



# RULEBOOK





## CREDITS

### Based on Original Material by

Kevin Clark  
Duncan Huffman  
Douglas Seacat  
Jason Soles  
Rob Stoddard  
Matt Wilson

### Game Design

Michael Faciane  
Rob Stoddard  
Erik-Jason Yaple

### Chief Creative Officer

Matt Wilson

### Project Director

Bryan Cutler

### Project Manager

Ed Bourelle

### Game Development Manager

Erik-Jason Yaple

### Studio Director

Ron Kruzie

### Sculpting

Sean Bullough  
Ben Misenaar

### Art Direction

Kris Aubin

### Box Illustration

Imaginary Friends Studios

### Board Art

Javier Rodriguez

### Concept Art

Chris Walton

### Graphic Design

Kim Goddard  
Josh Manderville  
Stuart Spengler

### Introduction

Matt Wilson

### Editing

Darla Kennerud  
Brian Campbell

### Proofreading

Ed Bourelle  
Darla Kennerud

### Production Director

Mark Christensen

### President

Sherry Yeary

### Licensing & Contract Manager

Brent Waldher

### Marketing Coordinator

William Shick

### Playtest Coordinator

David Carl

### Playtesters

Greg Anecito  
Kris Aubin  
Ed Bourelle  
David Carl  
Kevin Clark  
Jack Coleman  
Matt DiPietro  
Marky Erhardt  
Michael Faciane  
Alfonso Falco  
Duncan Huffman  
Adam Johnson  
Adam Poirier  
Douglas Seacat  
William Shick  
Stuart Spengler  
Jason Soles  
Jacob Stanley  
Rob Stoddard  
Marc Verebely  
Brent Waldher  
Chris Walton  
Matt Wilson  
Erik-Jason Yaple

## CONTENTS

- 1 game board
- 2 pillars
- 1 spiked Grinder Ball
- 10 steamjacks (5 red and 5 blue)
- 32 detachable arms (16 red and 16 blue)
- 24 specialty dice (10 white, 10 red, and 4 blue)
- 8 double-sided effect tokens
- 1 mark token
- 2 goal tokens
- 1 rulebook
- 2 reference sheets



©2001–2009 Privateer Press, Inc., All Rights Reserved. *Privateer Press*, *Grind*, *WARMACHINE*®, *HORDES*, *Bodgers*, *Infernal Contraption*, *Infernal Contraption 2: Sabotage!*, *Scrappers*, *Monsterpocalypse*® and their logos and slogans are trademarks of Privateer Press, Inc. 13434 NE 16th St. Bellevue, WA 98005. This game is a work of fiction. Any resemblance to actual people, places, or events is purely coincidental. No part of this game may be stored in any retrieval system or transmitted in any form without written permission from Privateer Press. Duplicating any portion of the materials herein, unless specifically addressed within the work or by written permission from Privateer Press, is strictly prohibited. We reserve the right to throw transgressors to the steamjacks.

Permission to electronically store and print this document for personal, non commercial use is hereby granted.



# GRIND™



## WELCOME TO THE DESTRUCTODOME!

Suspended just above a lake of seething magma, this flame-scorched arena is ground zero for the most brutal sport ever created—*Grind*! Here 10-ton, ash-spewing, steam-powered robots called steamjacks fight to move a giant, spiked ball into the other team's goal. Using every weapon in their arsenal, these steamjacks slam, smash, and crush their way through the opposition as they tirelessly slug it out for the title.

The Destructodome is the battlefield for two rival teams of armored metal warriors: the Iron Storm and the Steel Fury. With their eyes on the prize, these two teams will stop at nothing to own the blistering

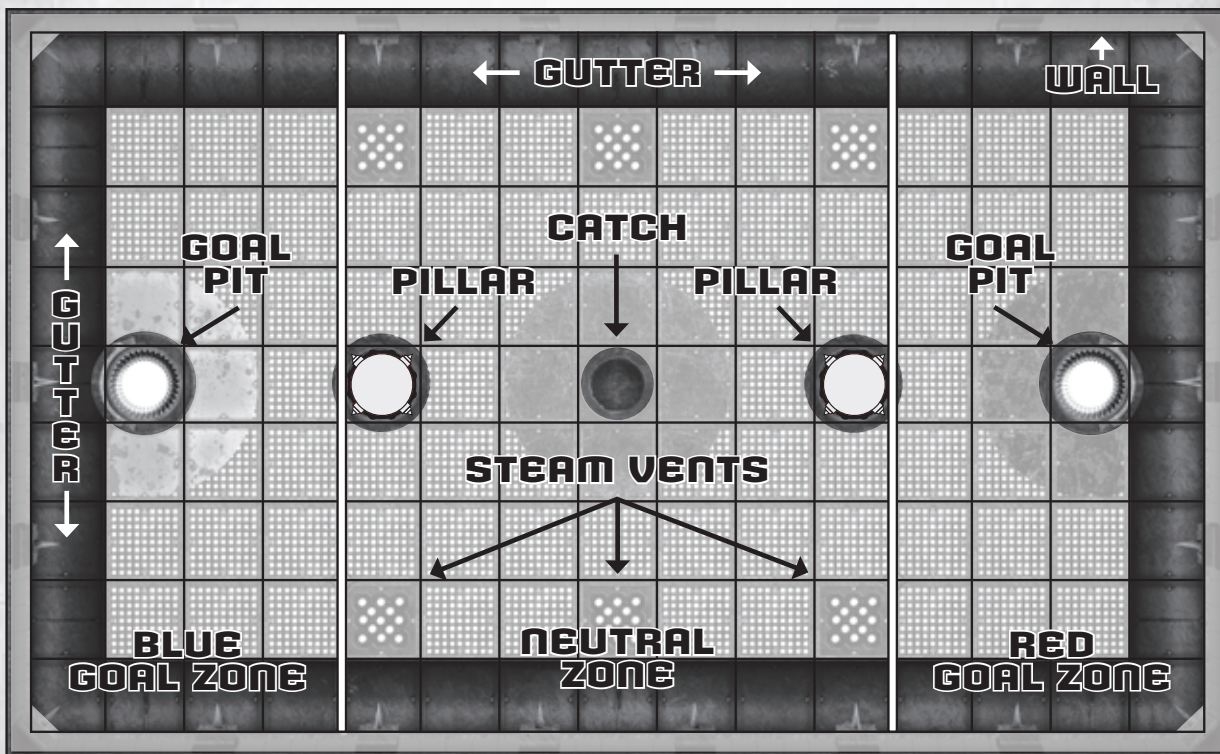
field, so pack your playbook with cunning maneuvers, loadout your team with devastating weaponry, and get ready to stake your claim to glory. For the next hour, you'll be calling all the shots as you vie for total domination of this metal-on-metal contest.

Your strategy must be merciless. Your resolve, indestructible. In *Grind*, only victory can quench the burning fury within these unstoppable machines.

The Grinder is about to drop. Stoke your fire and brace for battle!



# THE DESTRUCTODOME ARENA

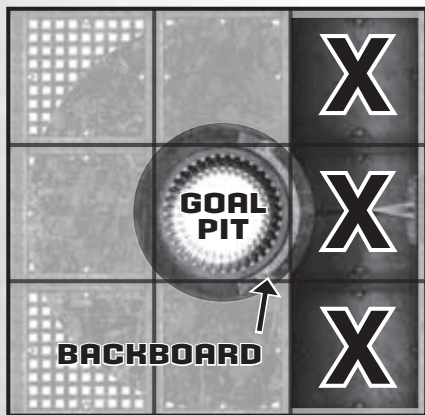


All the metal-on-metal carnage takes place in the enormous Destructodome arena. A battered steel grid within the arena designates the playing field where the hulking teams of steamjacks face off. Dividing the playing field are three zones: the neutral zone in the middle and a goal zone at each end.

## Goal Pits

Each goal zone has a **goal pit** in the middle. When the Grinder is moved into your opponent's goal pit, you score a goal. The Grinder does not have to end its movement on the goal pit to score.

Goal pits have curved **backboards** that hinder the Grinder's movement. The Grinder cannot move into or be placed in the goal pit from an adjacent space behind the backboard.



The Grinder cannot move into the goal pit from the spaces with Xs.

## Pillars

Spiked **pillars** on the playing field protect the goal pits. Steamjacks and the Grinder cannot move through pillars.

## The Catch

The **catch** is in the center of the playing field. When you set up the game, place the Grinder in the catch.



While the Grinder is in the catch, only a steamjack in an adjacent space can target it; those 2 or more spaces away cannot target it. After the Grinder moves from it, the catch becomes a normal space on the playing field until someone scores a goal (or time runs out) and the field is reset.

