

# GASLANDS

## Errata & FAQs

Version 1.20 - 31 December 2018 - Recent updates in *pink*.

## ERRATA

Add the following rule to page 6:

**Simultaneous Effects:** If the effects of multiple special rules occur at the same time, the controller of the active vehicle decides the order of resolution.

## SMASH ATTACK DICE

Update the smash attack calculation table on page 20 and page 60 to the following:

ORIENTATION	SMASH ATTACK DICE
Head On	Attacker's current gear plus Defender's current gear
T-Bone & Sideswipe	Attacker's current gear
Tailgate	Faster participant's current gear minus the slower participant's current gear

Note that page 19 states: "If the orientation of the collision is a tailgate and the front vehicle is in a higher current gear than the tailgating vehicle, both vehicles must declare evade as their reaction."

## COLLISIONS

Replace the first paragraph under "Apply Hazard Tokens" on page 21 with the following:

"As the last step in the resolution of the collision, all vehicles involved in the collision gain +2 hazard tokens."

## WIPEOUT STEP TIMING

Immediate after the "Wipe Out Step" heading on page 28, replace the first paragraph with the following paragraph:

At the start of the Wipe Out Step: check the number of hazard tokens on the dashboard of every in play vehicle. Any in play vehicle that has 6 or more hazard tokens at the start of the Wipe Out Step suffers a WIPEOUT. If a vehicle gains hazard tokens during a wipe out step such that it now has 6 or more, that vehicle suffers a wipeout during

that wipe out step. Do not check the number of hazard tokens outside of wipe out step for the purposes of triggering a wipeout.

On page 60, add the following timing step, under the "Wipe Out Step" heading:

30 Check hazard tokens on all vehicles. Any in play vehicle that has 6 or more hazard tokens suffers a WIPEOUT (see steps 3.1 to 3.6)

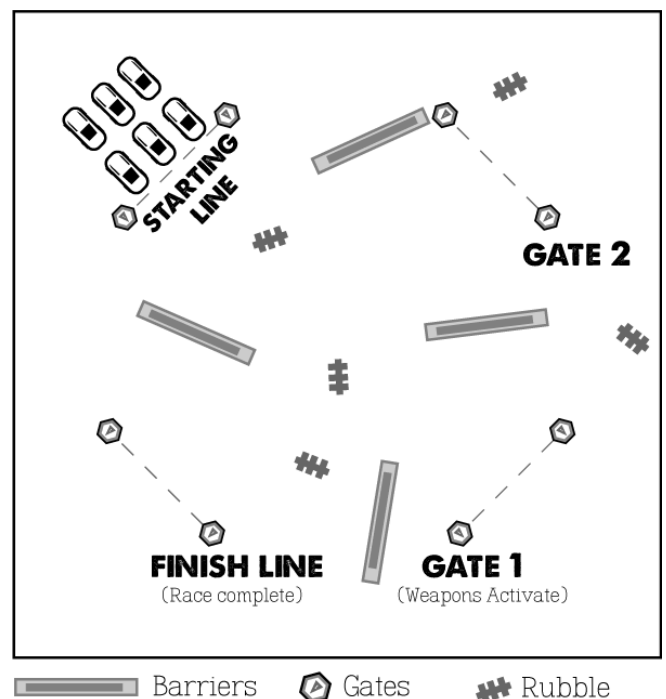
## VEHICLES & WEAPONS

Replace the "Crush Attack" special rules on page 32 with the following:

**Crush Attack:** After resolving a collision with an obstruction of a lower weight class during movement step 1.7, this vehicle may declare "crush attack" to ignore the obstruction for the remainder of its movement step, as it drives right over the top of it. This vehicle cannot declare a crush attack against another vehicle with the Crush Attack special rule.

## DEATH RACE

The diagram on page 39 is incorrect and should be replaced with this one:



The illustration of the race gate incorrectly states the gate is 15cm wide, when in fact it should be LONG STRAIGHT (182mm) wide.

