Game:	**RUSH N' CRUSH**	**v1**
Pub:	**AEG / Rackham (2009)**	
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

RUSH n' CRUSH

Setup

Create a **racetrack**, either closed or open. 8-10 tiles is recommended, or use 4-5 tiles in a loop and run 2 laps. A closed track of 6-8 tiles with separate start and finish locations is ideal for a shorter game.

Each player chooses a team: Tombstone and Totentanz from **ONI Zombie**, Komet and Miss Meteor from **Red Block Kosmos**, or Wonder Brat and X-Caliber from the **U.N.A. Dream Team**. Each team has one **Racer** (R) and one **Bomber** (B).

Each player takes one of the two cars available to his team and places his driver of choice in the cut-out space. Place an **activation pawn** on each of the driver's **Deactivated Equipment** icons. Place a **gear shift lever** pawn on the speedometer's Speed 0 space, **gear tokens** on the top values of the **Steering**, **Braking**, **Turbo**, and **Structure point tracks**, and a gear token on the 0 space of the **Thermometer track**.

Determine the **starting order** of the race randomly and place cars on the track in order starting with a space immediately behind the starting line.

Players take turns in their order on the track, starting with the player in front.

Each round, players move according to their car's position on the track, the **leader going first**. If 2 cars are level, they take turns based on the chronological order of their arrival at this position (this also applies to the starting order).

Turn

During his turn, a player may do one of the following actions:

Accelerate
Move the gear shift pawn to the next location up and/or to the right, while following the **solid lines**.

Decelerate
Move the gear shift pawn to the next location down and/or to the left, while following the **solid lines**. You cannot decelerate to Speed 0.

Maintain Speed
No change.

Change Gear
Move the gear shift pawn horizontally as many positions as desired, while following the **dashed horizontal line**.

Then use either:

Brakes
Use any number of **Brake points** in a single turn. Each point allows the car to decelerate one position down and/or to the left following the solid lines.

Turbo
Use up to **3 Turbo points** in a single turn. Each point allows the car to accelerate one position up and/or to the right following the solid lines.

Temperature

The background color on the speedometer indicates the number of **red dice** rolled on a **Temperature test**.

Compare the result with the **Temperature threshold** (the default threshold is 3). For every Turbo point used that turn, add an additional point to the threshold.

Each die result *lower* than the threshold increases the **Thermometer counter** position by one. When this reaches the **skull** position, the engine explodes and the car becomes a wreck.

Steering

Steering difficulty is related to the car's speed:

Speed less than or equal to 5 boxes per turn: The car can perform as many lane changes that turn as desired.

Speed greater than or equal to 6 boxes per turn: The player must roll a **Steering test** to determine the number of lane changes available to him that turn:

Roll the number of **white dice** indicated on the right side of the speedometer in line with the current Speed.

White dice icons indicate the highest result is kept; *black dice icons* indicate the lowest result is kept.

Moving

The player moves his car a number of boxes as indicated by the gear shift lever pawn's position, and may change a number of lanes in his turn depending on his speed.

He must move forward and may not U-turn.

If the player does not have enough lane changes available, he may **spend Steering points**. Each point allows an additional lane change this turn.

If he cannot do either he continues in a straight line and may collide with an obstacle or car.

Collisions

If a car runs into an immovable obstacle or rams another car, make a **Collision test** to determine which cars lose **Structure points**, and how many.

When a car's Structure point counter reaches the **skull** position, the car ends its move flipped over on the square it occupied at the time of destruction as a **wreck**.

Side Collisions and Ramming

To ram a car from the side, the attacker must move at least one box before the collision.

The attacker rolls a die and **the ram is successful on 4+**.

If the box towards which the defender is rammed is empty, the defender is moved there and the attacker continues his move. He may ram again if he has enough movement and lane changes/Steering points.

If the box towards which the defender is rammed is blocked, the defender is *not* moved there and the

attacker continues his move forward. He may not ram the defender again.