## The Gutter & Walls

The outermost spaces on the playing field form the **gutter**. The gutter affects the way the Grinder moves along the edge of the field, but it does not affect steamjack movement.

**Walls** surround the entire field, along the outside edges, to keep the steamjack action contained. Steamjacks can—and do!—crash into walls, but they cannot break through them.

## Scoreboard

Each player's side of the game board has a **scoreboard** for keeping track of his goals. Begin the game with your goal token on 0, and move it to the next number whenever you score a goal.

## Game Clock, Dice Pool & Dice Well

A **game clock**, **dice pool**, and **dice well** on each player's side of the game board hold his dice during the game. The game clock uses dice to mark the remaining turns in the period; as the clock runs down, each turn one of those dice moves to the dice pool. A player can use any dice in his dice pool to enhance his team's attacks and so on. Depending on their color, some of those dice will go to his dice well for the rest of the turn, and some of them will go to his opponent's dice pool, giving that player the chance to use them.

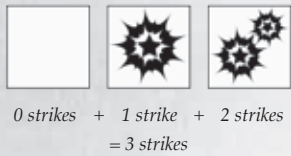
## Arena Setup

Before the game, place a pillar in each goal zone between the goal pit and the catch, as shown in the arena diagram above. (That space shows a steam vent.) Each pillar is 3 spaces from the catch and 3 spaces from a goal pit.



## DICE

Instead of pips or numbers, *Grind* dice use explosion symbols and blank faces. A blank face represents a **miss**; one explosion symbol is called a **strike**; two explosion symbols count as 2 strikes, also known as a **super strike**. When you roll the dice, add up the number of explosion symbols you see. For example, the dice below add up to 3 strikes.



*Grind* uses three types of dice. Each type is a different color and offers different chances of rolling a strike.

### Action Dice (white)



Each action die has 3 misses, 2 strikes, and 1 super strike.

Action dice allow your steamjack to make attacks and perform other actions. Each time you make an attack, you must use at least 1 action die in the attack roll.

You begin each turn with 10 action dice in your dice pool. After you spend or roll action dice, place them in your opponent's dice pool.

### Boost Dice (blue)



Each boost die has 2 misses, 3 strikes, and 1 super strike.

You use boost dice with specific abilities and circumstances, such as when a steamjack has a knack for a particular kind of attack. Some game effects allow you to roll extra boost dice. You can never roll more than 4 boost dice at a time. If a game effect results in a situation where you would roll more than 4 boost dice, you roll only 4 of them.

Both players share the boost dice, so keep them nearby and easy to reach.

### Power Dice (red)



Each power die has 1 miss, 4 strikes, and 1 super strike.

You can add any power dice from your dice pool to your rolls to increase your chance of success greatly. After you roll power dice, place them in your dice well for the rest of the turn.

You begin each game with 5 power dice on the clock and move 1 power die from your game clock to your dice well at the beginning of each of your turns. The number of power dice on your game clock shows the number of turns you have left in the period.

## STEAMJACKS & THE GRINDER

Steamjacks are 10-ton machines of destruction that combine steam-powered strength and an arsenal of specialized weaponry with ruthless efficiency. Whether the small, fast Runners or the larger, heavier Crushers, steamjacks can execute tactical plays, redline their boilers, and smash their way to the goal pit.

### Steamjack Stats

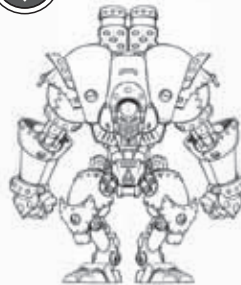
- **SPEED**—This is the number of spaces the steamjack can move when it advances.
- **BOILER**—This is the maximum number of action dice you can roll for a steamjack when it redlines (see "Redlining," p. 8).
- **ARMOR**—This is the number of strikes a player must roll on an attack to hit the steamjack. Though it is not a steamjack, the Grinder has an Armor stat, which is 0.
- **CONTROL**—This number affects a steamjack's control over the Grinder (see "Grinder Control," p. 11). A steamjack's Control stat is equal to the number of control arms it has.

### Runner

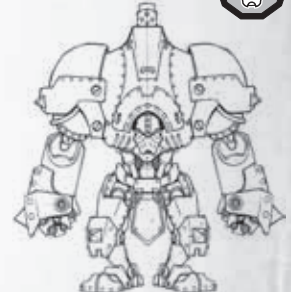
Runners are the undisputed speed demons of *Grind*. Constructed for quickness and maximum control, these light steamjacks dodge around the heavies to move the Grinder downfield and into the goal pit.



Blue Runner



Red Runner



### Runner Stats

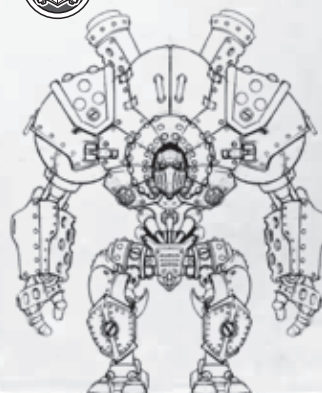
Speed: 6 Boiler: 3 Armor: 2 Control: X

### Crusher

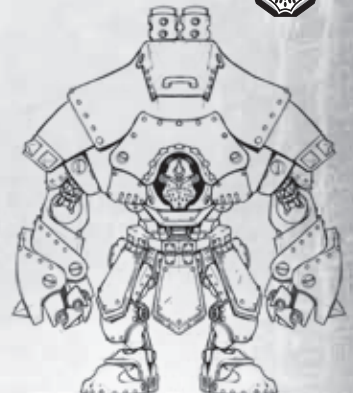
The hulking Crushers are made to annihilate the opposing defense and ram the Grinder straight down the opponent's goal pit. With heavy armor and superior strength offsetting their slower speed, Crushers can take a beating and dish it right back out.



Blue Crusher



Red Crusher



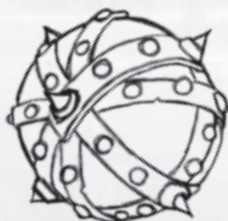
### Crusher Stats

Speed: 4 Boiler: 2 Armor: 4 Control: X



## The Grinder

At the center of the game, the Grinder is a huge ball of hurt—reinforced metal fragments wrapped in layers of steel bands and covered in spikes can make any steamjack in its way feel the pain.



## Steamjack Arms

Steamjacks can be outfitted with a variety of vicious weaponized arms to dominate the opposition, each one with different abilities and strengths. How you equip your team can drastically change the way it functions during the game.

The larger arms are for Crushers and the smaller ones are for Runners. Although some might look better on one side of a steamjack than the other, any arm will fit on either the right or left side.

## Arm Types

Steamjack arms come in three types: melee, control, and ranged. A steamjack's arms can be both of the same type or any combination of these types.

- A **MELEE ARM** can make attacks against targets within the steamjack's reach (see "Steamjack Reach & Blocking," p. 8).
- A **CONTROL ARM** handles the Grinder and protects it from opposing steamjacks. A steamjack has a Control stat equal to the number of control arms it has. A control arm also functions as a melee arm, so it can make attacks against targets within the steamjack's reach.
- A **RANGED ARM** can make ranged attacks.

## Attack Stats

Each arm has an **Attack** stat represented by two numbers. The first number is the most action dice you can roll when attacking with the arm. You do not have to roll all of these dice if you don't want to, but you do have to roll at least 1.

## RUNNER ARMS

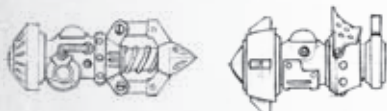


**FISTS**



**INTERCEPTOR**

**MAGNO-GRIP**



**SCRAMBLER**

**GYRO SHOT**



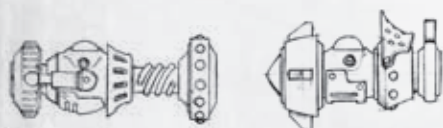
**GRAPPLER**

	ATTACK	TYPE	ABILITIES
Fist	3 ★1	Control	<b>Grip:</b> If this steamjack has two Fists, it can make a body slam or throw power attack with this arm.
Interceptor	2 ★1	Control	<b>Goal Tending:</b> When this steamjack is adjacent to its goal pit, each space adjacent to this steamjack is considered within its reach. <b>Enhanced Stop:</b> When making a stop attempt with this steamjack, roll 2 additional boost dice.
Magno-Grip	2 ★1	Control	<b>Enhanced Grinder Hold:</b> While within this steamjack's reach, the Grinder gains +1 Armor against opposing steamjacks' attacks. When making a stop attempt with this steamjack, roll 1 additional boost die.
Scrambler	2 ★2	Melee	<b>Shock:</b> The hit target cannot be moved away from the attacker. A hit steamjack is rattled.
Gyro Shot	3 ★2	Ranged	
Grappler	2 ★2	Ranged	<b>Pull:</b> This arm's attack hits only when the attack roll has at least 2 strikes above the target's Armor. Instead of moving the hit target, place it in a space within this steamjack's reach that is not within an opposing steamjack's reach.

