CRASH & BURN

INTRODUCTION

Crash 'n' Burn is the exciting demolition derby board game where you drive your car trying to disable there cars while protecting your own. Will you be the last car standing?

SETUP

For 2-8 players and need a 6-sided die. Shuffle the cars face down and draw each one for the order that is placed on the board. Last car drawn moves first. Each player places their car along the outside squares of the board with the front of the car facing inward. Cars cannot be placed diagonally on the board to start or block each other.

DRIVING

Cars may move up to the number of squares on the board equal to their speed; forward or reverse. The cars may not travel sideways. Cars may turn 45 degrees for each point of handling, but may not turn more then 45 degrees per 1 square of movement, or turn in place.

CRASHING

Any player that wants to crash into another car must able to move into a square occupied by another car. Then roll on the chart below.

Roll	Result
1-2	**Thud**. You hit but the damage is so superficial that the other car isn't damaged.
3-4	**Hit**. You hit the other car for 1 point of damage.
5	**Crash**. The hit was solid but each takes a point of damage.
6	**Hard Hit**. You find a weak spot and the other car takes 2 points of damage.

DAMAGE

Each car has 10 points of body. This is how much damage the car can take before it is totaled. As you take more damage there is chances for it to effect the cars performance. The damage track show what is effected when damaged.

Stall Rolls

Then the damage track says stall on it. Each time you move more then 3 squares you must roll a d6 your damage or under of each additional square moved, or the car stops there and you lose a turn.

WINNING THE GAME

Be the last car standing wins the game.

Car 1

Speed: 6   **Handling: 4**

Body

10	9	8	7	6

5 Stall	**4** Stall	**3** Stall	**2** Stall	**1** Stall	**0**

Car 2

Speed: 6   **Handling: 4**

Body

10	9	8	7	6

5 Stall	**4** Stall	**3** Stall	**2** Stall	**1** Stall	**0**

Car 3

Speed: 6   **Handling: 4**

Body

10	9	8	7	6

5 Stall	**4** Stall	**3** Stall	**2** Stall	**1** Stall	**0**

Car 4

Speed: 6   **Handling: 4**

Body

10	9	8	7	6

5 Stall	**4** Stall	**3** Stall	**2** Stall	**1** Stall	**0**

Car 5

Speed: 6   **Handling: 4**

Body

10	9	8	7	6
5 Stall	**4** Stall	**3** Stall	**2** Stall	**1** Stall	**0**

Car 6

Speed: 6   **Handling: 4**

Body

10	9	8	7	6
5 Stall	**4** Stall	**3** Stall	**2** Stall	**1** Stall	**0**

Car 7

Speed: 6   **Handling: 4**

Body

10	9	8	7	6
5 Stall	**4** Stall	**3** Stall	**2** Stall	**1** Stall	**0**

Car 8

Speed: 6   **Handling: 4**

Body

10	9	8	7	6
5 Stall	**4** Stall	**3** Stall	**2** Stall	**1** Stall	**0**