

GASLANDS

a game of post-apocalyptic vehicular mayhem

VEHICLES

Vehicle Type	Weight	Hull Points	Handling	Max Gear	Build Slots	Crew	Cost
Bike	Lightweight	4	5	6	1	1	5
Buggy / Trike / Bike & Sidecar	Lightweight	6	4	6	2	2	5
Car / Jeep	Middleweight	10	3	5	2	2	12
Performance Car	Middleweight	8	4	6	2	1	15
Pickup Truck / Van / Tractor	Middleweight	12	2	4	3	3	15
Monster Truck	Heavyweight	10	3	4	2	2	25
Bus / Coach	Heavyweight	16	2	3	3	8	30
War Rig	Heavyweight	20	2	4	5	5	40
Gyrocopter	Middleweight	4	4	6	0	1	10
Helicopter	Heavyweight	8	3	4	4	2	30*
Tank	Heavyweight	20	4	3	4	3	40*

WEAPONS

Weapon Name	Type	Attack	Range	Build Slots	Special Rules	Cost
Handgun (Pistol, Shotgun, etc.)	Shooting	1D6	Medium	-	Crew Fired.	-
Machine Gun	Shooting	2D6	Double	1		2
Heavy Machine Gun	Shooting	3D6	Double	1		4
Mini-Gun	Shooting	4D6	Double	1		6
125mm Cannon	Shooting	8D6	Double	3	Ammo 3. See special rules.	6
Rockets	Shooting	6D6	Double	2	Ammo 3. Blast. Highly Explosive.	4
Flamethrower	Shooting	6D6	Large Template	2	Ammo 3. Large Burst Template. Fire. Explosive.	6
Mortar	Shooting	4D6	Double	1	Ammo 3. See special rules.	4
Grenades	Shooting	1D6	Medium	-	Ammo 5. Crew Fired. Blast. Explosive. Blitz.	1
Molotov Cocktails	Shooting	1D6	Medium	-	Ammo 5. Crew Fired. Fire. Blitz.	1
Oil Slick Dropper	Dropped	-	Large Burst	-	Ammo 3. See special rules.	2
Caltrop Dropper	Dropped	-	Small Burst	1	Ammo 3. See special rules.	1
Glue Dropper	Dropped	-	Large Burst	1	Ammo 1. See special rules.	1
Mines	Dropped	3D6	Small Burst	1	Ammo 1. Blast.	1
Smoke	Dropped	-	Large Burst	-	Ammo 3. See special rules.	1
Ram	Smash	+2D6	Smash	1	See special rules.	4
Exploding Ram	Smash	+6D6	Smash	1	Ammo 1. Highly Explosive. See special rules.	3
Thumper	Shooting	-	Medium	2	Electrical. Ammo 1. See special rules.	4**
Arc Lightning Projector	Shooting	6D6	Double	2	Electrical. Ammo 1. See special rules.	6**
Kinetic Super Booster	Shooting	(6D6)	Double	2	Electrical. Ammo 1. See special rules.	6**
Magnetic Jammer	Shooting	-	Double	-	Electrical. See special rules.	2**

UPGRADES

Upgrades	Build Slots	Special Rules	Cost
Turret Mounting for Weapon	-	Weapon gains 360 arc of fire.	(x3)
Nitro Booster	-	Ammo 1. See special rules.	6
Armour Plating	1	+2 Hull points	4
Tank Tracks	1	-1 Max gear. +1 Handling. See special rules.	4
Extra Crewmember	-	+1 Crew, up to a maximum of twice the vehicle's starting crew value	4

* Only available to teams sponsored by Rutherford. ** Only available to teams sponsored by Mishkin

GASLANDS - QUICK REFERENCE

Each Turn 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.

ACTIVATION STEPS

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

1. MOVEMENT STEP

- 1.1. Select a maneuver template
- 1.2. Place the maneuver template
- 1.3. Make a skid check
 - (Optional) +1 hazard to Push It
- 1.4. Apply SHIFT results. Discard a SHIFT result to:
 - Discard one HAZARD, SLIDE or SPIN result
 - Stick-shift up: +1 current gear, +1 hazard
 - Stick-shift down: -1 current gear, +1 hazard
 - Discard one hazard token from this vehicle
 - Discard without effect.
- 1.5. Gain hazard token from HAZARD, SLIDE and SPIN results
- 1.6. Resolve slide: place slide template
- 1.7. Move the vehicle into its final position
< COLLISION WINDOW >
- 1.8. Resolve spin: up to 90 degrees, either direction.
< COLLISION WINDOW >

2. ATTACK STEP

- 2.1. Check if you are distracted
- 2.2. Assign crewmembers to weapons
- 2.3. Declare targets
- 2.4. Check range, line of sight and cover
- 2.5. Roll to attack (4+ is a hit, 6 is a critical hit)
- 2.6. Defender rolls to evade (roll number of evade dice equal to current gear, 6+ to cancel a hit)
- 2.7. Remove hull points

3. WIPEOUT STEP

- 3.0. 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)
- 3.1. Make a flip check: roll equal to or over the vehicle's current gear to succeed
- 3.2. If flip check failed suffer 2 hits
- 3.3. If flip check failed move medium straight
< COLLISION WINDOW >
- 3.4. Reduce current gear to 1
- 3.5. Remove all hazard tokens from the vehicle
- 3.6. The player clockwise of the player controlling the active vehicle rotates the vehicle about its centre point to any facing
< COLLISION WINDOW >

WRECKED

1. Short straight move forward
< COLLISION WINDOW >
2. Become a wreck
3. Explosion check: Roll D6+ammo, explodes on 6+
4. If vehicle explodes: attack everything within medium range with explosion attack with Blast:

WEIGHT	EXPLOSION ATTACK DICE
Lightweight	2D6
Middleweight	4D6
Heavyweight	6D6

COLLISIONS

1. Active vehicle declares smash attack or evade
2. Obstruction declares either smash attack or evade. (Obstacles always declare smash attack).
3. Roll all smash attacks
4. Roll all evades
5. Apply un-cancelled hits
6. Each vehicle involved in the collision gains +2 hazard tokens (or +1 if both evaded)

Orientation	Smash Attack Dice
Head On	Attacker's current gear plus Defender's current gear
T-bone or Sideswipe	Attacker's current gear
Tailgate	Faster participant's current gear minus the slower participant's current gear
Bonus	Bonus Smash Attack Dice
1 / 2 Classes Heavier	+2 / +4 attack dice
1 / 2 Classes Lighter	-1 / -2 attack dice

AUDIENCE VOTES

Condition	Audience Votes
One of your vehicles is wrecked	+ 1 vote
Start a turn without any active vehicles.	+2 votes
(Death Race only) A gate is passed for the first time that none of your vehicles have passed yet	Gain 1 audience vote on a 5+ if one gate behind, 4+ if two gates behind, etc.

1 Vote: BURN RUBBER: Stick-shift. THUNDEROUS APPLAUSE: Remove D6 hazard tokens from a vehicle you control.

2 Votes: EXECUTIVE INTERVENTION: Put enemy vehicle on 5 hazards. RE-LOAD: +1 ammo token. CARPE DIEM: Take pole position, or prevent its next move.

3 Votes: RE-SPAWN: If you have no vehicles currently in play, re-spawn one vehicle which suffers damage equal to half its hull value, rounded up.