## CRUSHER ARMS

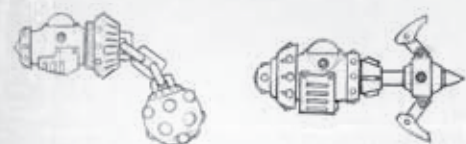


**HEAVY FISTS**



**PULVERIZER**

**HEAVY GYRO SHOT**



**WRECK-O-MATIC**

**HEAVY GRAPPLER**

	ATTACK	TYPE	ABILITIES
Heavy Fist	4 ★1	Control	<b>Enhanced Grip:</b> This steamjack can make a body slam or throw power attack with this arm. <b>Two-Hand Bonus:</b> If this steamjack has two Heavy Fists, roll 1 additional boost die when making a body slam or throw power attack with it.
Pulverizer	4 ★3	Melee	
Wreck-o-Matic	4 ★2	Melee	<b>Hard Hit:</b> If you roll 1 or more super strikes in the attack, the hit steamjack is knocked down.
Heavy Grappler	3 ★3	Ranged	<b>Pull:</b> This arm's attack hits only when the attack roll has at least 2 strikes above the target's Armor. Instead of moving the hit target, place it in a space within this steamjack's reach that is not within an opposing steamjack's reach.
Heavy Gyro Shot	5 ★1	Ranged	



The second number is noted by a star ★. This is the number of boost dice you must roll when attacking with the arm. You cannot choose to roll fewer boost dice than listed.

*Example: The Fist arm has an Attack stat of 3/★1. When you attack with this arm, you can roll between 1 and 3 action dice and you must roll 1 boost die.*

### Arm Abilities

There's more to a steamjack arm than its Attack stat. Most arms also have **abilities** that enable the steamjacks to play by their own rules at least part of the time. The mechanical lifeblood of any *Grind* team, arm abilities can take the strengths of your steamjacks right into the face of the opposition.

Each arm ability affects the game in a different way, so pay as much attention to the ones your opponent is using as to your own!

## PLAYING THE GAME

Before the smashing and bashing can begin, each player gets his team ready to take down his opponent in the arena.

### Team Construction

Each player chooses a team of five customizable steamjacks—the **blue Iron Storm** or the **red Steel Fury**—and equips them with arms of that team's color. Some arm abilities work together especially well and others fuel particular tactics, so plan your team's strategy and weaponry together for the most brutal beatdowns.

### Setting the Field

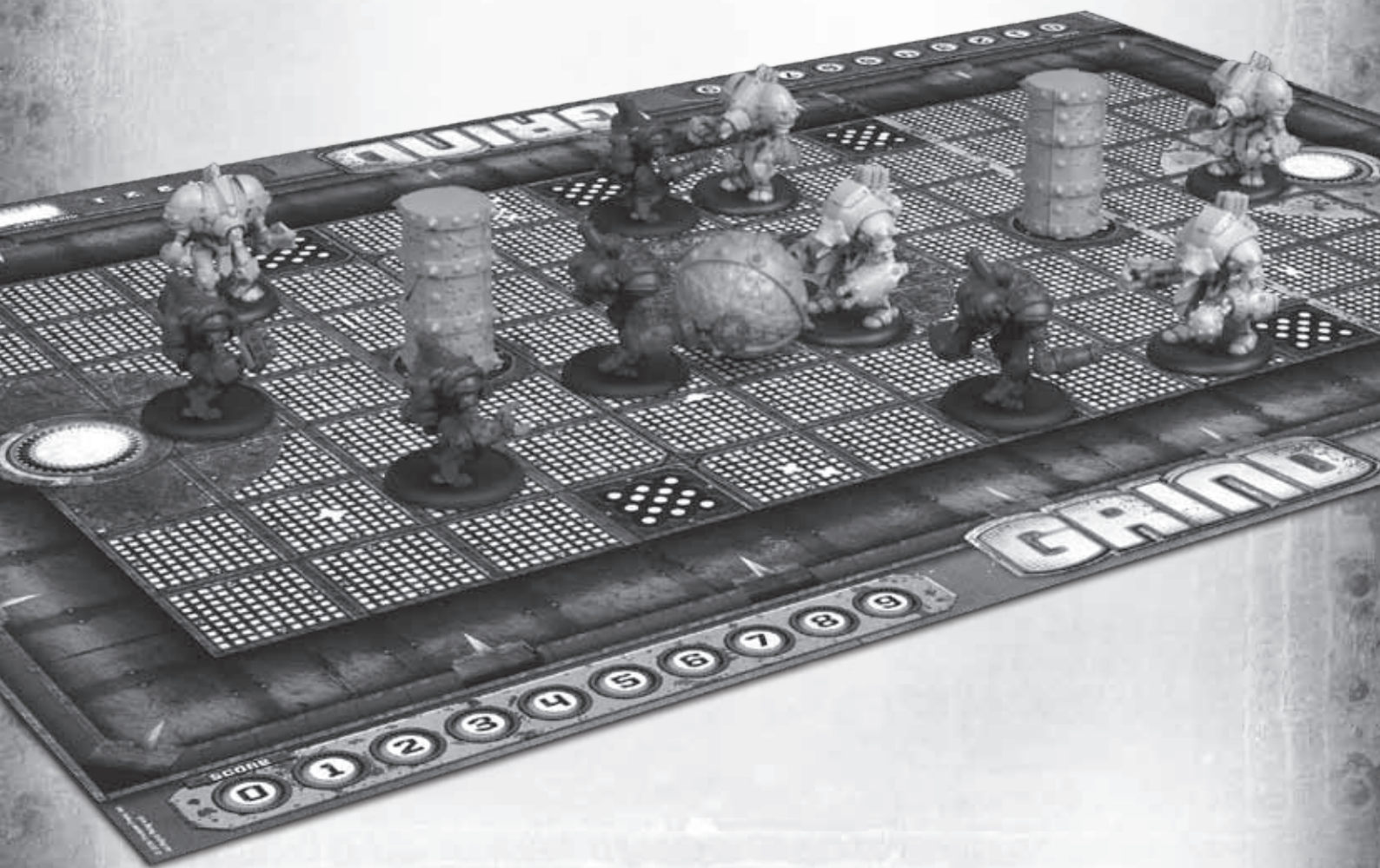
At the start of the game, each player makes an **initiative roll** with 5 action dice. The player who rolls the most strikes chooses who will be the first player of the first period. The player who is not chosen will be the first player of the second period. If both players roll the same number of strikes, reroll.

A game of *Grind* consists of two periods. These have five rounds of play, each with one turn taken by each player. At the start of each period, the players place 5 power dice on their clocks and set the field. The field will also be reset whenever a goal is scored.

To **set the field**, the first player of that period places the Grinder in the catch and his five steamjacks in his goal zone. The second player then places his five steamjacks in his goal zone. The steamjacks can be anywhere in their goal zones except in the goal pits.

The first player then begins the first period with the first turn. Play continues with turns alternating between each player for five rounds.

After five rounds, the first period of the game ends. Players place 5 power dice on their clocks and set the field for the second period. Remove all effect tokens.





## Game Clock

At the beginning of each period, place 5 power dice on your game clock. At the start of your first turn, move 1 power die from your game clock to your dice pool. That power die can be used that turn; if you use it, move it to your dice well. The number of power dice left on the game clock shows how many turns you have left during the period.

At the start of your second through fifth turns of a period, move 1 more power die from your game clock to your dice pool; also move any power dice in your dice well to your dice pool. With each turn of a period, you will get more power dice to use to enhance your steamjacks as the action heats up.



At the beginning of the period, you have 5 power dice on your game clock.



On your first turn of the period, you move 1 power die from your game clock to your dice pool. You then have 1 power die available for use during the turn.



During your first turn, you can use the 1 power die in your dice pool and then place it in your dice well.



On your second turn of the period, move 1 power die from your game clock and the power die in your dice well to your dice pool. You then have 2 power dice available for use during the turn.

## Steamjack Activations

On your turn, you must activate each of your steamjacks on the playing field once, even if you choose not to do anything with it.

