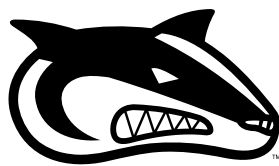
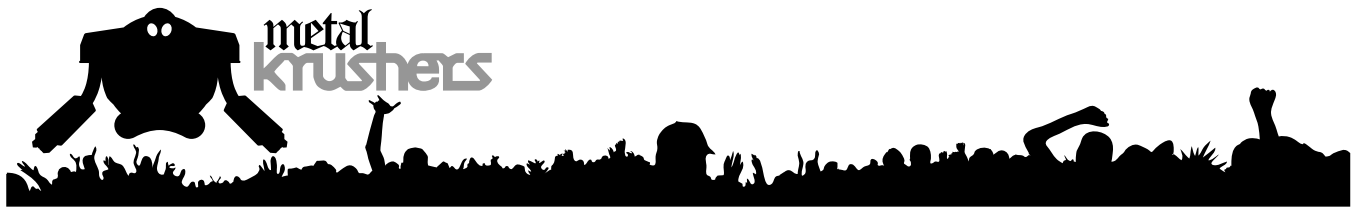


metal krushers™



SNARLING BADGER GAMES™
SBG300



THE BASIC GAME

INTRODUCTION

MetalKrushers is a game in which each player controls a Krusher in a futuristic arena. In the basic game, players are familiarized with the Arena Rules, which stress fairness among participants. Once players have a good grasp of the game mechanics, they can move on to the Optional Rules for a more challenging game.

MetalKrushers consists of two parts: construction and game play. During construction, players design their own Krushers based upon the scenario being played. After the players have recorded their Krushers on Krusher sheets, then they are ready to enter the arena.

Game play is made up of a series of turns. Each turn consists of three phases: Initiative Phase, Movement Phase, and Combat Phase. Each phase is more fully described in its own section of the rules. After finishing the Combat Phase, that turn is over and the next turn begins. The cycle continues until the victory conditions for the scenario are met.

WINNING THE GAME

Unless otherwise stated in the scenario, a player wins by defeating the opposing Krusher(s) in combat. A Krusher is considered defeated when its Internal Linkage is reduced to zero. Usually there is only one winner. However, combat is simultaneous, so it is possible that Krushers may defeat each other in the same turn. When this happens, the game is considered to be a draw.

CONSTRUCTION

Construction Sequence

1. Choose Krusher chassis size
2. Choose Krusher fighting style
3. Choose Krusher's shield/weapon(s)
4. Allocate Krusher's armor points
5. Determine IM (in Arena Rules, should be "0")

[NOTE: It is to the player's best advantage to be secretive while designing his or her Krusher, so as to not tip his or her hand and give an opponent the advantage. – Adam and Peter.]

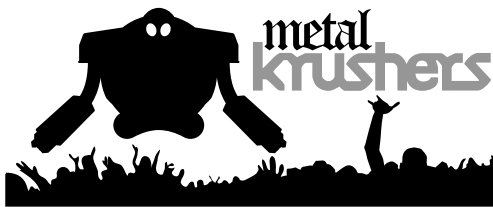
Construction is a rather simple process. All Krushers have 16 Internal Linkage Points, designed to represent the mechanisms and systems that keep the Krusher functioning. One starts with the selection of a Krusher chassis – Light, Standard, or Heavy. A Krusher's chassis determines its Movement, Armor, and Reflex Facing.

KRUSHER CHASSIS CHART				
Chassis Size	Max Armor Points/Side	Total Armor Points	Base Reflex Facing	Movement
Light	15	45	3	7
Standard	25	75	2	6
Heavy	35	105	1	5

The next phase of construction involves the selection of the program that will determine a Krusher's fighting style – weapon-and-weapon or weapon-and-shield. There are more than just the obvious considerations when deciding this. A weapon-and-weapon program allows the Krusher the possibility of striking twice, or using one weapon to parry and one to strike. However, if the parry is not effective (i.e. the Krusher's opponent still lands a hit), the damage is taken directly to the armor. If a weapon-and-shield program is used, the defender has a place to put damage for quite some time, but may only use one weapon.

Each Krusher has its own defensive and offensive capabilities. The Evade modifier (EV) represents a Krusher's defensive capabilities. The EV to the front of the Krusher is "-2"; to the left-front and right-front, it is "-1"; and all other hexsides have an EV of "0". A shield improves the EV by an additional "-1" to the front of the Krusher and the shield-side front (e.g. a shield on the right arm improves the front EV by "-1" and the right-front by "-1").

The Attack Bonus (AB) represents a Krusher's offensive capabilities. The AB to the front of a Krusher is "+2"; to the weapon-side front is a "+1"; and to the weapon-side rear is "0". A Krusher may not make an attack from its rear facing.