Add the following to the "Victory" section:

If one player is the only player with active vehicles on the board, and the other players do not have 3 audience votes available to re-spawn, the player with active vehicles wins.

## SATURDAY NIGHT LIVE

In the "Special Prize Conditions" table, the final row should read "15+" not "15".

## PERKS

Replace the "Elegance" sponsored perk on page 49 with the following:

**Elegance:** Teams sponsored by Miyazaki may not purchase heavyweight vehicle types, or vehicle types with a base Handling value of 2 or lower.

Replace the "Prison Cars" sponsored perk on page 49 with the following:

**Prison Cars:** Vehicles in this team may purchase the following upgrade: "**Prison Car:** Reduce the cost of this vehicle by 4 Cans to a minimum of 5 Cans. Reduce the hull value of this vehicle by 2. May only be purchased by middleweight vehicles. May only be purchased once for each vehicle."

Replace the "Stunt Driver" perk on page 51 with the following:

**Stunt Driver (7 Cans):** This perk may only be taken on a lightweight or middleweight vehicle type with a base Handling value of 3 or more. This vehicle may choose to ignore any number of obstructions during its movement step. After any movement step in which this vehicle chooses to ignore any obstruction using this ability, this vehicle immediately gains 3 hazard tokens.

## WAR RIG

Add the following text to end of the first paragraph in the "Piledriver Attack" section:

A piledriver attack counts as a smash attack in all regards, and also includes an additional effect.

Add the following paragraph to page 54:

## SLIDE RESULTS

When a War Rig resolves a SLIDE result, do not apply the slide template. Each slide result provides a hazard token as normal.

## FAQs

### ACTIVATIONS

#### May I have a timing breakdown?

Sure, see the quick reference card, available here:

<https://gaslands.com/downloads/Gaslands-QuickRefCard.pdf>

#### Can I activate my vehicles in any order I choose?

Yes. Players are free to choose which of their vehicles to activate in any gear phase, should they have more than one to choose from in any gear phase.

#### When can I spend audience votes?

You can spend audience votes when it is your turn to activate a vehicle, but before you select which vehicle to activate.

The full activation time sequence is therefore:

1. Spend Audience Votes
2. Select a qualifying vehicle to activate
3. Activate selected vehicle
  1. Movement Step
  2. Attack Step
  3. Wipeout Step

Importantly, this means that if it is your turn to activate a vehicle, but you have no qualifying vehicles, you still get the opportunity to spend audience votes, which can then cause you to have a qualifying vehicle to activate.

**If other players have fewer vehicles than me, do I still get to activate all my vehicles in a given GEAR PHASE?**

Yes. If a player has no vehicles left to move in a given GEAR PHASE, she must pass. If no other players have vehicles in high enough gears to activate in a given phase, a player may move multiple vehicles in a row.

Ensure that every vehicle activates exactly once in every GEAR PHASE equal to or less than its CURRENT GEAR.

**If there are no vehicles in (for example) Gear 6, does GEAR PHASE 6 still occur?**

Yes. Ordinarily, play will pass swiftly over phases in which no player has qualifying vehicles, but technically they do occur, allowing players to (for example, spend AUDIENCE VOTES in those gear phases.

## **MOVEMENT**

**Is there such a thing as GEAR ZERO?**

Vehicles cannot be in GEAR 0, but Obstacles can.

**What size are the maneuver templates supposed to be?**

For reference, the LONG STRAIGHT template in the back of the book is 182mm long (180mm + 1mm stroke on each sides) and 32mm wide. (30mm inside + 1mm stroke on each side).

**The turning templates only go one way: can vehicles only turn right?**

No. The turning templates may be rotated 180 degrees to allow for left turns. The swerve and veer templates can be flipped over to allow for left-wards motion.

