather than 7 MP to save their tires. The active car will not gain a Tire Wear Marker at the end of the Activation.

Next is the Black Team, with *Great Spotters* as their Crew Chief Card. Black activates a car using the *Slingshot* Race Card and moves their lead car on the front row of the Starting Grid 7 spaces. Since they did not use the benefits of their Strategy card, they choose not to reveal it. Play now moves to the Red team followed by the Pink team.

Discard Active Strategy Card: After the players have discarded unwanted Race cards, the players must discard their active Crew Chief Card from play and draw a new one from their Crew Chief deck. The discarded Crew Chief Cards are returned to the box and out of play for the remainder of the game. If a player did not play a Crew Chief Card, that player may not discard one. If a player has less than three Strategy Cards in their hand, they must draw one more to keep the hand at three cards. This would fall into position 3.5.7 in the THUNDER ALLEY Sequence of Play. If a player's Crew Chief deck is exhausted, that player may draw no more cards for the remainder of the race although any player in that situation may still play cards remaining in their hand.

Race Card Rules versus Crew Chief Card Rules: At any point if a Crew Chief Card directly contradicts a Race Card, the rules of the Race Card supersede. Note that at no point does an ability granted by a Crew Chief Card allow a player to make an illegal move. For example, *Great Spotters* would not allow a car using *Inside Line* to move outside nor would it allow a player to break the draft to change lanes once a Draft or Pursuit has been started.

Track Rules versus Crew Chief Card Rules: In all instances, special rules of a track override special rules from any card. As an example, on the Fraley & Sons Dirt Track, there are no lane changes in a corner. When the *Great Spotters* card is played, it does not override this track restriction. Always assume that track rules have the highest priority.

Working the Pack Movement: Many of the expansion cards in Crew Chiefs allow for a bonus "Work the Pack"-style movement. When this is called for it is treated exactly as the solo movement card *Work the Pack* from the base game. Those cars may move solo or exchange places with a car in the space directly in front of it.

SPECIFIC CARD DETAILS

Balanced Tires: After all players have played Balanced Tires, there may be a change of positions on the track. Note that this card does not also grant a change in the ownership of the first player marker. The First Player remains the same and turn order remains the same.

Great Spotters: The lateral movement made by the Great Spotters must be a legal movement and may not override any card or track rules. A lateral movement may not be made by a car that is in the corner on the dirt track or by a car that has already begun Draft or Pursuit Movement. Note that the movement must be made during the move, so by definition the effects of Oversteer and Understeer cannot be countered as they occur after movement is complete.

Quick Pit: All pit effects will occur on pit stops made in the current turn and will have no effect on cars already in the Pits at the start of the turn.

Module 2: Star Drivers ☆

Star Driver: In racing, most teams have a star driver and the Crew Chief Expansion offers the ability for the players to have a star driver on their team. The Star Driver for each team is considered to be the driver that is the lowest numbered car on each team that is in the current race. The Star Driver module is at its best when paired with the Crew Chief Card module (Module 1).

Star Driver Bonus: The star driver has the ability to do things with their car that many drivers cannot. In game terms, whenever your Star Driver is activated, they gain the Star Driver Bonus that appears at the bottom of the Strategy card.

Ongoing Star Driver Ability: The Star Driver has an ability to avoid major accidents. Regardless of the Strategy card the team has in play, whenever a Star Driver would take a Red Body Damage token, that car takes a Gray Body Damage token instead.



Module 3: Race to the Finish Cards

Race to the Finish Cards: The Race to the Finish cards replace the Position tokens from the base game. At the start of the game, take the cards equal to the number of cars racing and place them near the board, keeping them in numerical order. In a 16 car race, set out positions 1 through 16. Finish cards in excess of the number of cars racing should be returned to the box. The Race to the Finish Cards module is at its best when paired with the Lucky Dog rule (8.1).

The 1st Place card only shows the finish number, winners circle and the points, but all other cards are divided into 4 distinct sections; Lapped, Finish Position, Eliminated, and Points.