3. Move on to the next Krusher in Initiative order and repeat steps A through H.

C vs. B

A. Defender declares and resolves Reflex Facing attempt (if any): Krusher B has already made its RF;
 B. Defender declares shield use: block or parry (if any): Krusher B has no shield;
 C. Attacker declares shield use: block or parry (if any): Krusher C has no shield;
 D. Defender declares weapon parry (if any): Krusher B chose to parry Krusher C with its right medium slice during the A vs. B attack resolution, and designates a parry against C's large slice;
 E. Attacker declares weapon parry (if any): Krusher C declares no parry;
 F. Attacker makes attacks: C rolls next, but gets to roll twice: once for its small thrust and once for its large slice. With its small thrust, C rolls a 9, +2 (C's front AB), -1 (B's right-front EV) and for a total of 10, which is a hit, but not a critical hit. With the large slice, C rolls a 7, +2 (C's front AB), -1 (B's right front EV, and -2 (B's medium slice parry) for a total of 6, which is a miss;
 G. Attacker rolls for damage (if any): Krusher C hit with its small thrust, which does 1d-3 damage. C rolls a 5, and does two points of damage to B's right-front. B records the damage;
 H. Attacker rolls for damage from a critical hit (if any): Krusher C did not score a critical hit.

B vs. A

A. Defender declares and resolves Reflex Facing attempt (if any): Krusher A has already attacked and does not get to make a RF;
 B. Defender declares shield use: block or parry (if any): Krusher A declared a shield block during the A vs. B attack resolution;
 C. Attacker declares shield use: block or parry (if any): Krusher B has no shield;
 D. Defender declares weapon parry (if any): Krusher A declares no parry;
 E. Attacker declares weapon parry (if any): Krusher B declared a parry with his right medium slice during the A vs. B attack resolution, and used it against C's large slice;
 F. Attacker makes attacks: B rolls for its medium slice. B rolls a 12, +2 (B's front AB), -3 (A's front + shield EV) for a total of 11, a hit and also a critical hit since a 12 is a natural number in the medium slice's Critical Range;
 G. Attacker rolls for damage (if any): Krusher B hit with its medium slice, which does 1d damage. B rolls a 4,

and does four points of damage to A's shield because it was used to block. A records the damage;
 H. Attacker rolls for damage from a critical hit (if any): Krusher B scored a critical hit with a medium sized weapon. B rolls a 5 consults the Critical Hit Damage Chart, and does 3 points of Damage to A's front armor since damage was initially done to the shield.

Since Krusher B is the last in the Initiative order the turn is over.



GAME TOOLS

MetalKrushers is not just the document you're reading now. It's also map sheets, counter sheets, chart sheets, Krusher sheets and more. Remember, you may print out or photocopy (or laminate) any these game tools for personal use.

Arena Map

The standard MetalKrushers arena (marked Standard Arena Map) is designed to encourage the participants not to hug the walls. This is accomplished through some advanced physics applications combined with the grav-unit that the Krushers use for movement. Next to the walls there are null fields which inhibit a Krusher's grav-field, resulting in a "-1" to all die rolls



OPTIONAL RULES

The following rules are designed to add flavor to the game. The key word in this section is **optional**. Players must agree on which Optional Rules will be used prior to Construction. Players may use some, none or all of these rules (depending on how ambitious they feel).

NEW CHASSIS

Although the original chassis options worked well for individual competitors, team play inspired the addition of two more chassis types – the Bantam chassis and the Monster chassis. Entering at the lower and upper end of the chassis line, these chassis types allow for more flexibility in designing a team to compete in a team arena.

KRUSHER CHASSIS CHART				
Chassis Size	Max Armor Points/Side	Total Armor Points	Base Reflex Facing	Movement
Bantam	5	15	3 (+1 RF roll)	8
Light	15	45	3	7
Standard	25	75	2	6
Heavy	35	105	1	5
Monster	45	135	1 (-1 RF roll)	4

For a Krusher that can dart across the arena or easily outmaneuver heavier chassis types, the Bantam chassis offers an excellent movement rate. Unfortunately, in achieving this movement, the Bantam chassis has sacrificed the majority of its armor. Move the Bantam chassis last to take full advantage of its 8 movement points.

Conversely, the Monster chassis has proven popular for commanding the center of the arena. Although not noted for its movement, the Monster chassis has repeatedly demonstrated its staying power in the arena.

