NEW WEAPONS & UPGRADES GALORE!

PLUS

NEW SPONSOR: SCARLETT ANNIE

TWO NEW SCENARIOS

GASLANDS
Time Extended!

OSPREY
WARGAMES

ISSUE 2: STINA'S STOCKPILE

The Silver Skulls Man O'War by Robert John Temple

NEW WEAPONS

"Welcome to Stina's Stockpile! You won't find finer firepower, and that's our money-back guarantee. Have a look around. Ask me anything. We got some heavy-duty toys for you today. Any specials? Sure, I can give you a discount at 25 cans. I'll only loot it back out of your twisted wreckage later on..."

Weapon	Type	Attack	Range	Build Slots	Special Rules	Cost
BFG	Shooting	10D6	Double	2	Ammo 1. Ridonkulous Firepower.	1
Combat Laser	Shooting	3D6	Double (Burst)	1	Laser.	5
Death Ray	Shooting	3D6	Double	1	Atomize. Ammo 1.	3
Grav Gun	Shooting	3D6*	Double	1	Ammo 1. Electrical. *Gravity Manipulation	2
Grabber Arm	Shooting	3D6	Short	1	Toss.	6
Harpoon	Shooting	5D6*	Double	1	*Harpoon.	2
Homing Missile	Shooting	6D6	*	2	Ammo 3. Blast. *Heat-seeking. Highly Explosive.	8
Hypno Ray	Shooting	3D6	Double	1	Ammo 1. Electrical. Mind Control	2
Wrecking Ball	Shooting	*	*	1	*Steel Ball.	4
Wreck Lobber	Shooting	-	Double/Dropped	4	Ammo 3. Trebuchet. Low-loader. Dumper.	4
Blunderbuss	Shooting	*D6	Double	1	*Scrapshot.	2
RC Car Bombs	Dropped	-	Short	-	Ammo 3. Remote-Controlled Car.	6
Sentry Gun	Dropped	2D6	*	-	Ammo 2. *Sentry Gun.	2

BFG
Ridonkulous Firepower: When this weapon is fired, the vehicle is immediately moved a Short Straight backwards, is reduced to gear 1, and receives 3 hazard tokens. Front mounted only *(Ed: Another Battlehammer special)*.

COMBAT LASER
Laser: Lasers are template weapons, but instead of the regular burst templates, they use the double range shooting stick as a burst template.

DEATH RAY
Atomize: If this weapon scores five or more un-cancelled hits on the target, instead of causing damage, the target car is immediately removed from play (although it counts as having been wrecked for the purposes of audience votes, scenario rules, etc.).

GRAV GUN
Gravity Manipulation: If this weapon scores one or more un-cancelled hits on the target, instead of causing damage, the attacking vehicle's controller must choose one of the following: until the end of the target's next activation the target counts as one weight class heavier; or until the end of the target's next activation the target counts as one weight class lighter.

GRABBER ARM
Toss: If this vehicle attacks a vehicle of the same weight class or lighter with the Grabber Arm and scores one or more un-cancelled hits, the controller of the active vehicle may place the target vehicle anywhere within short range of the target vehicle's original position. The target vehicle may be rotated to face any direction. This movement causes a COLLISION WINDOW.

HARPOON

Harpoon: This weapon's hits do not cause damage. Instead, the first un-cancelled hit on the target spins the target vehicle on the spot to either face directly away from or directly towards the attacking vehicle, whichever requires the smallest degree of rotation, as the harpoon catches and the chain goes taut. This triggers a COLLISION WINDOW.

The second and subsequent un-cancelled hits on the target then each move the target a short straight towards the attacker, triggering a COLLISION WINDOW, as the harpoon reels the target in.

If the target is a heavier weight class than the attacker, it is the attacking vehicle that is spun and moved towards the target vehicle instead.

HOMING MISSILES

Heat-Seeking: This weapon may target any in-play vehicle. After assigning crew, spending ammo tokens, and declaring a target, roll a D6. If this roll is over the target vehicle's current gear, the target is considered to be in range and line of sight, and may not benefit from cover. Roll to hit as normal.

HYPNO RAY

Mind Control: If this weapon scores one or more un-cancelled hits on the target, instead of causing damage, the attacking vehicle's controller may select and place the maneuver template for the target vehicle next time the target vehicle activates, instead of its controller. During the next vehicle's activation, all templates are considered to be permitted and the selected maneuver is considered to be hazardous.