**Can I move in reverse multiple times in a single turn?**

No. If you STICK-SHIFT UP out of GEAR 1, you can no longer move in REVERSE, (as you will be in a gear higher than 1).

**Can I place the Veer and Swerve templates any way round I like? Can I choose to place the Veer and Swerve templates such that the slide exit point**

**is on the nearer or further curve on the template?**

When placing a template, including the swerve or veer templates, you follow the rules on page 11, with "*either of the short edges of the template parallel with and centred on the front edge of the vehicle*".

This mean you can place the swerve or veer template how you like, with the slide exit point in any of the possible positions, so you have the possibility of sliding in a number of ways.

Note from the timing steps that you have to PLACE the template before you roll you skid dice, so you can't roll a slide and then change you mind about how the template is placed.

**Can I place the short, medium and straight templates with the slide exit point touching my vehicle?**

No. Those maneuver templates always have to have the slide exit point at the far end of the template.

## **SKID CHECKS**

**If I am left with a SHIFT RESULT that I don't need, am I forced to STICK-SHIFT?**

No. If you roll a SHIFT, you are not forced to STICK-SHIFT.

**May I STICK-SHIFT multiple times in the same activation?**

Yes. You may use multiple SHIFT results to change gear more than once in a single activation. You receive a hazard token for each gear you change up or down.

**Can I use my SHIFT results to cancel the hazard I would gain from a SPIN or SLIDE result, but still use that SPIN or SLIDE?**

No. Because you use SHIFT results during step 1.4 to remove hazards tokens from your vehicle, but hazard tokens from SPIN and SLIDE results aren't gained until step 1.5, so they aren't yet on your vehicle.

## SLIDE

If I have selected a STRAIGHT maneuver template, and I roll a SLIDE result, which way do I end up facing?

If you SLIDE off of a STRAIGHT maneuver, you may choose the direction in which you rotate.

If the application of a SLIDE RESULT during a SKID CHECK would cause a COLLISION, should I resolve the COLLISION in the middle of the SKID CHECK?

No.

The SLIDE RESULT changes the FINAL POSITION of your movement step. You move your vehicle into its FINAL POSITION in step 17 of the MOVEMENT STEP. The collision will happen in the COLLISION WINDOW after Step 17, before the SPIN results are applied.

On page 17, it says: *“The maneuver template up to the slide and the slide template now count as the vehicle’s maneuver template for the purposes of determining if the maneuver is interrupted.”* What does “up to the slide” mean in this context? Is that the part of the template up to the slide exit point?

Yes, it would have been clearer if it said:

*“The maneuver template up to the SLIDE EXIT POINT and the slide template now count as the vehicle’s maneuver template for the purposes of determining if the maneuver is interrupted.”*

## SPIN

If I roll a SPIN result, and rotate myself into contact with another vehicle, what happens?

If a SPIN places your vehicle in contact with an OBSTRUCTION, a COLLISION occurs. This can be used offensively.

Say I have rolled both SLIDE and SPIN results. If my SLIDE result causes me to collide with an obstacle, can I use the spin result to avoid the collision?

No. The SLIDE result changes where your FINAL POSITION is (Step 1.7), whereas the SPIN result rotates you after you move into your FINAL POSITION (Step 1.8). For this reason the COLLISION happens in the COLLISION WINDOW after the SLIDE but before the SPIN.

Okay, say I have rolled both SLIDE and SPIN results. If my SLIDE result causes me to collide with an obstacle, can I use the spin result to then cause a second collision with a different obstacle?

No. As your vehicle never made it into an “unaltered final position” or a “slide final position”, it does not get the chance to use the SPIN. See page 14.

If my selected maneuver would have resulted in a COLLISION, but a SLIDE allows me to avoid the obstruction, can I use a SLIDE to avoid the collision?

Yes. As you resolve your skid dice before you move your vehicle along the maneuver template and into its FINAL POSITION, use of a SLIDE result on the SKID DICE can cause you to avoid a collision with an obstruction.