Whether the ram is successful or not, look up the die result on the table below to determine which car loses a Structure point:

Die Result	1	2	3	4	5	6+
Destination box empty	A	A	-	-	D	D
Destination box blocked	A	A	-	D	D	D3

A = Attacker, D = Defender, D3 = Defender + 3rd car

Front and Rear Collisions

To run into another car (defender) in front—intentionally or unintentionally—the moving car (attacker) must have at least one box of movement left. His movement ends immediately and **the player rolls as many dice as he has boxes left to move:**

Each result of 1 or 2: both the attacker and defender lose a Structure point.

Each result of 3: only the defender loses a Structure point.

Collisions With an Immovable Obstacle

A car moving at a **speed of 4 or 5** loses 1 Structure point in a head-on collision with an immovable obstacle.

A car moving at a **speed of 18** loses 6 Structure points.

At a **speed of 6-18**, refer to the table below. At a speed of 6-10, only count the *lowest* result from all the rolls, and at a speed of 11-16, only count the *highest* result:

Speed	6	7	8	9	10		11	12	14	16
#Dice	5	4	3	2	1		2	3	4	5
		Use lowest result					*Use highest result*			

The result is the number of Structure points lost in the collision.

If the car is destroyed, return it to the box it occupied immediately before the collision; it is now a wreck.

If the car is not destroyed, it makes a free **forced lane change**.

Forced Lane Change

A forced lane change occurs as if the player had just spent a Steering point to move the car. The car then continues moving normally.

A car forced to change lanes to a box occupied by another car must ram from the rear if possible. If this is not possible or fails, the cars must resolve a side collision. The active player rolls as many dice as he had boxes left to move. **Both cars lose a Structure point for each result of 1 or 2.**

Once the collision is resolved the active car's turn ends immediately.

Wrecks

A player whose car passes into a box containing a wreck rolls a die. **On a result of 1, 2 or 3 his car loses a Structure point.** The collision rules do not apply.

Winner

The winner is the player with the first car to cross the finish line. There is only one winner.

RUSH n' CRUSH

During his turn, a player may either:

Accelerate Move the pawn to the next location up and/or to the right, following the **solid lines**.

Decelerate Move the pawn to the next location down and/or to the left, following the **solid lines**. You cannot decelerate to Speed 0.

Maintain Speed

Change Gear Move the pawn horizontally any number of positions, following the **dashed horizontal line**.

Then use either:

Brakes Use any number of **Brake points**. Each allows deceleration of one position down and/or to the left following the solid lines.

Turbo Use up to **3 Turbo points**. Each allows acceleration of one position up and/or to the right following the solid lines.

Temperature

The background color on the speedometer shows the number of **red dice** rolled on a **Temperature test**.

Compare the result with the **Temperature threshold** (default 3).

For every Turbo point used, +1 point to the threshold.

Each die result *lower* than the threshold increases the **Thermometer counter** position by one. When this reaches the **skull** position, the the car is a wreck.

Steering

Speed ≤ 5 boxes per turn: Unlimited lane changes.

Speed ≥ 6 boxes per turn: Steering test to determine the number of lane changes available:

Roll the number of **white dice** shown on the right side of the speedometer in line with the current Speed.

White dice icons: highest result is kept.
Black dice icons: lowest result is kept.

If you do not have enough lane changes, you may **spend Steering points.** Each point allows an additional lane change this turn.

Collisions

Side Collisions and Ramming

Move at least one box before the collision and roll a die: **the ram is successful on 4+**.

If the box towards which the defender is rammed is empty, the defender is moved there, the attacker continues his move and may ram again if possible.

If the box towards which the defender is rammed is blocked, the defender does not move, the attacker continues forward and may not ram the defender again.