NEW PROGRAMS

New fighting style programs were created to accom-

modate the additional weapon options. To declare the use of these programs implies the allowed use of the corresponding weapons. These programs include the following:

- Polearm
- Two-handed
- Projector-and-weapon
- Projector-and-shield
- Projector-and-shield bash
- Weapon-and-shield bash

NEW SHIELDS

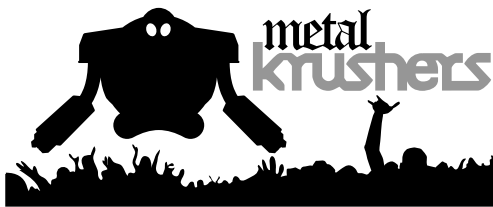
Expanding the options for shield size to include tiny and huge versions allows for more variety in the choice of shield.

SHIELD CHART			
Size	Initiative Modifier	Armor Points	Evade Modifier (EV)
Tiny	+2	5	-1
Small	+1	15	-1
Medium	0	25	-1
Large	-1	35	-1
Huge	-2	45	-1

Spiked Shield

One of the most popular requests from spectators calls for the ability to use a shield as a weapon. In response, designers have created the spiked shield. Lowering the armor points, allowed for an overall improvement in the strength of the shield so that it can be used as a weapon. A spiked shield allows a Krusher to block or parry as normal, or it may be used to bash an opposing Krusher.

When used to bash, a spiked shield may not be used to improve EV, but instead may make an attack with a +2 AB for F, a +1 AB for shield-side-front, or 0 AB to shield-side-rear. Additionally, when the AP of a spiked shield is reduced to 0, the spiked shield maintains its ability to parry or bash.



4. The ousting Krusher is not permitted a RF.
5. The ousting Krusher must attack only the target Krusher, and receives a +1 to hit and +1 to damage for that turn's combat phase.

Results of an unsuccessful Oust:

1. The target Krusher remains in its hex.
2. The target Krusher has a -1 modifier to its RF die roll for that turn.
3. The ousting Krusher ends its movement in the hex adjacent to its target. No additional movement is allowed (not even the free turn).
4. The ousting Krusher is not permitted a RF.
5. The ousting Krusher must attack only the target Krusher, and receives a -1 to hit and -1 to damage for that turn's combat phase.

NEW SCENARIOS

Open Combat

In this scenario players agree to play without the Armament Balance rule. This means that a Krusher may be equipped with ANY weapon-and-shield or weapon-and-weapon combination.

Team Play

In this scenario two or more teams of Krushers compete against each other. Either one player constructs and controls a team or players may join together to play as a team. The victory conditions for this scenario requires a team to defeat the opposing team(s) in combat as stated in the standard victory conditions.

In general, teams may not have more than five Krushers. However, players may agree before playing to the number of Krushers allowed on a team.

Instead of rolling Initiative for each Krusher, the team leader rolls one die and adds the IM of each Krusher on the team. The team uses this modified number for its initiative.

For movement, each Krusher adds its IM to the unmodified team leader's die roll. The Krusher with the lowest score moves first, the Krusher with the next lowest score moves next, and so on. In the case of ties, the side that has Initiative moves last. If the tie is between Krushers on the same team, the heavier chassis moves first; if the chassis sizes are the same, the team leader decides the movement order for the tie. The only exception is that the team that won Initiative may save any ONE of its Krushers to move after all other Krushers have moved.

Pick-Up

In this scenario players design their Krushers without weapons or shields and the Krusher uses a Flexible Fighting Style program. Krushers enter the Arena unarmed. About halfway between the entry hexes and the center of the arena are specially marked hexes. These are pick-up points (there are a total of six in the standard arena). Krushers proceed to any pick-up point in order to arm themselves. A Krusher must finish its movement on a pick-up point and spend the next turn arming itself, during which time it is not allowed to do anything other than use its EV. The player must decide which side is to be armed and roll on the **Random Armament Chart**. In order to arm the other side, the Krusher must move to ANOTHER pick-up point and repeat this procedure. If a player is not satisfied with the result, then the Krusher may spend an additional turn of inactivity and roll again on the chart.

RANDOM ARMAMENT CHART

Die Roll	1	2	3	4	5	6
1	●	Medium Slice	Wt. Large Thrust	Wt. Medium Slice	Large Thrust	Imp. Small Thrust
2	Small Thrust	Any Impact	Small Impact	Large Shield	Wt. Large Impact	Medium Thrust
3	Imp. Small Slice	Imp. Medium Impact	Any Slice	Imp. Medium Slice	Wt. Small Slice	Imp. Small Impact
4	Medium Shield	Wt. Small Thrust	Imp. Medium Thrust	Any Thrust	Imp. Large Thrust	Imp. Large Slice
5	Medium Impact	Imp. Large Impact	Wt. Medium Impact	Small Slice	Any Shield	Large Slice
6	Wt. Medium Thrust	Large Impact	Small Shield	Wt. Large Slice	Wt. Small Impact	●