## HAZARDS

If the maneuver I have selected is HAZARDOUS in my CURRENT GEAR, when do I apply the HAZARD ICON?

If you have a penalty HAZARD RESULT from selecting a HAZARDOUS MANEUVER, apply it at the same time that you would apply any HAZARD RESULTS that were rolled on your SKID DICE.

If I have rolled both HAZARD RESULTS and SHIFT RESULTS, am I forced to use the SHIFT RESULTS to cancel out the HAZARD RESULTS?

No. You are free to choose to apply any SKID DICE RESULTS, including SPIN, SLIDE and HAZARD results. You are not forced to cancel any results using SHIFT RESULTS.

## SHOOTING

Cars get to shoot every time they activate. Does that mean faster cars get to shoot more?

Yes. A vehicle has an opportunity to attack in every one of its activations, so if you're in 6th gear you get six opportunities to attack.

When I side-mount a weapon, do I have to nominate one of the two sides for it?

No. "Side mounted" permits firing from either side. Side arc can be a pain to line up, so the game doesn't penalise you further by forced you to line up one named side.

Once I assign a crewmember to a weapon, are they stuck on that weapon for the rest of the game?

No. You can change the assignment of crewmembers to weapons from one activation to another, as crew hop from seat to seat, or as the driver flips her attention from the HMGs to the oil-slick droppers.

If a crewmember hasn't been ASSIGNED to attack with a particular weapon during the ATTACK STEP, can they still fire?

Yes. If a crewmember hasn't been ASSIGNED to attack with a particular weapon during the ATTACK STEP, then the crewmember may make a HANDGUN attack instead.

When I make a shooting attack, am I free to choose any target?

Yes. You may select any target in your LINE OF SIGHT. You are not forced to select the nearest target.

If I want to make an attack with a DROPPED WEAPON, do I need to assign a crewmember to it?

Yes. One of your CREWMEMBERS must be assigned to the weapon and use their attack for that activation to drop a DROPPED WEAPON.

If I am attacked with multiple weapons in an Attack Step, do I roll a separate Evade against each weapon?

No. From Page 27:

*"After the attacker has rolled **all their attack dice** for this attack step and calculated the total number of hits the target is suffering, the target may make a **single** EVADE attempt."*

## WRECKS

I got wrecked, and the final slide caused me to collide with something, what happens?

If this final slide brings the wrecked vehicle into contact with another vehicle, immediately resolve a COLLISION prior to it becoming a wreck. If the vehicle is involved in a collision during the process of being wrecked, then remove it after it becomes a wreck.

When a vehicle is wrecked, and does is short movement, and collides into

another vehicle, does the destroyed vehicle have to declare a smash attack?

No, the vehicle is not a wreck at this point, and so can choose its reaction in the collision as normal.

When a wreck explodes, does a vehicle caught by the explosion get to make an evade?

Explosions can't be evaded. This applies to volatile obstacles too.

## **COLLISIONS**

If a DESTRUCTIBLE OBSTRUCTION interrupts my maneuver and is then removed during the resolution of the COLLISION, can I finish my maneuver once it's gone, and reach the end of my maneuver template?

Yes, because after a collision interrupts the movement in step 1.7, you check again to see if the maneuver is still interrupted. See page 17.

If I reverse into an obstruction, what orientation does this collision count as?

Head-On. If the active vehicle moved in REVERSE during this activation, and the rear edge of the active vehicle strikes the front edge of the target vehicle, then this also counts a HEAD ON COLLISION.

What is the different between a T-BONE and a SIDE-SWIPE?

There is no mechanical difference between a T-BONE and a SIDE SWIPE. Sometimes special rules will make reference to one and not the other.

If the SMASH ATTACK DICE calculation results in less than 1 attack dice, what happens?

Your SMASH ATTACK deals no damage.

If I declare a SMASH ATTACK but roll no dice, does the target still receive 2 HAZARDS?