WRECKING BALL

Steel Ball: If this weapon is assigned a crewmember during the attack step this vehicle must engage in a T-Bone collision with every vehicle and destructible obstacle within short range of it. During these collisions all vehicles count as having no weapons, upgrades, perks, or special rules except this one. During these collisions this vehicle gains +2 smash attack dice. This vehicle cannot gain more than 1 hazard token during each of these collisions.

WRECK LOBBER

It was inevitable that someone would invent a gun that shoots cars instead of bullets.

Trebuchet: The Wreck Lobber doesn't require a target. When it is fired, place a marker the size of a penny within double range of the Wreck Lobber's fire arc.

Roll a skid die:
- **Shift:** place the wreck of a Car touching the marker and trigger a COLLISION WINDOW.
- **Spin** or **Slide**: the player to the left of the active player must place the wreck anywhere within short range of the marker and trigger a COLLISION WINDOW.
- **Hazard:** the player to the left of the active player must place the wreck touching the active vehicle and trigger a COLLISION WINDOW.

Low-loader: If this vehicle collides with a wreck, it may gain 1 ammo for the Wreck Lobber.

Dumper: This vehicle may fire the Wreck Lobber as a rear-mounted dropped weapon instead of using the Trebuchet rules above. In this case, the wreck of a car is placed touching the rear of the active vehicle, and no COLLISION WINDOW is triggered.

BLUNDERBUSS

Scrapshot: When attacking with this weapon, this weapon rolls 3D6 attack dice if the target is within Short range, 2D6 attack dice if the target is within Long range, and 1D6 attack dice if the target is within Double range.

RC CAR BOMBS

These are bombs taped to remote controlled cars, which are dropped from a vehicle and then piloted to impact.

Remote-Controlled Car: When dropped, place a tiny car miniature (no larger than 20mm square) anywhere within short range of the active vehicle, and facing in any direction (this placement triggers a COLLISION WINDOW). From now on, the tiny car counts as a vehicle in gear 3 with 1 hull point, 1 crew and 0 handling. This tiny car can make shooting attacks but cannot stick-shift. This tiny car does not count as part of the player's team, and so cannot be used for the purposes of (e.g.) scenario rules, audience votes or perks.

If this tiny car is involved in a collision, it suffers 1 damage before the collision is resolved. When this tiny car would be wrecked, it instead explodes. When this tiny car explodes, it rolls 4D6 attack dice, as if it were a middleweight vehicle.

SENTRY GUN

Sentry Gun: When activating this dropped weapon, place the small burst template, and then place a Sentry Gun so that it is wholly within the small burst template. This Sentry Gun then remains in play, and uses the rules for Gun Turrets (found in the "Arena of Death" scenario). These Sentry Guns will never target vehicles from the team of the vehicle that dropped it.

NEW CREW FIRED WEAPONS

Weapon	Type	Attack	Range	Build Slots	Special Rules	Cost
Submachine Guns	Shooting	3D6	Medium	-	Crew fired. Specialist.	6
Shotgun	Shooting	2D6	Small Burst	-	Crew Fired. Specialist.	3
Rifle	Shooting	1D6	Double	-	Crew Fired. Specialist.	2
Steel Nets	Shooting	1D6	Medium	-	Crew Fired. Specialist. Entangle.	1
Gas Grenades	Shooting	1D6*	Medium	-	Ammo 5. Crew Fired. Blitz. *Choking Gas.	1

SPECIALIST

A vehicle may only ever purchase one weapon with this special rule.

STEEL NETS

Entangle: This weapon's hits do not cause damage. Instead each un-cancelled hit adds 2 hazard tokens to the target vehicle.

GAS GRENADES

Choking Gas: If this weapon scores one or more un-cancelled hits on the target, instead of causing damage, reduce the target's crew value by 1 for each un-cancelled hit, to a minimum of 0, until the end of the phase.

NEW UPGRADES

Upgrade Name	Build Slots	Special Rules	Cost
Improvised Sludge Thrower	1	See special rules.	1
Ejector Seat	-	See special rules.	1
Cluster Bombs	-	See special rules.	1

IMPROVISED SLUDGE THROWER

Sludge Thower: This vehicle may place the burst templates for its dropped weapons anywhere within a 360° arc of fire that is at least partially within medium range of this vehicle.

EJECTOR SEAT

When this vehicle is wrecked, an in-play vehicle from this team may immediately gain all its perks (ignoring any duplicate perks). If it does, the wrecked vehicle may not be re-spawned during this game.

CLUSTER BOMBS

When this vehicle makes a shooting attack with a Mortar, it may choose to roll 0 attack dice to instead make a 2D6 explosion attack against every vehicle within medium range of the target vehicle, including the target vehicle.