Lapped: When using the new Lucky Dog Rule (8.1 below), the way a car exits the race prior to the conclusion of the race makes a difference. When a car is removed from the race because it has been lapped, take the Race to the Finish card with the lowest points still available and place the car on the Lapped section of the card. There is a chance with a Yellow Flag that the lapped car can return to the race. If multiple cars are lapped on the same turn, use the Running Order Rules from THUNDER ALLEY to assign the positions.

Eliminated: When a car is removed from play due to any of the following reasons: Voluntary Retirement, accrual of 6 Wear Markers, or Target of an Event; it is placed on the Eliminated section of the card. This identifies that the car is not eligible for the Lucky Dog return.

The bottom section of the card has been designed so that the players can overlap their cards to see just the points. These cards are designed for easy calculation of the player's final points. Just position the cards on top of each with the bottom Points Section Showing to total the points.

Note: Keep in mind that Turn Led Tokens are still used and provide 1 point per car possessing a token at the end of the race. The Most Laps Led Token is also still used.

Module 4: Lap Cards

Lap Cards: The Lap Cards may be used for any race to change the number of laps required to finish the current race. These cards replace the lap counter on the boards themselves. These cards will usually make pit strategy more important in the game as races are usually made longer. With these cards it is possible to reduce the laps of some of the tracks as well making for a quicker game if desired. The Cards range from 3-6 laps.

Module 5: Track Cards

Track Cards: The 48 Track Cards are used to provide unique experiences on the different tracks. They can be used individually for races or as part of a season. Each of the 48 Track Cards displays the following information:

Race Name: Each race has a unique name.

Track: The track on which the race will take place.

Laps: The number of laps to race.

Special Rules: Any special rules that might be in play for this race only.

Special Scoring: Any special scoring possibilities that might be in play for this race only.

When using the Track Cards for a race, the card overrides the lap count shown on the track. All Track Card rules supersede the Race Card rules, the Crew Chief Rules and the Track Rules if they come into conflict.

There are many ways these cards can be used. In a one-off race they may be shuffled and drawn to determine what race will be run. They can be used to either randomly or selectively create a racing season.

The cards also identify where the tracks are found. This will allow players to remove cards from the draw deck that they do not have access to.



Module 6: Setup Cards

The 32 Setup Cards are broken into 8 decks of 4 cards each (1 of each different card). Each player is given one set prior to the start of the race. Return any unused sets to the box for this race. Before, the first turn, each player selects one of the Setup Cards that will be used for the entire race. The remaining three are returned to the box and not used for the remainder of the current race. This Setup Card is added to the player's hand of Race Cards.



Setup cards behave just like Race Cards and can be used whenever a Race card would be played from a player's hand. If a Setup Card is used, set it aside until the Discard Phase. It may be used only once per turn.

Setup Cards do not count against a player's Race Card hand size limitations.

Each turn during the Discard Phase, each player that played a Setup Card during the previous activation returns that card to their hand making it available for the next turn.

Back in It: Due to the nature of the card, the following Crew Chief Cards that provide extra speed during the turn through additional Movement Points have no effect on *Back in It*.

- Dialed In (No Star Driver MP Bonus)
- Horsepower (No extra MP's)
- Aggressive Driving (No extra MP's)

Cards that allow a Work the Pack Movement before or after movement is complete such as High Line, Low Line, Short Run Setup, etc.... do allow for their bonus movement. Due to the nature of the card, Any Track Card that provides extra MP, or any future product that may provide MP as well as the following Crew Chief Cards that provide extra speed during the turn through additional Movement Points have no effect on *Back in It*.

In addition, this card may not be played by any car that is currently the on-track car closest to the lead. So if for example the 1st and 2nd place cars were in the pits, the card could not be played on the 3rd place car if it were still on the track. The *intent* of the card is to allow a car to directly catch up to the cars in front of it, not to allow the leader to move further ahead and link up with the last place car.

