



# MOSH PIT

## A Grind Board for Four Players

With room for four full teams of steam-powered robots to clash on one field of glory, the Mosh Pit amps up the excitement of the hard-hitting *Grind* experience. So get three of your friends to bring their 'jacks and let the Grinder drop. Just make sure you have the metal, because when the smoke clears, only one team will stand victorious.

### Rules

When playing *Grind* with four players, all players are opponents. Mark your steamjacks or otherwise make sure the teams are distinguishable from each other.

### Choosing Goal Zones

All four players roll 5 action dice for initiative. Rank the players from most strikes to least. Players who tie for any of the positions in the ranking reroll for that position.

Beginning with the player who rolled the most strikes and going in rank order, each player chooses his goal zone. Once this is done, the player who rolled the most strikes decides who will be the first player of the game. The first player places the Grinder in the catch and his five steamjacks in his goal zone. Then, continuing clockwise, each other player places his five steamjacks in his goal zone. Steamjacks cannot be placed in the gutter.

### Turns

Game turn order is clockwise. After a player completes his turn, the player to his left takes a turn.

After using action dice during your turn, pass them to the player on your left.

### Scoring

For the first goal of the game, a player must cause the Grinder to move into the goal pit across from him on the playing field. From then on, players can score goals by causing the Grinder to move into any of their opponents' goal pits.

After you score a goal, your turn immediately ends. Pass all unused action dice to the player on your left.

### No Field Resets

After an opponent scores a goal in your goal pit, instead of resetting the field, simply place the Grinder in the catch or in an unoccupied space adjacent to the catch. If the catch and all its adjacent spaces are occupied, place the Grinder in any unoccupied space in your goal zone. After placing the Grinder, remove all effect tokens from your steamjacks. You can then advance one of your steamjacks up to its full Speed. During this advance, the steamjack ignores all blocks but cannot push the Grinder.

### Effect Tokens

Being knocked down or rattled lasts for only one turn. At the end of each player's turn, remove any effect tokens from your steamjacks that were not knocked down or rattled during that turn.

### One Period, Three Goals

The four-player *Grind* game has only one period of play, so do your best to score in those five turns. If you score three goals, you immediately win the game!

After five rounds of play, the player with the most goals wins.

### Extended Play (Tie Breaker)

After five rounds of play, if there is a tie for most goals, the game goes into Extended Play. The first player to break the tie with the most total goals wins the game!

Just as in Sudden Death, there is no clock in Extended Play. At the start of each of your turns during Extended Play, take all power dice from your dice well and place them in your dice pool.



## Mosh Pit Game Board

Downloadable at [privateerpress.com/grind](http://privateerpress.com/grind)



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