During a steamjack's **activation** it can advance and/or make one attack. You can do this in whatever order you like: a steamjack can advance and then attack, attack and then advance, or just do one or the other. You can also choose not to advance or attack with it.

When you have resolved all your steamjacks' activations your turn ends.

## Ending Your Turn

When your turn ends, move all action dice still in your dice pool to your opponent's dice pool. Leave any power dice remaining in your dice pool alone. It is then your opponent's turn.

## Scoring

When the **Grinder** moves into your opponent's goal pit, you score a goal! The Grinder does not continue past the goal pit even if it has additional movement. Also, it doesn't matter which team caused the Grinder to go into the goal pit; you score goals made in your opponent's goal pit, and he scores goals made in yours. Don't forget to move your goal token to the next number on your scoreboard whenever you score a goal.

The turn immediately ends when a goal is scored.

Reset the field and remove all effect tokens before the next player's turn begins. The next player places the Grinder and his steamjacks first. After the field is reset, continue play.

## Winning the Game

The team with the most goals at the end of the game wins!

## Overtime: Sudden Death

If both teams have an equal number of goals after both periods are complete, the game goes into **Sudden Death**.

There is no clock in Sudden Death. Players begin with 5 power dice in their dice pools.

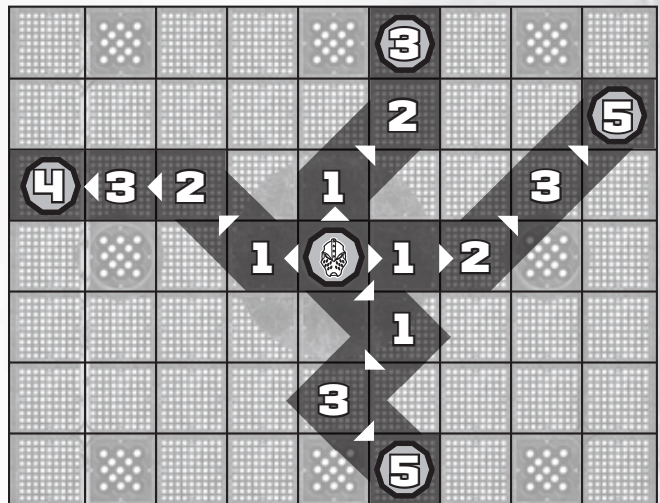
Each player makes an **initiative roll** with 5 action dice. The player who rolls the most strikes chooses who will be the first player in Sudden Death, then players reset the field and the first player begins the first turn.

The first team to score a goal during Sudden Death wins!

## MOVING ON THE PLAYING FIELD

The most common type of movement in *Grind* is **advancing**. Each steamjack has a **Speed** stat indicating how many spaces it can move when it advances. An advancing steamjack can make **straight** moves (ahead, behind, left, or right) and **diagonal** moves (ahead to the left or right and behind to the left or right).

When counting spaces diagonally on the playing field, count the first diagonal as 1 space and each additional diagonal as 2 spaces.



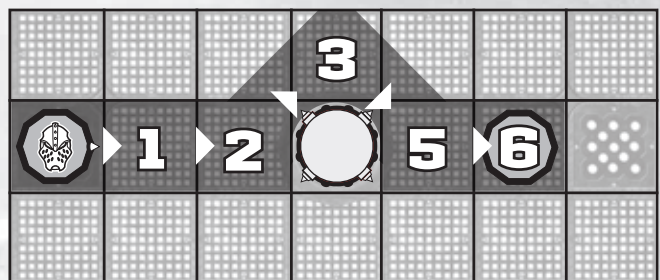
Using 1 diagonal, the Runner can move 4 spaces to the space marked on the left.

Using 1 diagonal, the Runner can move 3 spaces to the space marked at the top.

Using 2 diagonals, the Runner can move 5 spaces to the space marked on the right.

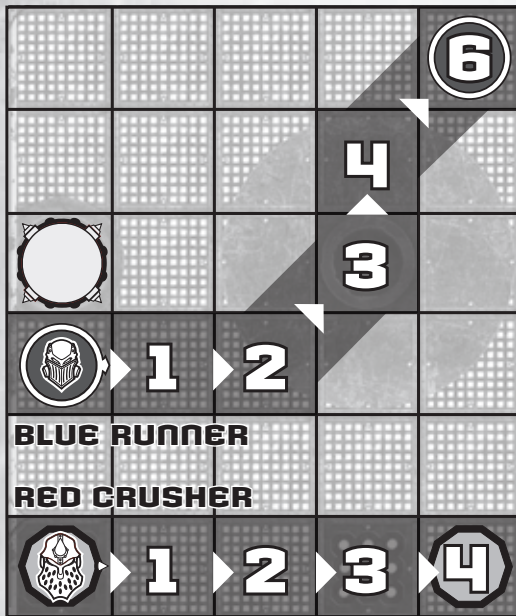
Using 3 diagonals, the Runner can move 5 spaces to the space marked at the bottom.

Steamjacks, the Grinder, the goal pits, the pillars, and the walls surrounding the playing field are **obstructions**. A steamjack cannot move through an obstruction or into a space occupied by an obstruction.



The red Runner's movement is hindered by a pillar it must move around.





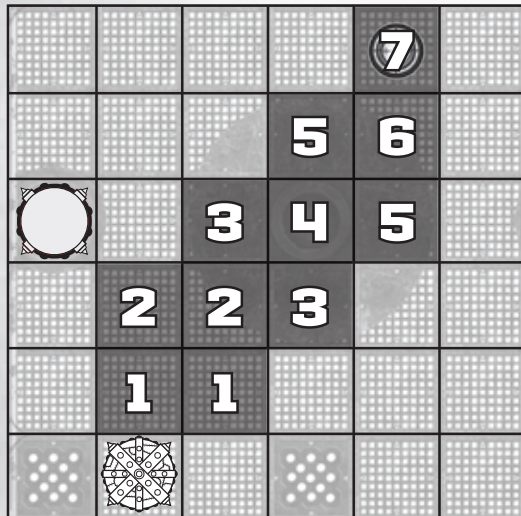
Runners can advance up to 6 spaces.  
Crushers can advance up to 4 spaces.

### Toward & Away

Some game effects require the Grinder or a steamjack to move **toward** or **away from** a specific space. For these effects, it is not just where the movement ends that matters; you must check each individual space in the path against the movement requirements.

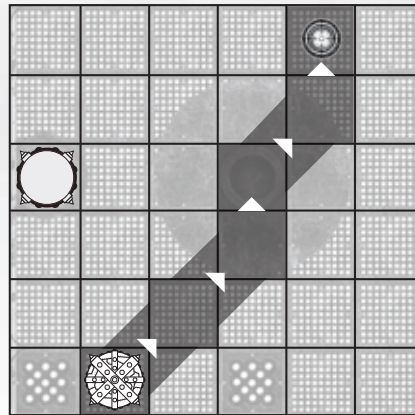
When moving **toward** a space, each space the Grinder or steamjack enters must *decrease* the number of spaces between the Grinder or steamjack and that space.

When moving **away from** a space, each space the Grinder or steamjack enters must *increase* the number of spaces between the Grinder or steamjack and that space.



The shaded spaces show how to count two of the possible paths the Grinder can take toward the marked space.

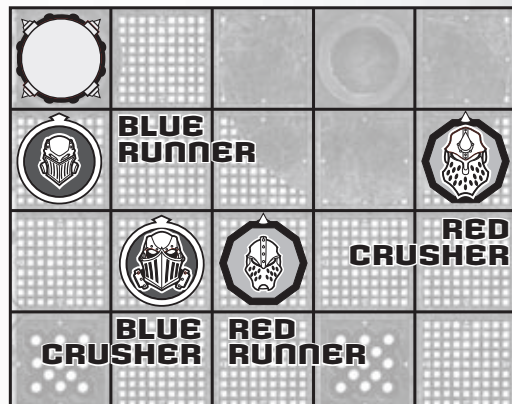
The path a Grinder or steamjack takes when moving toward or away from a space can include only **one straight direction** (ahead, left, or right) and only **one diagonal direction** (ahead to the left or ahead to the right). The chosen straight direction and diagonal direction can be in any combination, or the path can use just one of them.



As the path is chosen toward the marked space, only one straight direction and one diagonal direction is available. Once the straight direction  $\blacktriangle$  is taken, the other three— $\blacktriangleright$ ,  $\blacktriangledown$ , and  $\blacktriangleleft$ —are no longer available. Once the diagonal direction  $\blacktriangledown$  is taken, the other three— $\blacktriangle$ ,  $\blacktriangleright$ , and  $\blacktriangledown$ —are no longer available.

