

GASLANDS REFUELLED

QUICK REFERENCE SHEET

FULL TIMING STEPS

Each Round proceeds through Gear Phases 1 to 6. In each Gear Phase, activate each vehicle in that Gear or higher, starting with the player in Pole Position and proceeding clockwise.

When a player has an opportunity to activate a vehicle, follow these steps:

- Optionally spend Audience Votes
- Select a qualifying vehicle to activate, or pass
- Activate selected vehicle:
 1. Movement Step
 2. Attack Step
 3. Wipeout Step

MOVEMENT STEP (p.21)

- 1.1. **Select** a movement template.
- 1.2. **Place** the movement template.
- 1.3. **Roll some Skid Dice**, up to Handling Value of vehicle.
- 1.4. **Spend Shift results:**
 - Discard one hazard, slide or spin result.
 - Change Gear up or down by 1, +1 Hazard Token.
 - Discard one Hazard Token from this vehicle.
 - Discard without effect.
- 1.5. **Gain Hazard Tokens** from hazard, slide and spin results.
- 1.6. **Place Slide template**, if the vehicle had an uncancelled slide result.
- 1.7. **Move** the vehicle into its Final Position.

COLLISION WINDOW

- 1.8. **Spin** the vehicle, if the vehicle had an uncancelled spins result.

COLLISION WINDOW

ATTACK STEP (p.30)

- 2.1 **Declare targets** and check range and cover.
 - 2.3 **Roll Attack Dice:** 4+ to hit, 6 is critical (2 hits).
- COLLISION WINDOW
- 2.4 **Evade:** Each 6+ cancels one hit.
 - 2.5 **Damage:** Remove Hull Points.

WIPEOUT (p.34)

- 3.1 **Flip check:** Roll D6, if lower than current Gear then suffer 2 hits and forced move medium straight forward.

COLLISION WINDOW

- 3.2 **Reset:** Regardless of flip check, reduce current Gear to 1 and discard all Hazard Tokens from the vehicle.
- 3.3 **Lose Control:** Regardless of flip check, the player clockwise of the player controlling the active vehicle pivots the vehicle about its centre point to any facing.

COLLISION WINDOW

COLLISIONS (p.52)

1. Determine orientation.
2. Active vehicle declares reaction.
3. Passive vehicle or obstacle declares reaction.
4. Roll any Smash Attacks.
5. Roll any evades.
6. Apply un-cancelled hits .

If both parties evaded, gain 1 Hazard Token each, else both gain 2 Hazard Tokens

COLLISION TABLE	
Orientation	Smash Attack Dice
Head On	Sum of current Gears: Each vehicle uses their current Gear plus the other participant's current Gear.
T-bone	Vehicle's own current Gear.
Tailgate	Difference in current Gears: Each vehicle uses the faster participant's current Gear minus the slower participant's current Gear, to a minimum of zero.

COLLISION DICE TABLE	
Bonus	Bonus Smash Attack Dice
1 Class Heavier	+ 2 attack dice
2 Classes Heavier	+ 4 attack dice
1 Class Lighter	-1 attack die
2 Classes Lighter	-2 attack dice

GETTING WRECKED (p.43)

- 1 **Skid to A Halt:** Forced move short straight forward
- COLLISION WINDOW
- 2 **Reset:** Reduce current Gear to 1 and discard all Hazard Tokens from the vehicle
 - 3 **Explosion Check:** Roll D6 + ammo tokens, explodes on 6+
 - 4 **Get Wrecked:** Turn model over, leave in play as a wreck

EXPLOSIONS

EXPLOSION TABLE	
Weight	Explosion Attack Dice
Lightweight	2D6
Middleweight	4D6
Heavyweight	6D6

SPENDING AUDIENCE VOTES (p.89)

- **1 Vote:** BURN RUBBER: Change Gear. THUNDEROUS APPLAUSE: Remove D6 Hazard Tokens from that vehicle.
- **2 Votes:** EXECUTIVE INTERVENTION: Put enemy vehicle on 5 Hazard Tokens. RELOAD: +1 ammo token. CARPE DIEM: Take/give Pole Position, or prevent its next move.
- **3 Votes:** RESPAWN: If you have no vehicles currently in play, respawn one vehicle which suffers damage equal to half its Hull Value, rounded up.