Yes.

What is the CURRENT GEAR of an obstacle?

If you have collided with an OBSTACLE, the obstacle counts as being in GEAR 0.

My maneuver template is going to allow me to drive head-on into an enemy vehicle. In order to do the most damage, I'd like to put my foot down and STICK-SHIFT UP before the collision. Can I do that?

Yes. As movement along your maneuver template and into your final position occurs after the resolution of SKID DICE, you will usually have had an opportunity to change gear prior to a collision in your activation. You will therefore be able use your "new" current gear for calculating attack dice. This encourages drivers who know they are going to strike an opponent to put their foot down.

If I have just collided with an obstruction, and then another game effect, such as FLIP or becoming a WRECK would cause me to move again in the same activation, do I ignore the obstruction that I can currently touching, even though I didn't start the MOVEMENT STEP touching it?

Yes, just ignore it and cause more carnage.



On p21, it says: "Damage from smash attacks in a collision is simultaneously applied to both participants." Does this mean I suffer damage from my own smash attacks?

No. The intention of this line is that both participants get to roll their smash attacks even if the damage from the first player to roll their dice would wreck the other vehicle.

The reason is that a smash attack causes HITS to the TARGET. HITS are the things that cause DAMAGE. The attacking vehicle wasn't the target of it's own smash attack and therefore suffers no hits from it, and thus no damage.

Does the "Moving Off" rule work even with a BIG chunk of scenery? What if I start my turn pointing directly into a mountain?

The answer is if you start your activation pointing head-first into a mountain and try to drive forward into the mountain, you don't move.

Here's what happens:

1. As you note, page 22 says "If a vehicle starts any movement step touching an obstruction, that vehicle must ignore the obstruction for that movement step." The word "ignore" is key here.

2. Page 15 says "If the selected maneuver causes any part of the vehicle's maneuver template or unaltered final position to physically overlap with an obstruction that it is not ignoring, the vehicle's maneuver is INTERRUPTED." and then how to first the INTERRUPTED FINAL POSITION.

3. Page 16 says: "If the vehicle can be placed at this interrupted final position such that it does not overlap any obstruction \*(even one that it is ignoring)\*, then this becomes the vehicle's interrupted final position. Otherwise, move the active vehicle backwards along the maneuver template from this position until it is not overlapping any obstruction (even one that it is ignoring). This becomes the vehicle's interrupted final position. The vehicle's interrupted final position will always leave the vehicle touching an obstruction."

All of which means that if a vehicle that started it's activate pointing head-first into a mountain tries to drive forward into the mountain, it would end up not moving from it's starting position. This could conceivably be of tactical benefit, but more likely you just want to reverse.

## WIPE OUT

If I collect enough HAZARD TOKENS to WIPE OUT during my skid check or during a collision, can I still continue my turn and making some shooting attacks before I WIPE OUT?

Yes. As the WIPE OUT STEP happens last in any activation, if you collect enough HAZARD TOKENS to WIPE OUT at any point during your activation, you still continue your turn and attack before you WIPE OUT.

Two vehicles WIPE OUT in the same wipe out step: what happens?

If two vehicles WIPE OUT simultaneously, (perhaps because of a collision), resolve the active vehicle's wipe out first, and then proceed clockwise round the players and resolve in turn.

When a vehicle wipes out, Can I rotate it such that it is overlapping the edge of board?

Yes. A mean opponent can rotate your vehicle such that it is **overlapping** the edge of the table and is immediately DISQUALIFIED. These people are not your friends.

Does something special happen if I have seven or more HAZARD TOKENS?

Nope. If you have six or more HAZARD TOKENS at the during any WIPE OUT STEP, the vehicle will WIPE OUT, but nothing special happens if you have more than 6.

If I FLIP as a result of a WIPE OUT, and this causes a COLLISION, and this causes another vehicle to gain its sixth HAZARD TOKEN, what happens?