### Adjacent

The term **adjacent** describes something in a space next to or immediately diagonal to a figure or space.



The blue Runner is adjacent to the blue Crusher.

The blue Crusher is adjacent to both the blue Runner and the red Runner.

The red Runner is adjacent to the blue Crusher.

The red Crusher is not adjacent to any other steamjack.

### Steamjack Facing

A steamjack faces one of the four sides of the space it occupies. The front of the steamjack indicates which side it is **facing**. Steamjacks cannot face diagonally. In these diagrams an arrow on the steamjack icons indicates their facing.

Facing is important for reach and blocking, but it does not affect movement.

You can change a steamjack's facing anytime during its activation, as many times as you wish. Once its activation is over, a steamjack's facing cannot change until its next activation unless it is hit by an attack (see "Basic Attacks," p. 9).



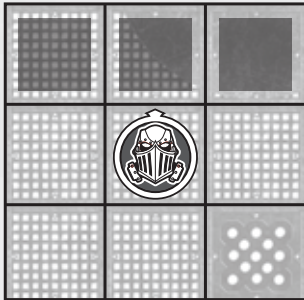
An arrow on each steamjack icon indicates its facing. These Crushers are facing away from each other.



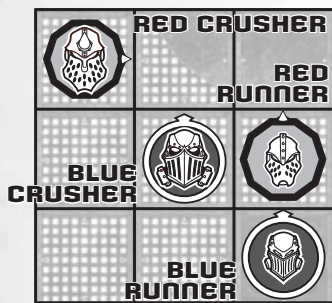
## Steamjack Reach & Blocking

The 3 spaces in front of a steamjack—the one it faces and the ones on either side of that space—are within its **reach**. Many weapons and abilities depend on a target being within a steamjack's reach.

A steamjack **blocks** every opposing steamjack within its reach, which means none of those steamjacks can begin or continue its advance unless it makes a successful block break (see below).



The shaded spaces are within the blue Crusher's reach.



The red Crusher and blue Crusher are within each other's reach, so they are blocking each other.

The red Runner is within the blue Runner's reach. The blue Runner is blocking the red Runner.

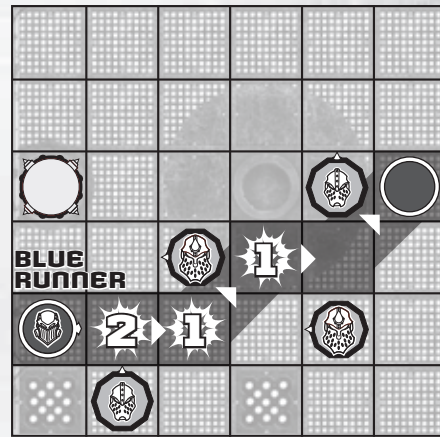
The red Runner does not have another steamjack within its reach. No steamjack blocks the red Runner.

## Block Breaks

A blocked steamjack can attempt to break a specific block only once per activation, but it can do this for as many blocks as it has action dice to spend. (Put spent action dice in your opponent's dice pool.)

### RESOLVING A BLOCK BREAK:

1. Before your active steamjack leaves a space in range of an opposing steamjack, declare the block break.
2. Roll at least 1 action die from your dice pool. You can roll a number of action dice up to the active steamjack's Armor stat. Power dice can be added to the block break roll.
3. If the number of strikes rolled is less than the number of opposing steamjacks blocking the advancing steamjack, the block break fails and the steamjack's advance immediately ends.
4. If the number of strikes rolled is equal to or greater than the number of opposing steamjacks blocking the advancing steamjack, the block break succeeds and the steamjack can continue its advance.



The blue Runner must make block breaks when advancing from the numbered spaces. The number indicates the number of strikes needed to make a successful block break.

## Redlining

At the end of your steamjack's advance, you can **redline** it to give it one last burst of speed. Be careful, though: steamjacks can overheat. An overheating steamjack is rattled (see "Rattled" below).

### RESOLVING A REDLINE:

1. After advancing the active steamjack, declare the redline.
2. Advance the active steamjack up to 2 additional spaces.
3. Roll at least 1 action die from your dice pool. You can roll a number of action dice up to the active steamjack's Boiler stat (3 for a Runner and 2 for a Crusher). Power dice can be added to the redline roll.
4. If the number of strikes rolled is equal to or greater than the number of spaces the active steamjack advanced while redlining, continue its activation as normal.
5. If the number of strikes rolled is less than the number of spaces the active steamjack advanced while redlining, its activation immediately ends. Place a rattled effect token on the steamjack. It is rattled until the end of its next activation.

*Example:* You advance your Crusher 4 spaces, just out of reach of the Grinder. Since your Crusher has only melee arms, you decide to redline it so you can get in a crucial attack on the Grinder. You declare the redline and advance your Crusher 1 space. The Crusher has a Boiler stat of 2, so you can roll up to 2 action dice for your redline roll. You choose to roll 1 action die and roll a strike. You rolled at least as many strikes as your Crusher advanced while redlining, so your Crusher does not overheat and can now attack the Grinder.

## Rattled

When an attack or effect causes a steamjack to become **rattled**, place a rattled effect token on its base.



A rattled steamjack does not block opposing steamjacks. You cannot roll any boost dice or power dice for a rattled steamjack.

Immediately after a rattled steamjack completes its activation, remove the rattled effect token from its base—it is no longer rattled.



## Knocked Down

When an attack or effect causes a steamjack to be **knocked down**, place a knocked down effect token on its base.



A knocked down steamjack does not have reach and does not block line of sight. It can still be the target of attacks and is still an obstacle on the field, though.

When you activate a knocked down steamjack, you must forfeit either its advance or its attack. The steamjack then stands up, and you can change its facing to any direction. Remove the knocked down effect token from its base and continue its activation normally.

## GENERAL ATTACK RULES

You and your opponent could play bumper-jacks all day, but the metal really starts to fly when the bashing begins! To make most attacks, decide which of the active steamjack's arms you will use and choose a **target** within its **line of sight**, then roll to see if the attack hits.

### Targeting

When your steamjack makes an attack, select an opposing steamjack or the Grinder as the **target**. The target must meet all the targeting requirements for the particular attack and you must be able to resolve the attack legally, or you can't make the attack.\*

**Melee** or **control** arms can be used to target the Grinder or an opposing steamjack within the attacking steamjack's reach.

**Ranged** arms can target the Grinder or an opposing steamjack 2 or 3 spaces away, as long as the attacking steamjack has line of sight to the target. Count the spaces **toward** the target from the attacker.

### Line of Sight

**Line of sight** is a line that can be traced from a steamjack's space to another space. To trace line of sight from a steamjack's space, draw a straight line from the center of the side it faces to the center of any side of the other space. If this line passes through any part of a space occupied by the Grinder, a pillar, or a steamjack, your steamjack does not have line of sight. Otherwise, you have line of sight for a ranged attack against a target in the other space. A steamjack that has been **knocked down** does not block line of sight.

## BASIC ATTACKS

Attack opposing steamjacks to muck up their plans, push them out of your way, or send them crashing into an obstacle. Attack the Grinder to move it to your opponent's goal pit—or into one of his steamjacks.

### Charge Boost

If a steamjack begins its activation with at least 1 space between it and the target of its first basic melee attack that activation, it gains a **charge boost** on that attack. When your steamjack has a charge boost, it gains 1 extra boost die.

A steamjack cannot gain a charge boost if it pushed the Grinder that activation (see "Pushing the Grinder," p. 12). It's focused on maneuvering the Grinder down the playing field, not on delivering extra force to an attack.

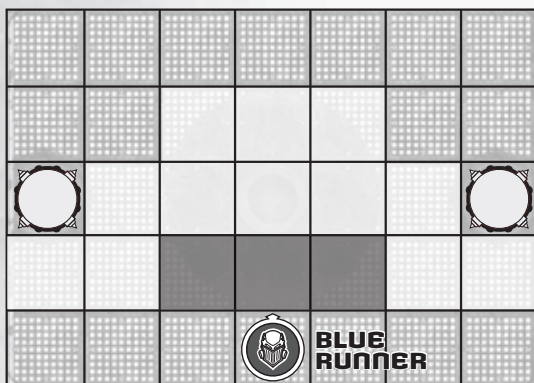
### Attacking Steamjacks

You can attack your opponent's steamjacks to smash them around and clear the way to the goal pit.