WEAPONS

Weapon Name	Range	Attack Dice	Special Rules	Build Slots	Cost
125mm Cannon	Double	806	Ammo 3. Blast. See special rules, p.72.	3	6
Arc Lightning Projector	Double	606	Ammo 1. Electrical. See special rules, p.73.	2	6**
Bazooka	Double	306	Ammo 3. Blast.	2	4
BFG	Double	1006	Ammo 1. See special rules, p.73.	3	1
Blunderbuss	Small Burst	206	Crew Fired. Splash.	-	2
Caltrop Dropper	Dropped	206	Ammo 3. Small Burst. See special rules, p.79.	1	1
Combat Laser	Double	306	Splash. See special rules.	1	5
Death Ray	Double	306	Ammo 1. Electrical. See special rules, p.73.	1	3
Flamethrower	Large Burst	606	Ammo 3. Splash. Fire. Indirect.	2	4
Gas Grenades	Medium	(106)	Ammo 5. Crew Fired. Indirect. Blitz. See special rules, p.76.	-	1
Glue Dropper	Dropped	-	Ammo 1. See special rules, p.79.	1	1
Grabber Arm	Short	306	See special rules.	1	6
Grav Gun	Double	(306)	Ammo 1. Electrical. See special rules, p.73.	1	2**
Grenades	Medium	106	Ammo 5. Crew Fired. Blast. Indirect. Blitz.	-	1
Handgun	Medium	106	Crew Fired.	-	-
Harpoon	Double	(506)	See special rules, p.74.	1	2
Heavy Machine Gun	Double	306		1	3
Kinetic Super Booster	Double	(606)	Ammo 1. Electrical. See special rules, p.74.	2	6**
Machine Gun	Double	206		1	2
Magnetic Jammer	Double	-	Electrical. See special rules, p.74.	-	2**
Magnum	Double	106	Crew Fired. Blast.	-	3
Mine Dropper	Dropped	406	Ammo 3. Small Burst. Blast. See special rules, p.79.	1	1
Mingun	Double	406		1	5
Molotov Cocktails	Medium	106	Ammo 5. Crew Fired. Fire. Indirect. Blitz.	-	1
Mortar	Double	406	Ammo 3. Indirect.	1	4
Napalm Dropper	Dropped	406	Ammo 3. Small Burst. Fire. See special rules, p.79.	1	1
Oil Slick Dropper	Dropped	-	Ammo 3. See special rules, p.79.	-	2
RC Car Bombs	Dropped	406	Ammo 3. See special rules, p.79.	-	3
Rockets	Double	606	Ammo 3.	2	5
Sentry Gun	Dropped	206	Ammo 3. See special rules, p.80.	-	3
Shotgun	Long	*	Crew Fired. See special rules, p.77.	-	4
Smoke Dropper	Dropped	-	Ammo 3. See special rules, p.80.	-	1
Steel Nets	Short	(306)	Crew Fired. Blast. See special rules, p.77.	-	2
Submachine Gun	Medium	306	Crew fired.	-	5
Thumper	Medium	-	Ammo 1. Electrical. Indirect. 360-degree. See special rules, p.74.	2	4**
Wall of Amplifiers	Medium	-	360-degree Arc of Fire. See special rules, p.74.	3	4
Wreck Lobber	Double/Dropped	-	Ammo 3. See special rules, p.75.	4	4
Wrecking Ball	Short	*	**See special rules, p.76.	3	2

** Mishkin-sponsored teams only.

UPGRADES

Upgrades	Special Rules	Build Slots	Cost
Armour Plating	+2 Hull Points.	1	4
Experimental Nuclear Engine	Electrical. See special rules, p.83.	-	5**
Experimental Teleporter	Electrical. See special rules, p.83.	-	7**
Exploding Ram	Ammo 1. See special rules, p.84.	-	3
Extra Crewmember	+1 Crew, up to a maximum of twice the vehicle's starting Crew Value.	-	4
Improvised Sludge Thrower	See special rules, p.84.	1	2
Nitro Booster	Ammo 1. See special rules, p.84.	-	6
Ram	See special rules, p.85.	1	4
Roll Cage	See special rules, p.85.	1	4
Tank Tracks	-1 Max Gear. +1 Handling. See special rules, p.85.	1	4
Turret Mounting for Weapon	Weapon gains 360-degree arc of fire.	-	(x3)

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VEHICLES

Vehicle Type	Weight	Hull	Handling	Max Gear	Crew	Build Slots	Special Rules	Cost
Drag Racer	Lightweight	4	4	6	1	2	Jet Engine.	5
Bike	Lightweight	4	5	6	1	1	Full Throttle. Pivot.	5
Buggy	Lightweight	6	4	6	2	2	Roll Cage.	6
Bike with Sidecar	Lightweight	4	5	6	2	2	Full Throttle. Pivot.	8
Ice-cream Truck	Middleweight	10	2	4	2	2	Infringing Jingle.	8
Car	Middleweight	10	3	5	2	2		12
Performance Car	Middleweight	8	4	6	1	2	Slip Away.	15
Truck	Middleweight	12	2	4	3	3		15
Gyrocopter	Middleweight	4	4	6	1	0	Airwolf. Airborne.	10
Ambulance	Middleweight	12	2	5	3	3	Uppers. Downers.	20
Monster Truck	Heavyweight	10	3	4	2	2	All Terrain. Up and Over.	25
Heavy Truck	Heavyweight	14	2	3	4	5		25
Bus	Heavyweight	16	2	3	8	3		30
Helicopter	Heavyweight	8	3	4	3	4	Airwolf. Airborne. Restricted	30
Tank	Heavyweight	20	4	3	3	4	Pivot. Up and Over. All Terrain. Turret. Restricted	40
War Rig	Heavyweight	26	2	4	5	5	See War Rig rules.	40