If the activities of the WIPE OUT STEP result in another vehicle gaining its sixth hazard token, go ahead and immediately resolve a WIPE OUT for that vehicle during the same WIPE OUT STEP, in accordance with the Rule Of Carnage.

I just moved in REVERSE, but then I WIPED OUT and FLIPPED. What happens?

If a vehicle moved in REVERSE in the activation during which it suffers a FLIP, move the vehicle directly backwards SHORT, instead of forwards.

## VEHICLES & WEAPONS

The flamethrower's Special Rules list: "Large Burst Template". Given that it states template size under Range, is this a typo? Is it actually supposed to say "Blast" instead?

It's not supposed to say blast, it's simple a redundant repetition of the fact that it uses the large template.

Does the flamethrower do hull damage for each un-cancelled hit and THEN set you on fire, or just set you on fire with at least 1 un-cancelled hit?

It does damage and then sets you on fire.

If a vehicle has no hazard tokens and gets set on fire, does the fire immediately go out?

If a car has no hazard tokens and gets set on fire, the fire immediately goes out, so pick your targets.

My cardboard quick reference sheet says Molotov cocktails and grenades are Ammo 3, but the book says Ammo 5. Which is correct?

The book is correct. Both Molotov cocktails and grenades are ammo 5 (five).

When do I need to spend an ammo token, when attacking during the Attack Step with a weapon with the Ammo special rule? Can I check the range first?

Page 26 says "players may measure shooting ranges before declaring targets."

To make this double clear, when attacking with a weapon with the AMMO special rule, Attack Step 2.5 should read: "Discard an ammo token to roll to attack".

Do Trikes and Bikes w/ Sidecars benefit from the Bikes special rule (full throttle, pivot), the Buggy special rule (roll cage... doesn't seem right), or neither?

Trikes and Bikes w/ Sidecars count as Buggies, so they have the ROLL CAGE rule and do not have the FULL THROTTLE OR PIVOT rules.

Do dropped weapons (i.e. mines and oil slicks) remain in play? Or are they removed at the end of gear 6?

They remain in play.

Can I turret-mount a ram?

Not according to the rules, as only shooting weapons can be turret-mounted, but if you ask your opponents sweetly, they might let you.

Can I use a Ram before passing Gate 1 in a Death Race?

Yes.



Does the Exploding Ram turn into a “normal ram” after it has exploded?

No.

Can I use audience votes to reload the Exploding Ram?

Yes.

Can I use an Exploding Ram before passing Gate 1 in a Death Race?

Yes.

## DEATH RACE

Is the “starting line” the same as “gate one” or not?

No. The starting line and gate one are separate. See the diagram in the errata above.

Do weapons activate on the starting line?

No. Weapons only activate after the “gate 1”, which is the first gate AFTER the starting line.

## WAR RIG

The text for the War Rig’s Piledriving attack (p.54) mentions the short range template. The template in the diagram says “slide”. Which one is the correct template type for this rule?

Short straight. The text is correct and the diagram is incorrect.

*(Note: That’s actually an earlier version of the SLIDE template in the diagram, when the SLIDE and SHORT templates were the same).*

So a War Rig has the option to make a Pile Driver attack instead of a Smash attack. When you resolve the collision

what do you do? Is it a smash reaction with the Pile Driver reaction after?

Page 54 says: *“when this vehicle collides with another vehicle of a lighter weight-class, it may declare a PILEDRIVER ATTACK as its reaction.”*

So, essentially, the War Rig now has three options, rather than the normal two. It can declare an evade, smash or piledriver.

If you are to be lucky enough to have two cars lined up so your Rig could collide with both, could you do a Pile Driver on the first to get the car out of the way and then do a second collision on the second car?

Rule Of Carnage says yes!

Technically, the first vehicle is no longer in your way after the first collision, so when you go back to check for final position again, you’ll find the second vehicle interrupting you and you trigger another collision. So: yes!