Module 7: Condition Cards

The 32 Condition Cards consist of 8 identical sets of 4 cards each (1 of each different card). Each player is given a set that can be shuffled into the eight Crew Chief decks, bringing the size of those decks up to 16. They are drawn and played exactly like the Crew Chief Cards. They provide unique experiences depending on the number of those cards that are in-play during the same turn. If only one player plays a conditional card it has the effect listed on the card. If, however, two or more players play the same card at the same time, the effect of the card is enhanced according to the rules of the card in play. This extra effect is in play only for the players that played the cards with all players that played matching cards getting the same enhanced effect. All Condition Cards must be revealed as soon as all players have their Crew Chief Cards selected. Condition Cards should not be used without the Crew Chief Strategy Cards Module (Module 1)

Aggressive Driving

Announcer: "Things are getting wild out there and someone's going to get taken out to the woodshed after this race..."

CONDITION CARD

All cars on your team gain +1 MP. All lateral movement for your team costs 1 MP less than normal this turn.

If any other team also chooses Aggressive Driving, a Yellow Flag is added to the next Event Card and each of those teams add one gray body wear marker to a car on their team.

High Line & Low Line Cards: Add an extra +1 Work the Pack Bonus Movement per card played during the same turn to all players that played the matching cards.

Rough Track: Affects all players in the race by reducing the Movement Points on cards that provide Tire Wear and Suspension Wear by 1 per card played. If three players played these cards, the penalty for the turn would be -3 MP.

Aggressive Driving: All players that played this card gain +1 Movement Point per car and reduce the MP requirement to change lanes laterally by 1. If two or more players have played Aggressive Driving when the Event Card is drawn, if it

does not already have a Yellow Flag it is then considered to have a Yellow Flag as well, thus initiating a restart after the event is resolved.

Module 8: New & Revised Rules

The following are either new or revised rules for use when playing with the Crew Chief Expansion. The players have the freedom to use some or all of the rules. You are welcome to mix and match the rules to make games that suit your desire for flavor and depth.

Module 8.1 Lucky Dog: In Stock Car racing there is a chance for drivers that are a lap down to return to the lead lap when a caution flag waves. If an event calls for a Yellow Flag, the car that was last lapped is allowed to come back into the race and join the cars in the last space of the starting grid. This module is at its best when used in conjunction with the Race to the Finish Card Module (Module 3)

Every time a yellow flag occurs, check the cars that have been removed from the race after being lapped. The car that was most recently lapped is returned to the race as the Lucky Dog.

Note: Because cars may return to the race by the Lucky Dog Rule, any Permanent Wear Tokens a car has when removed from the race due to being lapped should remain on the Team Sheet. All Temporary Wear Tokens should be removed.

The following rules apply to the Lucky Dog in THUNDER ALLEY.

Lapped Car Returned to Race: When a Caution Event occurs (Yellow Flag) and one or more Cars have been removed from the race due to being Lapped, the car that was last removed (lowest position and most points) is returned to the Race as The Lucky Dog car.

Starting Position: The Lucky Dog car is returned to last the space on Start Grid after all cars that wish to pit have completed their pit stops and have been placed back on the re-start grid. The Lucky Dog is always placed behind all cars

that are on the track including any car that was penalized for a Pit Violation (see 8.3 below).

Out of Race: Cars that have been removed and placed on the Eliminated section of the Race to the Finish cards are not eligible for the Lucky Dog. If at any time a Lapped car returns to the race from a position higher (example, 13th for lapped and 12th for eliminated) than an “Eliminated” car, the Eliminated car is placed on the lower scoring card and its Race to the Finish card is returned to the stack of unused cards. (In example cited above, the car on the 12th place would get the 13th place card and the 12th place card would be returned to the stack)

It should be noted that it is possible for many lapped cars to return to the race if several caution events occur. Each time there is a Yellow Flag event, one of the lapped cars will be brought back onto the track on the last space of the Starting Grid.

Module 8.2 Pit Commitment: The base game rules for Performing Pit Stops (THUNDER ALLEY rule 3.5.3) identifies that starting with the First Player and going to their left each player commits cars they wish to make pit stops. The Crew Chief Expansion offers a new optional rule to more accurately reflect how drivers pit in races where each driver has to commit to pit or not based on running order as opposed to turn order.