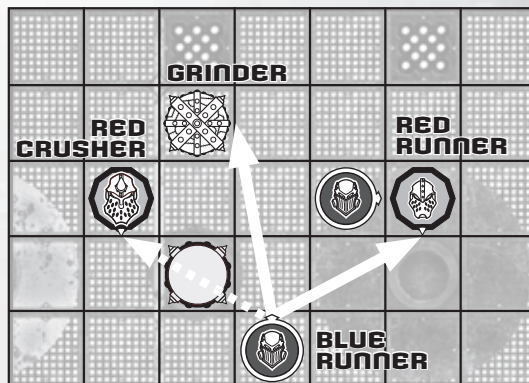
#### RESOLVING A BASIC ATTACK AGAINST A STEAMJACK:

1. Declare the attack, the target steamjack, and the arm your steamjack is using.
2. Determine the dice you will roll for the attack, including at least 1 action die from your dice pool. You can roll a number of action dice up to the first number in the attacking arm's Attack stat. You must also roll boost dice equal to the second number in the arm's Attack stat. The steamjack can receive additional boost dice from abilities or other effects. You can also add any number of power dice from your dice pool to the attack roll.
3. Roll your dice for the attack. If the number of strikes rolled is less than the target steamjack's Armor, the attack misses. If the number of strikes rolled is equal to or greater than the steamjack's Armor, the attack hits.
4. If the attack hit, subtract the target steamjack's Armor stat from the number of strikes you rolled. You can move the hit steamjack up to that many spaces **away** from the attacker (see "Toward & Away," p. 7).
5. If the attack hit, you can change the target steamjack's facing.

*Example: The Runner arm Fist has an attack stat of 3/★1. When making a basic attack with this arm, you can roll between 1 and 3 action dice. You must also roll 1 boost die. In contrast, the Crusher arm Heavy Fist has an attack stat of 4/★2. When making a basic attack with this arm, you can roll between 1 and 4 action dice and must roll 2 boost dice. You can add power dice to either attack.*



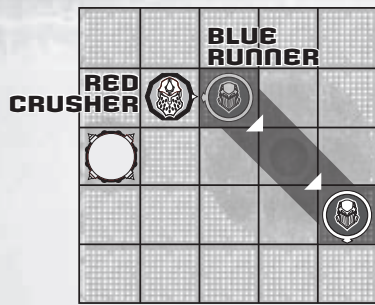
The blue Runner can use its melee arm to target an opposing steamjack or the Grinder occupying a dark space. If the blue Runner is not blocked, it can target an opposing steamjack or the Grinder occupying a light space.



The blue Runner does not have line of sight to the red Crusher. The blue Runner has line of sight to the Grinder and the red Runner.

\* There's no room in the screaming metal world of *Grind* for do-overs, so you can make attacks only if their effects are legal. For example, just as you can't pick up the Grinder to move it if there's no new space for it to be moved to, you can't target it with an arm that has the Pull ability if there's nowhere for it to go.

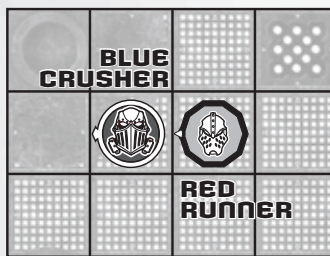




The red Crusher hits the blue Runner with an attack that rolls 5 strikes (3 above the blue Runner's Armor). The red Crusher's controller moves the blue Runner 3 spaces away from the red Crusher, then changes the blue Runner's facing.

### Clipping

A steamjack hit by a basic attack from a steamjack that occupies the space directly behind it is **knocked down**.



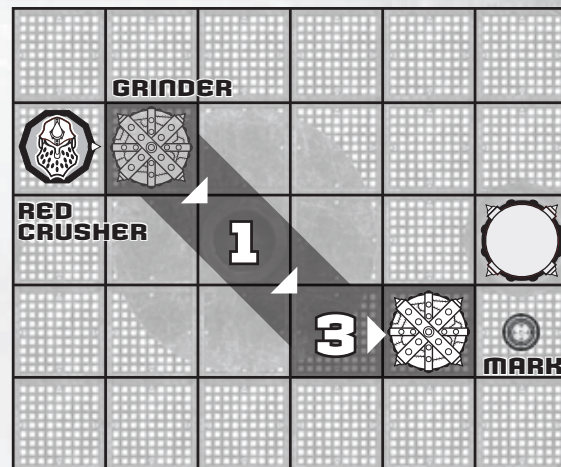
A red Runner is directly behind a blue Crusher. If the red Runner hits the blue Crusher with a basic attack, the blue Crusher is knocked down.

### Attacking the Grinder

Attacking the Grinder is one of the best ways to move it. When you do this, you will choose the space you want it to move to and then try to smash it hard enough to get it there.

#### RESOLVING A BASIC ATTACK AGAINST THE GRINDER:

1. Declare the attack, the Grinder as its target, and the arm your steamjack is using.
2. Choose a space in the attacker's line of sight that you would like to move the Grinder to with the attack. When choosing this space ignore obstructions other than the attacking steamjack. The Grinder must be able to move **toward** the chosen space **and away from** the attacker using no more than one straight direction and one diagonal direction. These must be the same directions you used to determine that the Grinder is in range of the attack. (If you used only a straight direction or only a diagonal direction to confirm range, you can make your choice for the other one now.) Place the mark token on the chosen space.
3. Determine the dice you will roll for the attack, including at least 1 action die from your dice pool. You must also roll boost dice equal to the second number in the arm's Attack stat. The Grinder can receive additional boost dice from abilities or other effects. You can also add any number of power dice from your dice pool to the attack roll.
4. Roll your dice for the attack. If the number of strikes rolled is less than the Grinder's Armor, the attack misses. If the number of strikes rolled is equal to or greater than the Grinder's Armor, the attack hits.
5. If the attack hits, subtract the Grinder's Armor stat from the number of strikes you rolled. You can move the Grinder up to that number of spaces **toward** the marked space (see "Toward and Away," p. 7). The Grinder's movement ends if it moves into the marked space.
6. Remove the mark token from the playing field.



A player declares the red Crusher's attack against the Grinder and marks a space 5 spaces away. The red Crusher hits the Grinder with an attack that rolls 4 strikes. (The Grinder has an Armor rating of 0 because it is not being held by an opposing steamjack.) The player moves the Grinder 4 spaces toward the marked space.

### Grinder Momentum

The harder the Grinder is hit, the more **momentum** it gains. A high momentum increases the Grinder's chances of rumbling past opposing steamjacks or even knocking them down (see "Collisions," p. 11). A low momentum makes the Grinder easier to intercept with a stop attempt (see "Stopping the Grinder," p. 11).

To determine the Grinder's momentum, count the number of spaces from the Grinder's beginning space to the marked space. If that number is *less than* the number of strikes rolled above the Grinder's Armor to move it, the difference is the Grinder's momentum. If the number of spaces to the marked space is *greater than or equal to* the number of strikes rolled above its Armor, the Grinder's momentum is 0.

The Grinder's momentum remains constant for the duration of its movement.

*Examples:* You declare an attack against the Grinder while it is in the open and mark a space 4 spaces away from the Grinder. You roll 7 strikes on the attack roll, so the Grinder has a momentum of 3 (7 strikes - 4 spaces). Most steamjacks would have a difficult time stopping the Grinder.

You declare an attack against the Grinder while an opposing Runner with Control 2 has the Grinder in its reach. You mark a space 4 spaces away from the Grinder. You roll 7 strikes on the attack roll, so the Grinder has a momentum of just 1 (7 strikes - 2 Armor - 4 spaces). Most steamjacks would have little trouble stopping the Grinder.

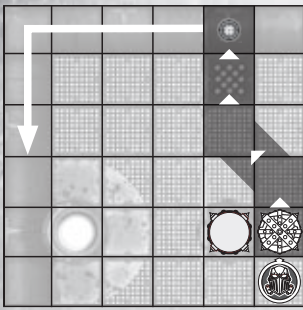
### Grinder Movement in the Gutter

When the Grinder enters the gutter as a result of an attack, it completes its movement within the gutter. Its path to the gutter determines whether the attacking player can choose which direction it rolls.

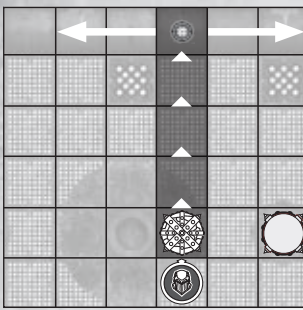
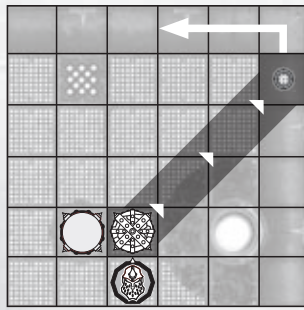
If the Grinder's path to the gutter contained at least one diagonal *but* it does not enter the gutter in a corner, it continues to move away from the attacker for the rest of its movement. It does not stop when it reaches the marked space.

If the Grinder's entire path is perpendicular to the gutter *or* it enters the gutter in the corner, the attacking player chooses the direction it continues to move in the gutter.

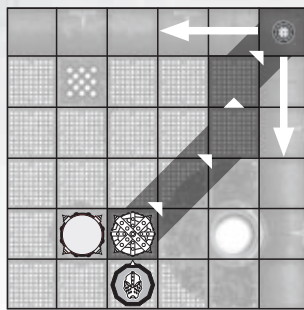




The Grinder continues its movement away from the attacker and then follows the gutter.



The player who attacked the Grinder chooses the direction of its remaining movement.

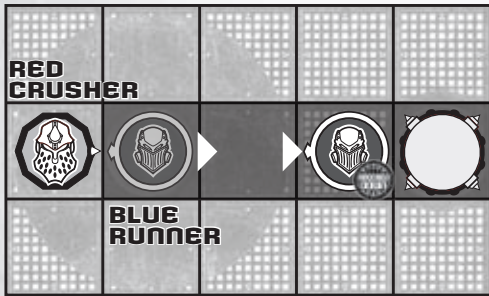


### Collisions

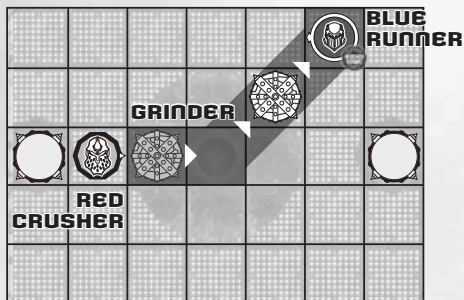
Some attacks create **collisions** when an obstacle hinders the movement of the Grinder or a steamjack. When this happens, place the moving Grinder or steamjack in the last space of its path it could occupy before the collision occurred.

When a moving steamjack collides with a wall, a pillar, or the Grinder, that steamjack is knocked down (see "Knocked Down," p. 9).

When the moving Grinder collides with a steamjack and the Grinder's momentum is equal to or greater than the steamjack's Armor, that steamjack is knocked down.



The red Crusher hits the blue Runner with an attack that rolls 5 strikes (3 above the blue Runner's Armor 2 stat). The blue Runner is moved 3 spaces away from the red Crusher. The Runner's movement is hindered by a pillar, so a collision occurs, and the Runner is knocked down in the previous space.



The red Crusher targets the Grinder with an attack and marks the space occupied by the blue Runner. The red Crusher hits the Grinder with an attack that rolls 6 strikes. The Grinder's movement is hindered by the blue Runner, so it collides with the blue Runner. Since the Grinder's momentum is 2 (equal to the blue Runner's Armor), the blue Runner is knocked down.

## GRINDER CONTROL

A steamjack equipped with a control arm has several ways to manipulate the Grinder.

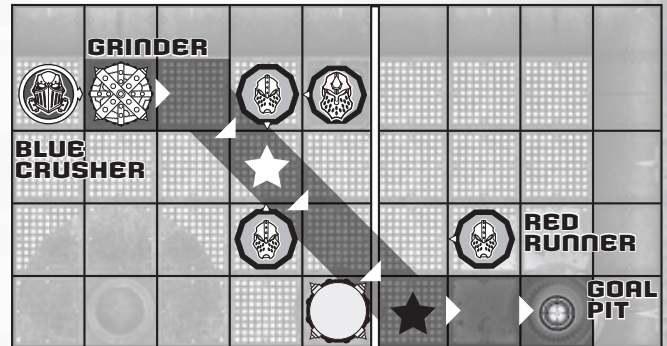
### Stopping the Grinder

During your opponent's turn, you can attempt to **stop** the Grinder when it begins to move from a space within reach of one or more of your steamjacks equipped with a control arm.

To try to stop the Grinder, roll against its momentum.

#### RESOLVING A STOP ATTEMPT:

1. Before the Grinder moves from a space within your steamjack's reach, declare the stop attempt. If the Grinder has no momentum, it is automatically stopped (skip to step 4).
2. Roll a number of boost dice equal to the total Control of your steamjacks that have the Grinder within reach. You can add power dice from your dice pool to the stop roll if you wish.
3. If the number of strikes rolled is less than the Grinder's momentum, the Grinder continues its movement as normal. If the number of strikes rolled is equal to or higher than the Grinder's momentum, the Grinder is stopped and its movement ends.
4. You can move the stopped Grinder 1 space in any direction. This space does not have any reach requirements.



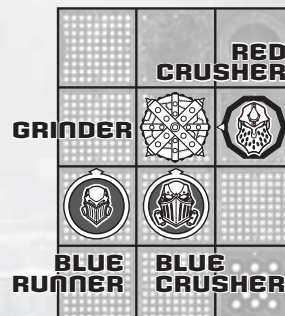
The blue Crusher targets the Grinder with an attack and marks the goal pit. The goal pit is 8 spaces from the Grinder. The blue Crusher hits the Grinder with an attack that rolls 10 strikes. The Grinder has a momentum of 2. To stop the Grinder successfully, the red player must roll at least 2 strikes in the stop attempt.

The space with ☆ is within the reach of two red Runners and a red Crusher with a total of 4 Control all together. Before the Grinder moves from that space, the red player can make a stop attempt using 4 boost dice.

The space with ★ is within reach of a red Runner which is equipped with an Interceptor control arm. This arm has the Enhanced Stop ability, which adds 2 boost dice to the stop roll. Before the Grinder moves from that space, the red player can make a stop attempt using 3 boost dice (1 for the control arm + 2 for Enhanced Stop).

### Holding the Grinder

When the Grinder is targeted by an opposing steamjack, you can choose one of your steamjacks that has reach on the Grinder to **hold** it. The Armor stat of the Grinder increases by an amount equal to the holding steamjack's Control stat (the number of control arms it has plus any additional Armor granted by abilities).



The Grinder is within the reach of the blue Runner, the blue Crusher, and the red Crusher. The red Crusher has one control arm, the Fist. When a blue steamjack targets the Grinder, the red Crusher can be chosen to hold the Grinder, granting it +1 Armor against the attack. The blue Crusher has no control arms, but the blue Runner has one control arm, the Magno-Grip, which has the Enhanced Grinder Hold ability granting +1 Armor to the Grinder when it is within reach. When a red steamjack targets the Grinder, the blue Runner can be chosen to hold the Grinder, granting it +2 Armor against the attack.



## Pushing the Grinder

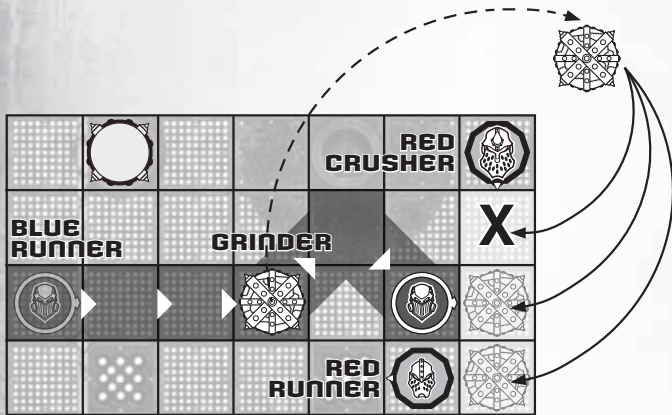
During its advance, a steamjack equipped with a control arm can **push** the Grinder. The Grinder must be within that steamjack's reach and *not* within reach of any opposing steamjacks.

While pushing the Grinder, a steamjack cannot advance into or out of a space within an opposing steamjack's reach.

### RESOLVING A PUSH ON THE GRINDER:

1. Declare the push on the Grinder and remove it from the playing field.
2. Complete the pushing steamjack's advance.
3. Place the Grinder in an unoccupied space adjacent to the pushing steamjack and not within reach of an opposing steamjack.
4. Change the pushing steamjack's facing so the Grinder is within its reach.

You cannot place the Grinder in the goal pit as part of a push when the pushing steamjack ends its advance in one of the three spaces behind the backboard.



As the blue Runner equipped with a control arm advances, its controller removes the Grinder from the board. After the blue Runner completes its advance, its controller must place the Grinder within its reach but not within reach of an opposing steamjack.

