

AN OUT OF VEHICLE EXPERIENCE



Sub-Editor Wayne puts together some (unofficial) ideas to add a little more ‘adventure’ to the popular *Gaslands: Refuelled* rules

The *Gaslands* rules allow players to design and race various vehicles around a variety of layouts, adding specialised engines, weaponry and a host of other gadgets. Players can pick a variety of factions and sponsors, adding unique abilities. The whole set of rules has a Post-Apocalyptic background wherein the Earth has been pretty much conquered by the people of Mars, laid to waste in the process, and the ‘car-based carnage’ is televised as part of a programme to keep the dis-affected masses content and for the entertainment of the Martian elite.

The rules work very well, the creation of the cars is fun, and converting 1:64th ‘Hot Wheels’-style cars or even larger (I prefer 1:43rd myself) is a hobby in itself. However, for me, there is one thing missing: the people behind the steering wheels, the drivers and others who struggle to survive in a messed-up world. I want to not just race, but take part in adventures where the drivers get out of their vehicles and battle for the remnants of the Old World, the items left behind that can be turned into Cans to keep them racing.

Hence, this set of strictly ‘unofficial’ rules, which are designed to encourage you to put together pairs of Drivers and Co-Drivers who battle with others of their ilk and the Security Troopers from the Martian Government who don’t like these mavericks poking around the ruins....

FROM CAR TO PEDESTRIAN

Once out of their rides, character models may carry out two actions in a turn. This must include at least one Move up to the maximum allowed and one other such as Shoot, Fight, Take Cover, Search or Repair.

Characters on foot are counted as having a 360-degree arc of awareness, fire and movement. They do not have to turn, etc. in the same way as a vehicle.

Shooting - use a ranged weapon to fire at a target within the weapon’s abilities, as shown on the chart.

Fight - enter base to base contact with another figure and attack with whatever Fight weapons they have.

Take Cover - the figure uses the terrain to protect themselves from a ranged attack, gaining +1 Evade dice.

Search - investigate a location and try to find items worth Cans. Roll on Search chart.

Repair - can fix up any one system or piece of equipment on a vehicle or similar. Roll on Repair chart.

All other rules are as for vehicles. However, any encounter between a vehicle and a pedestrian will usually end in broken bones, bloodstains and two Audience Votes for the driver of the vehicle concerned. The public always like a show!

BASIC STATS

The stats shown are similar to those for a vehicle, just re-named. So, Carry is equivalent to Build Slots, Wounds is the same as Hull, Defence is the same as Max Gear, etc. We’ve supplied some generic stats but you can create your own characters through the use of the Cans system, in the same way you create a vehicle, simply using the costs noted on the opposite page.

DRIVERS

Max Move	Weight	Wounds	Carry	Special Rules	Defence	Cost
Medium	Lightweight	2	2	Reflexes, Weapon Skill, Survival	3	4 Cans

CO-DRIVERS

Max Move	Weight	Wounds	Carry	Special Rules	Defence	Cost
Short	Lightweight	1	3	Gadgeteer, Weapon Skill, Salvage	2	2 Cans

MARS SECURITY OFFICER

Max Move	Weight	Wounds	Carry	Special Rules	Defence	Cost
Short	Lightweight	2	2	Command, Weapon Skill, Back Up	3	4 Cans

MARS SECURITY TROOPER

Max Move	Weight	Wounds	Carry	Special Rules	Defence	Cost
Medium	Lightweight	1	2	Obey, Weapon Skill, Intimidate	2	2 Cans

SPECIAL RULES DESCRIPTIONS

Reflexes: Whether behind the wheel or on foot, any character with this skill has a chance to act before any other. Roll two Skid Dice. If you roll a Slide symbol, you get to Move, Shoot or Take Cover first. Cost= 3 Cans.

Weapon Skill: The main weapon carried by this character can add +1 Attack Dice to any attack. Cost= 2 Cans.

Survival: Characters with the Survival rule may roll +1 Evade Dice to avoid an attack. Cost= 1 Can.

Gadgeteer: Characters with the Gadgeteer rule may use discarded tech to add one upgrade to a parked vehicle. Cost= 3 Cans.

Salvage: Any Wrecked vehicle may be returned to operation by the Co-Driver after one complete turn, with 1 Hull Point and a maximum Gear of 2. Cost= 2 Cans.

Command: Characters with the Command rule may move up to two friendly characters an extra Short move once per turn. Cost=3 Cans.

Back Up: If attacked, this character may deflect any hits it suffers to another friendly figure within Medium. Cost= 2 Cans.

Obey: A character with Obey may only act under the orders of a leader figure. If no Leader figure is present, they may not act this turn. Cost= 1 Can.

Intimidate: Any enemy character within Medium of a figure with this rule cannot move this turn. Cost= 2 Cans.

Hero: A character with the Hero rule may re-roll any and all Attack or Evade dice once per turn. Cost= 4 Cans.

Road Warrior: A character with this rule may enter any vehicle and drive it at +1 Gear than the norm for the remainder of the game. Cost= 4 Cans.

Shootist: A character with this rule may add +2 attack dice to any Shoot attack. Cost= 3 Cans.

Brawler: A character with this rule may add +2 attack dice to any Fight attack. Cost= 3 Cans.

Runner: A character with this rule may move up to twice its maximum movement once per turn. They cannot carry out any other action that turn. Cost= 3 Cans.



Mars Security officers sweep and clear. Figures by Stan Johansen Miniatures, buildings from FouGou Models, car converted by North Star.

THE CHARTS

Search Chart: Roll on the chart when carrying out a Search action.