The new Pit Commitment rules for THUNDER ALLEY are as follows:

When pitting under green, start with the car currently leading and go back car by car, each car is given an opportunity to pit. The decision is final, so if they pass on pitting they may not choose to pit during the current turn.

When pitting during a caution, place cars in the Starting Grid prior to the Pitting Decision. Then starting with the front line, the first car makes a pit decision, then the second car next to it. If both cars adjacent on the Starting Grid pit, when they come back out, they may race from the pits using the new rules (8.3).

Module 8.3 Racing from the Pits: During Yellow Flag Pit Stops, there may be two or more cars from different teams on the same space in the pits. Rather than bring them out according to the base game rules, each car will race from the pits (while not breaking the Pit Row speed limit, of course). To race from the pits,

draw the top card off the Racing Deck and check the Team Bar. The team listed closest to the left will come out first among those racing. That car exits first and is placed on the next available Starting Grid space. The other car comes out behind it and is placed in the next available grid location. (*Exception: Pit Penalty-below*).

If there are three cars from different teams, continue reading the team bar from left to right until all cars have exited the pit.

If the Race from the Pits involves only cars from the same team they do NOT race out of the pits, the owner simply chooses which car to place first.

If the Race from the Pits involves three or more cars and two of them are from the same team, all cars of a team come out at the same time when their team is shown on the Team Bar with their relative position decided by the owner.

If this Module is in effect players may not elect to cede positions and not Race from the Pit. It is a mandatory check.

Pit Penalty: A Pit Stop is a hectic scramble even when done on a Green Flag when only a few cars will Pit at a time, but during a Yellow Flag Pit when the majority of cars will pit all at the same time, it is easy for the driver or Pit Crew to make a mistake and get caught speeding in the pits, or to have too many men over the line to service the car, or to lose a tire that escapes the Team's Pit Box, etc. To bring this action to life in THUNDER ALLEY games, each time a car races from the pits during a Caution (Two or more Cars on the same Pit space) and the first icon shown on the Team Bar is one of the teams racing from the pits, there is a penalty for that car.

The car being penalized will not come out and line up in the next available space. The penalty is that the car must go to the last space on the Starting Grid for the number of cars remaining in the race (if 15 cars, the 15th position). If there are multiple cars penalized during a Yellow Flag Pit Stop, each newly penalized car is placed behind the one that came out ahead of it moving the previous car ahead one position (15th to 14th etc...).

Racing from the Pits Example 1: A Yellow Car and Black Car are in the pits from the same pit space to take the 4th and 5th position on the starting grid during the

Yellow Flag. The Team Bar is checked and Black is the second position on the card, so the black car is placed on the 4th start grid position and the Yellow car on the 5th start space.

Racing from the Pits Example 2: As above, the Yellow Car and Black Car are in the pits on the same space and would come out into the 4th and 5th position on the starting grid during the Yellow Flag. The first team shown on the Team Bar is Yellow, meaning the Yellow team committed a Pit Violation. The Yellow car must go to the back of the Starting Grid. It is placed on the last space of the starting grid for the number of cars in the race and the Black car now comes out on the 4th space of the starting grid. Only one car of a team can be penalized on each check so if a team has multiple cars involved in a check, only one can be penalized.

Module 8.4 Variable Pit Stops: When using the Crew Chief Expansion players may use the Variable Pit Stop Optional Rules (THUNDER ALLEY rules 12.1) for both Green and Yellow Flag Pit Stops with the following rule revisions:

Green Flag Pit Stops will be exactly as written in the Optional Rules (12.1) of the Base Game Rule Book, backing up 2 spaces plus 1 for each temporary token they discard from their car on the Team Sheet.

Yellow Flag Pit Stops will only apply if discarding 1 Tire or Fuel Token only. When this occurs, after the car is placed in the pits as per the THUNDER ALLEY rules, the car is moved forward 1 space in the Pits to possibly share the space with the 1 or more cars that may already be on this Pit space prior to any cars racing from the Pits. This car will now race with any other cars on the space it moved to from the Pits to gain their Starting Grid space.