Whether successful or not, look up the roll to determine which car loses a Structure point:

Die Result	1	2	3	4	5	6+
Destination box empty	A	A	-	-	D	D
Destination box blocked	A	A	-	D	D	D3

A = Attacker, D = Defender, D3 = Defender + 3rd car

Front and Rear Collisions

Attacker must have at least one box of movement left. His move ends immediately; **roll as many dice as you have boxes left to move:**

Each result of 1 or 2: both cars lose a Structure point.
Each result of 3: only the defender loses a Structure point.

Collisions With an Immovable Obstacle

Speed 4 or 5: lose 1 Structure point.
Speed 18: lose 6 Structure points.
Speed 6-18:

Speed	6	7	8	9	10	11	12	14	16
#Dice	5	4	3	2	1	2	3	4	5
			Use lowest result			*Use highest result*			

Result is the number of Structure points lost.

If the car is destroyed, it becomes a wreck in the box it occupied immediately before the collision. *If the car is not destroyed,* it makes a free **forced lane change**.

If forced to change lanes to a box occupied by another car, must ram from the rear if possible. If not possible or unsuccessful, resolve a side collision. The car's move ends immediately; **roll as many dice as he has boxes left to move:**

Each result of 1 or 2: both cars lose a Structure point.

Wrecks

When Structure points reach the **skull**, the car stops on the square, is flipped, and is a **wreck**.

A car passing into a box containing a wreck rolls a die. **1-3: the car loses a Structure point.** Collision rules don't apply.

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Equipment

Permanent Equipment

Armor Shielding
+2 Structure points. A car with 8 Structure points on its dashboard has this installed.

On-Board Computer
+2 Steering points. A car with 8 Steering points on its dashboard has this installed.

Combat Bumper
When resolving a front or rear collision, the player rolls as many dice as he has boxes left to move.

Each result of 1 or 2: both the attacker and defender lose a Structure point.

Each result of 3 or 4: only the defender loses a Structure point.

Minelayer
The player stacks 4 red **mine tokens** on this icon at the start of the game. Mines may be used at any time during your move, once per round and 4 mines per game.

Lay the mine token on the box your car has just left. Roll a die if any vehicle travels over the mined box:

1-3: the mine goes off, is removed from the game and the car loses 1 Structure point.

4-6: nothing happens, the mine stays where it is until another car drives over it and it goes off.

Activated Equipment

Activated equipment must be activated before it can be used. They are disabled at the start of the game.

Activate an equipment and make it ready for use by moving the Activation pawn from the **Off** position to the **On** position.

To use the equipment, move the pawn back to the Off position and perform its effect.

During his turn, a player can only move a maximum of 2 Activation pawns, and can never activate the same equipment twice in a single turn.

Rocket Booster
When used, the car can **move 1-3 additional boxes** at the end of its normal move. Lane changes are not allowed during this extra movement.

Roll a red die for each additional movement box moved through; each result of 1 or 2 increases the **Thermometer counter** position by one.

Side Bumper
A car with an activated side bumper adds **+1 to the die roll** when determining whether a side collision ram is successful.

Flamer
The flamer can be used against a car within 1-3 boxes directly behind your car.

A target car 1 box away must take a Temperature test using 3 red dice.

A target car 2 boxes away must take a Temperature test using 2 red dice.

A target car 3 boxes away must take a Temperature test using 1 red die.

Each result of 1 or 2 increases the target car's **Thermometer counter** position by one.

Fire Extinguisher
When using the fire extinguisher, your **Thermometer counter** position is reduced by one.

Machine Gun
The machine gun can be used against a car within 1-3 boxes directly in front of your car.

The distance between the cars indicates the number of dice to roll: **1 box:** 3 dice.
2 boxes: 2 dice.
3 boxes: 1 die.

Each result of 1 or 2 causes the target car to lose 1 Structure point.

Lateral Circular Saw
Use the saw when ramming an opposing car. To resolve the side collision ram, roll a red die in addition to the normal white die.

The red die result indicates if you inflict an additional Structure point on the target car:

1-3: nothing happens.

4-6: the target car loses an additional Structure point, even if the side collision ram fails.