D6 Roll	Item	Trade Value
1	Advanced Technology	6 Cans
2 - 3	Engine Part	3 Cans
4 - 5	Ammunition	8 Cans
6	Foodstuffs	4 Cans

Repair Chart: Roll on the chart when trying to Repair an item

D6 Roll	Item
1	Total Repair
2	Working OK – Works for 3 Turns
3 - 4	Partial Repair – Works for 1 Turn
5 - 6	Botch Job – Each turn, roll a D6 – on a 1, breaks down again

Basic Fight Weapons

Weapon Name	Range	Attack Dice	Special Rules	Carry Slots	Cost
Bike Chain	Short	1D6		-	-
Crowbar	-	1D6		-	-
Blade	-	1D6		-	-
Sledgehammer	-	2D6	May be used on vehicles	1	1 Can
Polearm	Short	2D6		1	1 Can



Warriors of the Wastlands. Figures by Stan Johansen Miniatures, cars converted using North Star's 'Implements of Carnage' plastic parts.

Basic Shoot Weapons

Weapon Name	Range	Attack Dice	Special Rules	Carry Slots	Cost
Sawn-Off Shotgun	Medium	2D6	2 Shots	1	1 Can
Shotgun	Long	2D6	2 Shots	1	2 Cans
Revolver	Medium	1D6	2 Shots	1	3 Cans
Auto-Loader	Medium	1D6	2 Shots, Jams on a 1	1	3 Cans
Rifle	Long	2D6		2	3 Cans
Assault Rifle	Long	2D6	2 Shots, Jams on Double 1	2	3 Cans
SMG	Medium	2D6	3 Shots, Jams on Double 1	2	3 Cans
Long / Crossbow	Long	1D6	Silent, Reusable Ammo	2	1 Can
Thrown Weapon	Short	1D6	Reusable Ammo	1	1 Can

Heavy Man-Portable Shoot Weapons

Weapon Name	Range	Attack Dice	Special Rules	Carry Slots	Cost
Machine Gun	Double	2D6		2	2 Cans
Heavy Machine Gun	Double	3D6	Needs 2 Crew	2	3 Cans
Minigun	Double	4D6	4 Shots, Jams on Double 1	2	5 Cans
Bazooka	Double	3D6	Ammo 3, Blast	2	4 Cans
Flamethrower	Large Burst	6D6	Ammo 3, Splash, Fire, Indirect	2	4 Cans
Manpack Laser	Long	3D6	Splash (See special rules)	2	5 Cans
Grenade Launcher	Long	2D6	Ammo 2, Blast	2	2 Cans
BFG	Double	5D6	Ammo 1 (See special rules)	3	3 Cans
Harpoon	Long	3D6	Ammo 1 (See special rules)	2	2 Cans

Desert Raiders are ambushed by Martian Troopers. Figures by Stan Johansen Miniatures, buildings by FouGou Models, cars converted using North Star plastics.



PUTTING SOME CHARACTERS ON THE TABLETOP

For those of us who use 1:43rd scale vehicles, the best figures to use are 28mm, and there are a host of miniatures available to represent the Post Apocalyptic denizens of the Gaslands Earth. Coplestone Castings (via North Star Military Hobbies or EM-4 Miniatures), Crooked Dice Design Studio, Brigade Games and Studio Miniatures are just some of the sources I've found for particularly characterful figures.

However, the majority of *Gaslands* players use the 1:64th 'Hot Wheels'-style diecast cars, and the PA genre is a much less well-supported figure 'scale' to match the cars. So, here are some ideas for those looking for 1:64th scale / 20mm sized characters to populate their tables.

Stan Johansen Miniatures in the USA has a Road Warrior range which covers not only the more *Mad Max*-ian but also embraces some more esoteric and general movie related subjects. For more information, see www.stanjohansenminiatures.com

North Star Military Hobbies in the UK have a small but perfectly formed range of 20mm figures as a part of their *Gaslands* range, which are especially good as they were sculpted by the master, Mark Coplestone. For more information, see www.northstarfigures.com

If you're after some inexpensive 'bulk buying', The Red Box has a range of 1/72nd (20mm) plastic figures in their Dark Alliance range. Although intended for a zombie apocalypse, it's worth taking a look at the Survivors and Rednecks boxes, plus, of course, zombie splatting IS a part of the *Gaslands* universe. For more information, see www.theredbox.com.ua

Lastly, if you're willing to search amongst eBay and other major online sales outlets, you may be lucky enough to find the venerable *Dark Future* range from Games Workshop. In addition to a boxed game, novels and plastic car kits, the range included a host of figures in 20mm lead and pewter that are perfect for the *Gaslands* universe, as long as you can get hold of them at a reasonable price.

LIVING ON THE CORPSE OF THE OLD WORLD?

There we have it, a set of rules and some ideas for adding some heroes and villains to your *Gaslands* games. Characters beyond the driving seat add a new layer to the game for me, and I hope they add something for you as well. Of course, it's pretty easy to come up with scenarios in this damaged world, especially if one reads Mike Hutchinson's background and is willing to extrapolate accordingly. Or maybe you should simply create your characters and make a die roll or two to see if they survive a wrecked vehicle – after all, in a world where extreme road rage is a televised sport, nothing could be more exciting than seeing a face-off between a fast car and an annoyed driver on foot with a bazooka....

The Interceptor and two other Highway Patrol take on some marauders. Figures by Stan Johansen Miniatures, Interceptor figure from North Star, Interceptor's Car by Greenlight Collectibles.