Module 8.5 Qualifying: When playing with the Crew Chief Expansion, the Optional Rule for Determining Start Order at the beginning of the race (THUNDER ALLEY rules 12.2) can be used. This rule requires that multiple Race cards be drawn to establish the Starting Grid. After the first card is drawn and each team has placed one car, another card is drawn for the next car of each team, and repeated for each subsequent set of cars until all cars have been placed.

Module 8.6 Race for Position: When a Yellow Flag comes out, or when the last activation has ended on the turn that the race has been ended, the cars that remain on the track will Race for Position. This is resolved by drawing a Race Card for each sector of the track that contains cars belonging to more than one player and checking the Team Bar. For each of these sectors, the team shown to the left of the team bar wins the "Race for Position" and either gets the next spot on the restart grid or the next position at the end of the race. If more than 2 cars are side by side, use the team bar to rank each position. If a team has multiple cars involved and their team is up on the team bar, all of them advance in sequential positions in the order desired by the owner. If only cars of the same team are side by side, it is the owner's choice as to which car takes what position.

If it is a Yellow Flag, the check is for position on the restart grid before Pit Stops are determined.

If it is the end of the race, the check is for position is for position Tokens/Cards.

Module 8.7 Increased Hand Size: On each turn, including the start of the race, instead of drawing cards equal to 1 more card than the number of cars they started the race with, players now draw 2 extra cards than the number of cars they started the race with. With four cars instead of drawing 5 cards, each player would draw 6 cards.

Module 8.8 Rain Event –Changing Track Conditions: When the first Red Flag for Rain is drawn as an Event, in addition to the special rules that may lead to a shortened race if a second card is drawn, this card is now considered a Rain Delay and will result in a Restart. This rule is at its best when used with the Crew Chief Strategy Card Module (Module 1).

Cars may pit as a normal Caution.

Additionally, the Track conditions are changed by the rain and water washing the rubber from the track and drying procedures, as well as a change in the track temperature - all things the Crew Chiefs must deal with to ensure their driver has a fast car when the green flag waves again. To recreate this situation in THUNDER ALLEY, the following rule is also used when a Rain Event occurs if you are using the Crew Chief Cards.

All players discard their hand of Crew Chief Cards and draw a new hand of 3 cards.

Module 9: Season Rules

The Crew Chief Expansion plays best when multiple races are being run and scored. Therefore, the following rules are provided for the players that wish to form a League for Cup Championship where several Races are run to determine the winner. Players are free to play the Races without the special rules and bonus points if they wish, but the game includes 48 Track Cards that can be used to create some variety and show how real stock car racing changes from track to track.

Season Schedule: Select the tracks to be run in a season. The seven races that make up the King Richard Challenge are shown below.

Race #1: Super Speedway - Saint Adrianna	Race: THUNDER ALLEY 500
Race #2: Short Track - Yunta Brother Velodrome	Race: Buckeye 500
Race #3: Super Speedway - Saint Adrianna	Race: Soda Pop 600
Race #4: Road Course – Verghn’s Grove	Race: Ice Cream 250
Race #5: Super Speedway – Pullinger’s Pyramid	Race: Patriot 500
Race #6: Short Track - Yunta Brother Velodrome	Race: Mayhem 500
Race #7: Super Speedway – Saint Adrianna	Race: Champion Auto 500

Season Champion: Players should keep a running total of points for each race to track Team Standings during the season. When race #7 is complete, total all the race points the points for the final Team Scores. The highest total wins the King Richard Challenge.

Flexible Season: If it seems likely that players may miss some events, and substitute players are not an option, you may utilize the following system.

1) Determine the number of teams to be involved as an upper level baseline (If you think 6 players are going to be likely to compete, make the season baseline 6 teams and 18 cars).

2) Always score the same number of cars each race regardless of the players. In the example above, Always score to 18th Place. That means that even if 5 players show up, the first car out is given the 18th place card.

3) Any player that does not show up for a race will receive the average score (round down) of the cars that were scored as an add-on. In the example above with one car was eliminated and only one player was missing from the race, the missing player would score points for positions 15-16-17.

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