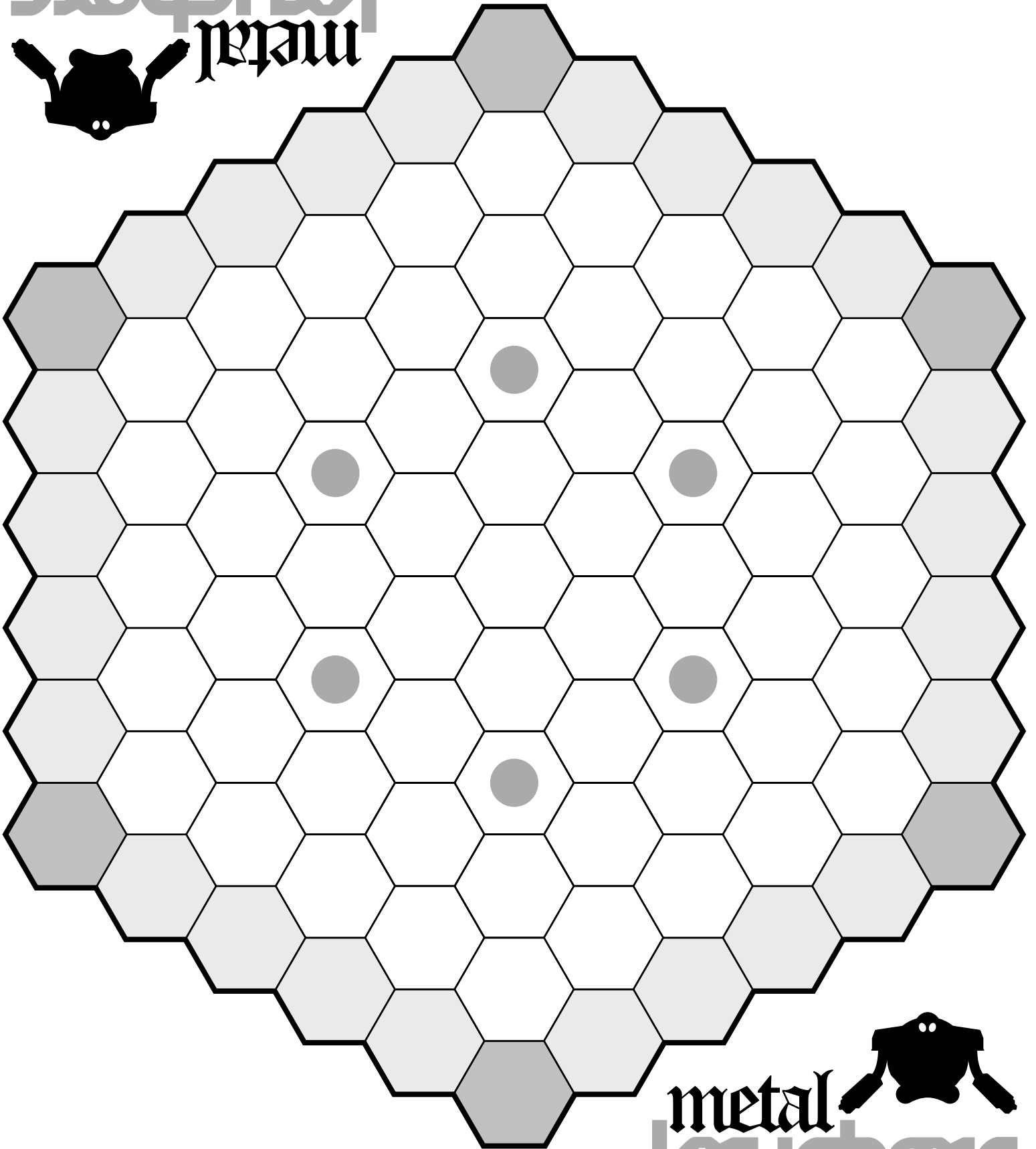
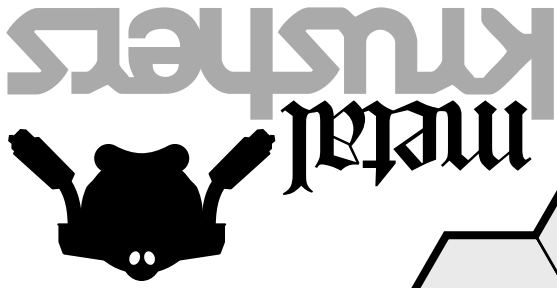
Roll a six-sided die once for each axis of the **Random Armament Chart**. This will determine the item your Krusher will receive.

Wt. is a weighted weapon.

Imp. is an improved weapon.

Any means any size, but the weapons may not be weighted or improved.

● means no armament is available that turn.



STANDARD ARENA MAP

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