Does a Ram affect Piledriver attacks?

The ram has two effects:

Page 34 says: *“When involved in a collision on the declared facing, this vehicle may add +2 attack dice to its smash attack.”* If you declared a piledriver, you didn’t declare a smash attack, and don’t get the bonus dice. Not perfect, but there we go!

Page 34 also says: *“When involved in a collision during its own activation, this vehicle does not gain any hazard tokens as a result of the collision.”* You ARE involved in a collision, so you do benefit from that effect.

Does an Exploding Ram affect Piledriver attacks?

Page 34 says: *“When involved in a collision on the declared facing, for the first time in a game, this vehicle must declare a smash attack”,* you can’t declare a piledriver attack so the question is moot.

When the rules on page 53 say “Place the trailer so that it is ... covering as much

of the surface area of the maneuver template as possible”, can “as much ... as possible” include “almost none”, if slavish covering the whole template would force me to overlap an obstruction and not move at all?

Yes.

## AUDIENCE VOTES

After re-spawning a vehicle (p. 57), what’s the ammo status of weapons for which you need to keep track?

The re-spawned vehicle retains the number of ammo tokens it had when it was wrecked. Ammo tokens are neither discarded when you are wrecked (unless you triggered The Warden’s **Fireworks** perk), nor re-generated when you re-spawn.

## SPONSORS & PERKS

Powerslide: When using the selected powerslide template what part do you line up with the notch on the original maneuver template?

Place the start edge of the selected powerslide template so that it connects to the notch on the original maneuver template.

If you are powersliding off a straight template, then you can additionally place your vehicle pointed in either direction at the end of the slide, as described on page 17.

The example teams on page 38 appear to be wrong? Can Rutherford take buggies?

Two of the example teams on page 38 are illegal. Rutherford teams cannot select lightweight vehicles and so cannot purchase buggies. The car with the **Car**: with a Thumper and a front-mounted Mini-Gun (22) in the Mishkin team is illegal, as it would require 3 build slots to fit those weapons and a car only has 2 build slots available.

*Note: The sponsored perks changed a lot during playtesting, and I didn’t properly double-check these example teams after all the changes to the sponsors and perks had settled. Basically, those two lists were okay at some stage in the beta testing, but are illegal now.*

Can Mishkin’s “Dynamo” perk take a weapon over its starting ammo count?

Yes.

Can Miyazaki’s “Virtuoso” perk be used every activation or only once per game?

It may be used once every activation. It would have been clearer if written like this:

**Virtuoso:** Once per activation, the first time this vehicle uses the “Push It” rule, they may “Push It” without gaining a hazard token.

When a Slime vehicle touches their front-corner against the side edge of another vehicle, does that count as a sideswipe in order to trigger Pinball (because Pinball means “more carnage”)?

No, due to the rules under the “Striking a corner” section on page 19:

*If it is unclear whether the point of contact on a given vehicle is along its side edge or its front edge, then the point of contact is on its front edge.*

This means sideswipe is very tricky without a spin or a slide to throw your back corner out and striking the other vehicle with that corner.

Is the “Prison Car” discount applied before or after adding weapons and upgrades?

*Before. It modifies the base cost of the vehicle type, not the final cost of the vehicle after weapons, upgrades and perks.*

Can the Highway Patrol sponsored perk “Bogey at 12 O’Clock” trigger multiple times in the same activation?

Yes.

Is the Pursuit perk “PIT” from TX3 a collision reaction, and does it trigger the gaining of hazard tokens from the collision, even though it is not a smash attack?

Yes and yes. The PIT perk should have been worded more explicitly, something like:

*If this vehicle is involved in a collision with an enemy vehicle during its activation that is not head-on, it may declare a “Pursuit Intervention Technique” (PIT) as its reaction, targeting the enemy vehicle, instead of declaring a smash attack or an evade.”*