Rush ’n’ Crush

Roger’s Rules: Firedrake/BGG

Introduction

- Each car has two of the four pieces of fixed equipment: Armor Shielding (extra Structure, already shown on the card), On-board Computer (extra Steering, already shown on the card), Combat Bumper (for ramming from behind) and Minelayer.
- Each driver card has two of the four pieces of optional activatable equipment: Side Bumper, Flamer, Machine Gun, Lateral Circular Saw; each one also has a Rocket Booster and Fire Extinguisher.
- Your car is destroyed if either the Structure or the Heat counter reaches the skull.
- There are no pit stops. Steering, Brake, Turbo and Structure points will not be refreshed during the race; Heat can only be reduced slightly.
- The winner is the first car to cross the finish line. (Turn order matters.)

Setup

- Design a course: normal length is 8-10 tiles, or 4-5 with two laps. 6-8 (open, or closed with one lap) will provide a short game.
- Each player takes a car (large card) and a driver (small card), ideally from the same Team (colour) though it doesnt really matter, and nine clear markers (placed at the top of the Steering, Brake and Turbo tracks; on the four dark (“disarmed”) boxes on the Driver card; on full Structure (top) and zero Heat (right side). Also place a gearstick pawn on the zero spot in your gear matrix. If your car’s equipment includes a Minelayer, also take four red markers.

Round

- Establish an order for this round, front to back. If two cars are equally far forward, the one that arrived first is “ahead”.
- Each player takes their turn.

Turn

- Decide how to move your gearstick pawn: accelerate (one step up or right-and-up along a white line), brake (one step down or down-and-left along a white line), or shift (as many spaces as you like left or right along a dashed line). Or keep it where it is. You may not deliberately decelerate to speed 0.
- Spend as many of your Turbo points (to accelerate as above) or Brake points (to brake as above) as you like.
- Take red dice based on your current colour zone (blue, yellow, orange, red) and white dice based on your current speed (look horizontally right from the gearstick pawn). Roll them all.
- Any 1-2 on red dice gives you a heat point. (+1 to the range for each Turbo you used this turn; using two Turbos makes each heat die give you heat on 1-4.)
- Your white dice roll is the number of lane changes you have available this turn. Speed 5- unlimited; speed 6-10, highest single die; speed 11-16, lowest single die; speed 18, 0.
- You **must** move your full speed (your movement allowance). You may use fewer lane changes than you rolled. Each Steering point you spend gives you a bonus lane change.
- A move into the square directly ahead of you uses one of your movement allowance. A move diagonally forward uses one movement allowance and one lane change.
- At any point before, during or after movement you may use Equipment. You have two Activations per turn: you can use each of these either to Arm a piece of equipment (move counter to the right) or to Use it, which disarms it (move counter to the left). You cannot move the same counter twice in a turn.
- The Flamer fires directly backward (i.e. within your lane, even if it’s curving) at range 1-3. Roll (4-range) dice; each 1-2 gives one heat to the target.
- The Rocket Booster may only be Used at the end of movement. Choose 1-3 and move that many spaces directly forward. For each space moved, roll a heat die and add 1 heat on 1-2.
- Using the Fire Extinguisher lowers your heat by 1.
- Whenever you leave a space, you may activate the Minelayer to drop one of your four red mine markers in that space. If another car crosses it, it’s treated like hitting a wreck (but if it does damage, the marker is removed).

	1	2	3	4	5	6
clear	Y	Y			T	T
block	Y	Y		T	T	T+3

- If you Side Ram and Use Lateral Circular Saw, also roll a red die; do one Structure point to your target on a 4-6. This is completely separate from the Side Ram resolution.
- If you hit another racer directly from behind, this is a “Rush ’n’ Crush”. End your move and roll a die *for each point of movement allowance remaining*. For each 1-2, both vehicles take a structure point; on a 3 (3-4 if you have Combat Bumper) only the target takes one.
- The Machine Gun fires directly forward (i.e. within your lane, even if it’s curving) at range 1-3. Roll (4-range) dice; each 1-2 does one structure to the target.
- If you hit a wreck, roll a die: on a 1-3 you take one structure point.
- If you hit a fixed obstruction, roll white dice as for steering but invert the sense (e.g. at speed 12 you’d roll 3 dice and take the *highest*). Take that many structure points. (1 at speed 4-5, 6 at speed 18.) Then make a free compulsory lane change (spending one movement but not a lane change) and continue movement.
- If you hit another racer diagonally from behind, this is a “Side Ram”. Roll a die, +1 if you Use Side Bumper. If the far side of the target space is clear, on a 4 or higher the defender will be displaced into it and you take their old space; otherwise you move forwards (and do not spend a lane change). You (Y), Target (T), and/or third party (3) take a structure point: