Crash T.V.

The Skirmish Game of Co-operative struggle.

Contents

[The Game. 2](#_Toc109576230)

[What you’ll need. 2](#_Toc109576231)

[What’s what. 2](#_Toc109576232)

[Rules of the Game. 2](#_Toc109576233)

[Sound, Man. 2](#_Toc109576234)

[It’s in the cards. 2](#_Toc109576235)

[Timing is everything. 3](#_Toc109576236)

[Face/off. 3](#_Toc109576237)

[The Way you Move. 3](#_Toc109576238)

[Birthjacking. 4](#_Toc109576239)

[Right hand Equipment 4](#_Toc109576240)

[Left Hand Equipment 4](#_Toc109576241)

[Stats 4](#_Toc109576242)

[Pre-production. 5](#_Toc109576243)

[Show Running. 5](#_Toc109576244)

[Scripting. 5](#_Toc109576245)

[Action. 5](#_Toc109576246)

[♥ Move. 5](#_Toc109576247)

[♣ Shoot. 5](#_Toc109576248)

[♦ Act. 5](#_Toc109576249)

[♠ Think. 5](#_Toc109576250)

[Episodes. 6](#_Toc109576251)

[The Core. 6](#_Toc109576252)

[Set Design. 6](#_Toc109576253)

[Next Challenge. 6](#_Toc109576254)

[Big Money Prizes. 6](#_Toc109576255)

*Don’t touch that dial, don’t change that channel, don’t think too hard, get up and move around or consider rising in armed rebellion, its Crash T.V! Running 24 hours a day and showing the most action filled shows full of confusingly juxtaposed lights, images and sounds, it’ll keep you happy and disorientated, Crash T.V! Crash T.V! Crash T.V!*

# The Game.

Crash T.V. is a co-operative tabletop miniatures game set within a hyper violent futuristic television studio. Players will take the part of contestants on brutal game shows, forced to strap on body cams and risk their lives for the entertainment of a paying audience. They will need to judge their partner’s intentions and abilities during play and choose how best to co-ordinate accordingly.

## What you’ll need.

To play Crash T.V. each player will need:

A deck of normal playing cards.

A tape-measure.

A miniature representing their contestant, it should ideally be more or less humanoid and around 25-32mm tall.

An “After-image” token, which is any token the same size as the miniature’s base which can be identified as matching to it.

The players will need between them:

A set of miniatures and markers representing various threats based on the scenario being played, check the scenario’s set-up conditions.

A 2’x2’ playing surface.

## What’s what.

The miniature representing a player’s contestant is their contestant.

The other players are partners.

Non-contestant miniatures are obstacles.

All miniatures are objects.

# Rules of the Game.

## Sound, Man.

During a game of Crash T.V. players will often be required not to talk about parts of the game with their partner. They will either be able to communicate freely, communicate with controls or not at all. When asked to communicate with controls they are only permitted to refer to:

* Direction – Only by a single cardinal direction, North, South, East or West or relative direction, Forwards, Backwards, Left or Right.
* Timing – Only as Early, Middle or Late.
* Intent – Only as Move, Stop or Shoot.

## It’s in the cards.

Crash T.V. uses cards rather than dice to generate random numbers, along with many other things. When asked to Flip a card, reveal the top card of the deck, resolve and discard it. Each player should have their own deck, when the rules state “C” followed by a number, the player controlling the active contestant flips the top card of their deck and uses it to generate a number:

* C4: ♣ =1; ♦ = 2; ♥ = 3; ♠ = 4.
* C7: Half face value rounded up. Jack = 11, Queen = 12, King = 13.
* C13: Face value, Jack = 11, Queen = 12, King = 13

When the rules state “TC” followed by a number, the player uses the Timing Card that is currently being resolved to generate the number.

Jokers are always wild and may be counted as any card the player wishes. After a card is flipped or otherwise resolved move it to the player’s discard pile.

If asked to randomly place something using a card, place the card face up on the table, then spin it. When it comes to rest draw a line through its two numbers or letters, measure along the line which extends from the card corner furthest from a table edge C13”, using the card to generate the number. The point arrived at is the random point, stop 2” before any table edge.

When asked to test a stat, generate a number using the cards as required, then add the contestant’s stat being tested, if the result is 5 or greater the test was successful.

If a player would ever be asked to draw or flip a card and their deck is empty, they are **eliminated**.

## Timing is everything.

Players will be asked to select cards and form them into a timing stack, to do so they will place the chosen cards into a stack in the order of their choice. The timing stack must remain in the order chosen unless allowed to re-arrange it, in which case they may look at and re-arrange the timing stack. The timing stack is kept face down. When asked to Extend Time they place a card in their hand on the bottom of the timing stack.

When a contestant takes damage, it will be stated as **Damage (X)** with X as a number. They then need to discard a number of cards from their timing stack. If a contestant needs to discard or flip from their timing stack when it is empty, they are eliminated, if only one contestant remains, they are **eliminated** and the contestants fail.

## Face/off.

To find a contestant’s facing draw a line from the center of the model’s base extending through its right hand, this line is its forward line.

## The Way you Move.

When contestants **Walk** they travel with their base centered on their forward line. They must move at least half the available distance, rounding down and can move up to the available distance. If they contact a barrier, they stop and take Damage (1).

When contestants **Jump** they travel with their base centered on a straight line drawn between the center of their base and that of the shooter. They move the whole available distance, ignoring all obstacles. If they end overlapping an obstacle move them the minimum possible amount in a straight line back towards their original position until they are not overlapping it, then they take Damage (1).

Whenever a contestant Walks or Jumps, before they move place their after-image token touching their base. The line between the center of a contestant’s base and the center of their after-image token is their **Ghost**.

# Birthjacking.

*And our next contestant is Sandra. Sandra is a 24-year-old from the King Cole Burgers corp. pools of the Rio favelas. Her interests are quality meat sandwich products and avoiding high intensity electric shocks. Well Sandra, every CTV Viewing Parlor™ carries King Cole Burger concession stands, so one out of two isn’t bad.*

Players should build their contestant by selecting one right hand equipment, one left hand equipment and three stat boosts.

## Right hand Equipment

Right hand equipment’s specific effects vary depending on the episode being played.

Boomer - The phase shifting Boomer is named for its distinctive noise when fired, targets have their atoms quantum shifted, allowing them to temporarily walk-through objects.

Grappler - The grappler fires a “mostly” painless flesh hook which yanks the target violently forward while attaching a small but effective parachute, essentially paragliding them forwards.

Slammer - The slammer fires a not at all painless concussive blast, along with a small parachute, causing its target to fly backwards through the air.

Disintegrator - The disintegrator causes things to disintegrate, which is pretty scary, it does it somewhat randomly, which is more or less terrifying.

## Left Hand Equipment

Time Dilator - Move contestant’s After-image token up to TC7” in any direction.

Mini-com - Re-arrange the contestant’s timing stack.

Memorizer - Flip a card, then draw a discarded card.

Replicator - Activate partner’s card, using their equipment.

## Stats

Players may apply up to three boosts, each of which can raise any stat by one, and can be applied to the same stat multiple times. Starting contestant stat lines look like this:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Speed | Intelligence | Resilience | Control | Tech | Likeability |
| 1 | 3 | 2 | 2 | 2 | 1 |

Speed – How fast a contestant moves, higher is further.

Intelligence – How many cards a contestant pulls before planning their moves, higher gives more options.

Resilience – How hard it is for the dangers of the show to hurt the contestant, higher is harder.

Control – How much control a contest has over their timing.

Tech – How good the contestant is at interacting with the tech stations in the show, higher means they are better at completing objectives they reach.

Likeability – How much the audience will look to save the contestant, each round, each point of likeability allows the player to raise or lower a card score by one.

# Pre-production.

Before beginning a game of Crash T.V. lay out any obstacles as specified in the current episode’s description along with the contestants. Each player shuffles their deck and draws as many cards as their intelligence score and stacks two of them as their Timing Stack.

# Show Running.

A game of Crash T.V. consists of a number of rounds, each round consists of a single Scripting phase and Action phase.

## Scripting.

During the Scripting phase of a Crash T.V. round players may only communicate with controls. Each player Extends Time then draws a card.

## Action.

Both players flip the top card of their Timing Stack the player with the lowest value card goes first, moving up through card values. The suit and value of the card will define the contestant’s action.

## ♥ Move.

The contestant moves up to the face value of their timing card in inches, then pivots as much as the player wishes.

## ♣ Shoot.

The contestant shoots their right-hand equipment along its forward line. The closest barrier, object or contestant who is or has their Ghost under the line is tagged by the equipment.

## ♦ Act.

The contestant uses their left-hand equipment.

## ♠ Think.

The contestant draws 1 card and Extends Time once.

# Episodes.

# The Core.

*Franchised around the world, but never bettered, welcome to our 118th ratings busting season of The Core. We take the finest birthjacked candidates from a range of Oligarchy corp. pools, offer them barely sufficient training and see if they can work together with total strangers in order to beat the core. And as all fans know, eventually, the CORE ALWAYS WINS!*

## Equipment Check.

Boomer - Tagged contestant ignores obstacles during their next move.

Grappler - Tagged contestant jumps TC7” directly towards shooting contestant.

Slammer - Tagged contestant jumps TC7” directly away from shooting contestant.

Disintegrator - Remove from play C4th object along forward line (including contestants) counting away from the shooting contestant.

## Set Design.

*Today’s core has been designed by Annabelle Stanski of Tallahasse. Annabelle registered with Core.com just fifteen minutes ago and now stands to receive fabulous prizes so why not join her? Registration is free and requires only genome and first level brain stem scans. Annabelle is almost nine, so you know this is going to be a killer core!*

The Core requires five markers representing Cores and 20 4” long barriers, which can be any object 4” long and no more than 1” across, of any height players wish.

Place a roughly 1” across marker with a dice reading 1 on it representing the Main Core in the middle of the playing surface.

Divide the table into 4 equal squares, place 4 roughly 1” across markers with dice reading 1 on them representing the Partial Cores in the middle of each of these squares.

Place four 4” long barriers in a square around each core.

Place each contestant within 3” of the corner of its controller’s choice.

## Next Challenge.

*And that’s Rick, our volunteer firefighter, barrio dweller and father of six and he’s putting his all into engaging with that core. I’m thinking he wants to avoid another of those Core shocks now we’re up to 10,000 volts and… ooooh! Crotch bolt! Well, here’s hoping Rick was always planning on stopping at six.*

If a contestant is in base contact with a Core at the end of their activation, they may test their Tech to remove that Core in base contact with them. If they succeed remove the Core, if they fail, they suffer damage (1). The Main Core may not be removed if there are any Partial Cores in play.

## Big Money Prizes.

If all the Cores are removed the players win.

If one or fewer contestants remain the players lose.

# Kill Count.

*The Simp-Growns™ are warm, the contestants are hyped and the studio has been mostly hosed down. Place your limb cam™ bets to play along at home and remember, its all about the… Kill Count!*

## Equipment Check.

Boomer - Tagged object is removed the next time it contacts an object. Second tag in a round removes object.

Grappler - Tagged object jumps TC7” directly towards shooting contestant. The third time an object moves in a round it is removed.

Slammer - Tagged object jumps TC7” directly away from shooting contestant. The third time an object moves in a round it is removed.

Disintegrator - Remove from play C4th object along forward line (including contestants) counting away from the shooting contestant.

## Set Design.

Kill Count requires at least five objects (ideally rather mindless looking humanoid miniatures) to represent Simps and a single Simp After Image counter.

Place each contestant within 3” of the corner of its controller’s choice and a single Simp in the center of the table.

## Next Challenge.

At the start of each round choose a player to flip a card and use it to randomly place a Simp, then move all simps in the order of the player’s choice according to the flipped card:

* - North C7”
* - East C7”
* - South C7”
* - West C7”

The first Simp to move each Round leaves an After-Image token as if it were a walking contestant. If a Simp contacts a contestant or visa-versa the contestant takes Damage (1). If a Simp leaves the playing area it is removed. Whenever a Simp is removed for any reason add 1 to the Kill Count.

## Big Money Prizes.

Continue play until there are one or fewer contestants remaining or when there are 6 or more Simps at the end of a round, then check the Kill Count.

1-2 - Pathetic

2-4 - Poor

5-6 - Acceptable

7-8 - Good

9-10 - God

11-12+ - God calls you God

# Top Sheepleherder.

We’ve had a fine day of herding the finest Soylent folk here today and you’ve all seen them run terrified into our wide range of entertainingly “humane” mincers, manglers and Soylent soup liquidisers™. Sure, some of our contestants have been savaged by Soylents, but remember, “Feelings don’t count if they’re Soylent, but flavours sure do!”.

# Seasons.