

Roger's Rules: Rush 'n' Crush

Roger Bell_{West}

March 12, 2024

1 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.)

2 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 doesn't 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.

3 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.

4 Turn

- First, 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.
- Then spend as many of your Turbo points (to accelerate, as above) or Brake points (to brake, as above) as you like.
- Roll 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).
- 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.
- 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:

	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.

- 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).

	2+	3+	4+	5+	6
5 high	100.0	99.6	96.9	86.8	59.8
4 high	99.9	98.8	93.8	80.2	51.8
3 high	99.5	96.3	87.5	70.4	42.1
2 high	97.2	88.9	75.0	55.6	30.6
1	83.3	66.7	50.0	33.3	16.7
2 low	69.4	44.4	25.0	11.1	2.8
3 low	57.9	29.6	12.5	3.7	0.5
4 low	48.2	19.8	6.2	1.2	0.1
5 low	40.2	13.2	3.1	0.4	0.0