## POWER ATTACKS

When a steamjack makes a **power attack**, the attack roll must contain at least 1 power die.

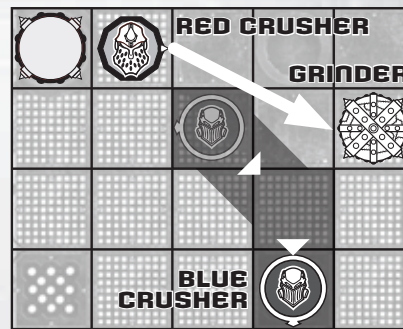
### Combo

Your steamjack uses both its arms to deliver a devastating combination!

When a steamjack performs a **combo** power attack, it can make any basic attack with each of its arms. You must add a least 1 power die to the first attack roll. (The two attacks do not have to be against the same target, and the two arms do not have to be the same type. You can make a combo power attack made up of a melee attack and a ranged attack, for example.)

### RESOLVING A COMBO POWER ATTACK:

1. Declare the combo power attack and which arm is used for which attack.
2. Resolve the first attack (see "Basic Attacks," p. 9).
3. If the arm chosen for the second attack cannot legally make an attack, the combo attack ends. Otherwise, resolve the second attack.



The red Crusher's controller declares the combo power attack during its activation. For his first attack, he chooses to use the red Crusher's Fist and targets an opposing steamjack within the red Crusher's reach. The first attack hits, and the red Crusher's controller moves the opposing steamjack away from his red Crusher. Then, he can legally make a second attack with the red Crusher's Gyro Shot against the Grinder, so he does.

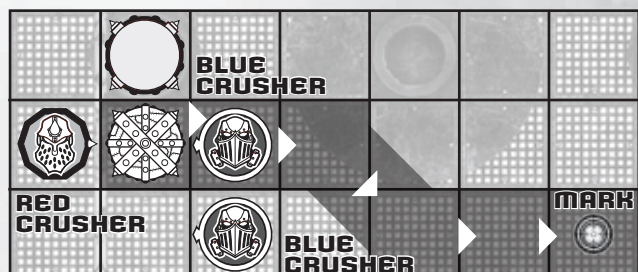
### Throw

Your steamjack picks up another steamjack or the Grinder and throws it through the air.

A steamjack must have an arm that allows a throw in order to make a **throw** power attack. The target steamjack or Grinder must be within the attacker's reach and have an equal or lesser Armor stat. (Momentum and stopping rules still apply as normal.)

### RESOLVING A THROW POWER ATTACK:

1. Declare the throw power attack, its target, and the arm your steamjack is using.
2. Determine the direction of the throw by choosing a space within 5 spaces of the attacker and in its line of sight, ignoring obstructions other than the attacker. The chosen space must be farther from the attacker than the target is. Place the mark token on the chosen space.
3. Determine the dice you will roll for the attack, including at least 1 power die from your dice pool. You can add any number of power dice from your dice pool to the attack roll.
4. Roll dice for the attack. If the number of strikes rolled is less than the target's Armor, the attack misses. If the number of strikes rolled is equal to or greater than the target's Armor, the attack hits.
5. If the attack hits, subtract the target's Armor from the number of strikes you rolled. That is the number of spaces you can move the target. During this movement, the target can move through spaces occupied by obstructions, but it cannot end its movement in an occupied space. If the marked space is occupied by an obstruction, the thrown steamjack or Grinder can collide with that obstruction. (The rules for momentum and stopping the Grinder still apply as normal.)
6. If the attack hit, you can change the target steamjack's facing.



The red player declares a throw power attack by the red Crusher against the Grinder, marking a space 5 spaces away from the Grinder. The hit Grinder can move through the spaces occupied by blue Crushers.



## Steamroll

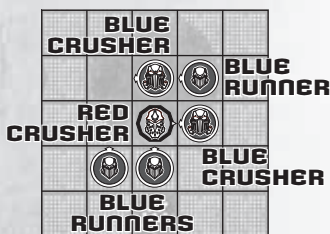
Your steamjack overpowers all nearby opposing steamjacks.

To make a **steamroll** power attack, the attacking steamjack must be adjacent to two or more opposing steamjacks. The steamroll effects *all* opposing steamjacks adjacent to the attacker.

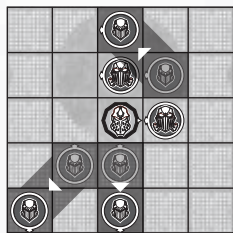
You do not choose an arm of the active steamjack for this attack.

### RESOLVING A STEAMROLL POWER ATTACK:

1. Declare the steamroll power attack.
2. Determine the dice you will roll for the attack, including at least 1 power die and 1 action die from your dice pool. You can roll a number of action dice up to the active steamjack's Armor. You can add any number of power dice from your dice pool to the attack roll.
3. Roll dice for the attack. For each affected steamjack, if the number of strikes rolled is less than its Armor, the attack misses. If the number of strikes rolled is equal to or greater than its Armor, the attack hits.
4. One at a time, in any order you choose, you can move each hit steamjack 1 space in any direction.
5. You can change the facing of each hit steamjack.



The red player declares the steamroll power attack by the red Crusher. All the opposing blue steamjacks are affected by the attack.



The attack roll has 3 strikes. That is enough to hit the blue Runners but not the blue Crushers, which have an Armor of 4. The red player chooses to move each of the hit Runners 1 space and changes their facing.

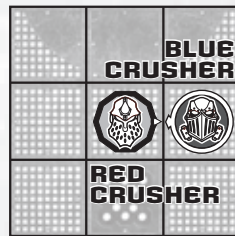
## Body Slam

Your steamjack picks up another steamjack and slams it into the arena floor.

A steamjack must have an arm that allows a body slam in order to make a **body slam** power attack. The target steamjack must be adjacent to the attacker.

### RESOLVING A BODY SLAM POWER ATTACK:

1. Declare the body slam power attack, its target, and the arm your steamjack is using.
2. Determine the dice you will roll for the attack, including at least 1 power die from your dice pool. You can add any number of power dice from your dice pool to the attack roll.
3. Roll dice for the attack. If the number of strikes rolled is less than the target steamjack's Armor, the attack misses. If the number of strikes rolled is equal to or greater than the steamjack's Armor, the attack hits.
4. If the attack hits, place the target steamjack in a new, unoccupied space adjacent to the attacker.
5. The hit steamjack is knocked down.



The red player declares a body slam power attack by the red Crusher against the blue Crusher.



The body slam power attack hits, and the red player places the blue Crusher in an empty space adjacent to the red Crusher. The blue Crusher is knocked down.

## CALLING PLAYS

Once on each of your turns, you can **call a play** to give your team an edge. You cannot call any play other than Hit & Rip during a steamjack's activation. To call a play, state the play you are calling, follow its requirements, and then apply its effects. If you cannot meet all its requirements, you cannot call the play.

### CLEAR PATH

Choose one of your Runners. When you advance that Runner, it is not blocked by your opponent's steamjacks that are in your Crushers' reach.

### HAIL MARY

Choose one of your steamjacks that can make a throw power attack. If the chosen steamjack makes a throw power attack against the Grinder during its activation, you can mark a space up to 7 spaces away from the attacker instead of 5. The marked space must be within reach of a friendly steamjack.

### HIT & RIP

Unlike other plays, Hit & Rip must be called during a steamjack's activation. To call this play you must have just hit an opposing steamjack that had reach on the Grinder with a basic attack and the Grinder must be within range of that attack.

After resolving the first attack but before moving the dice used for it, use the same dice to make an attack of the same type against the Grinder.

### HUSTLE BACK

Make a Hustle Back roll with 2 boost dice. You can add power dice from your dice pool to the roll. Choose a number of your steamjacks up to the number of strikes rolled. You cannot choose steamjacks that are rattled or knocked down.

Advance each chosen steamjack a number of spaces up to its Speed in the direction of your goal zone. As with a normal advance, you can change the facing of each of those steamjacks if you wish. This advance does not count against the steamjack's activation.

### ISOLATION

Choose one of your Runners. When you advance that Runner, you can roll 2 extra boost dice when redlining. The Runner must begin its activation at least 4 spaces away from any of your other steamjacks.

### PROTECT

For the rest of the turn, you can add 2 boost dice to attack rolls against opposing steamjacks in your goal zone or within 2 spaces of it.

### SLINGSHOT

For the rest of the turn, your Crushers that can make throw power attacks can target your own Runners with them.

**You now have the tools to conquer the Destructodome.**





[www.privateerpress.com](http://www.privateerpress.com)