The Mad Dog by James Hall

SPONSOR: SCARLETT ANNIE

"Gaslands is able to support a vast ecosystem of villainous and scurvy raiders, picking off richer teams as their rigs roll from one televised race to the next. Many of these self-styled pirate crews have gained renown, but none have rivalled the infamy or showmanship of Scarlett Annie. A dashing and flamboyant buccaneer, her cult following is likely more to do with her canny association with the long-running "Death Valley Death Run" documentary TV series than any particular skill at dust bowl piracy."

Perks Classes: Tuning and Aggression.

Teams sponsored by Scarlett gain the following Sponsored Perks:

Crew Quarters: This team may purchase the Extra Crewmember upgrade at half the listed cost.

Raiders: At the end of the attack step, this vehicle may permanently reduce its crew value by any number, to a minimum of 0 crew: remove 1 hull point from any vehicle in base contact for each crew removed in this way.

Raise the Sails: After rolling skid dice, this vehicle may permanently reduce its crew value by 1, to a minimum of 0 crew to add 1 free shift result to the skid dice result.

Press Gang or Keelhaul: When another vehicle in contact with this vehicle is wrecked, this vehicle may gain either 1 crew or 2 audience votes.

Black Jake's Revenge
by Jake Zettelmaier

PERK CLASS: TUNING

Fenderkiss (2 cans): Reduce the number of attack dice rolled for smash attacks by 2 for all vehicles in collisions involving this vehicle.

Rear Drive (2 cans): This vehicle may pivot about the centre of its front edge, rather than the centre of the vehicle, when resolving Spin results.

Delicate Touch (3 cans): This vehicle ignores the hazard icons on maneuver templates.

Purring (6 cans): This vehicle does not receive more than 1 hazard token from Spin results each turn. This vehicle does not receive more than 1 hazard token from Slide results each turn. This vehicle does not receive more than 1 hazard token from Hazard results each turn. Excess hazards are ignored. This vehicle may still elect to resolve multiple copies of each result.

Skiing (6 cans): May only be taken on a Bike, Buggy, Car, or Performance Car. This vehicle may take 3 hazard tokens at the end of its activation to be ignored by other vehicles during their movement steps until the start of this vehicle's next activation. If, by ignoring this vehicle in this way, a vehicle's final position would overlap it, move that vehicle backwards along their maneuver template by the minimum amount to avoid overlapping any obstruction.

Momentum (3 cans): When resolving a skid check, this vehicle may set aside any number of slide results to re-roll 1 non-slide result for each slide result set aside. When resolving a skid check, this vehicle may set aside any number for each spin results to re-roll 1 non-spin result for each spin result set aside. Set aside results must be resolved.

ADVANCED RULES: ZERO CREW

When a vehicle with zero crew is selected to activate, it first automatically stick-shifts down one gear to a minimum of gear 1. During its movement step, only maneuvers that are hazardous in the vehicle's current gear count as permitted. *Note: This means, in gear phases 1 and 2, the player controlling a vehicle will be forced to select maneuvers that are not permitted.*

HOUSE RULE: TEAMMATES

In each issue of *TX*, we'll try to include an optional house rule. These aren't part of the "official" rules, but they might suit you as a way to play.

When playing any *Gaslands* scenario in teams, in addition to the guidelines found on page 36 of the *Gaslands* rulebook, also use the following rules:

When a player has an opportunity to spend audience votes, that player may consider all vehicles on the same team as them as if they were vehicles they control for the purposes of spending audience votes.

Replace "player" with "team" for scenario victory conditions.

SCENARIO: FLAG TAG

SETUP
Lay out some terrain to represent a dystopian demolition derby arena.

POLE POSITION
Players roll-off for pole position. At the end of each gear phase, pass the pole position marker clockwise.

DEPLOYMENT
Each player places a counter, such as a penny, on the table within medium range of any table edge. This is their spawn point. When using audience votes to re-spawn, the vehicle must re-spawn within short range of that player's spawn point.

Starting with the player with pole position, players take it in turns to deploy all of their vehicles within short range of their spawn point.

Each player deploys a flag within medium range of his or her spawn point, and further than medium from any table edge. The flag is a lightweight destructible obstacle.

FLAGS
If a vehicle collides with another player's flag, remove the flag and the team whose vehicle collided with it gains 1VP. At the start of the next gear phase, a player that has no flag in play must redeploy their flag within medium range of their spawn point, and further than medium from any table edge.

VICTORY CONDITIONS
The first player to 3VP is the winner and the game ends.

The Red Corsair by Jeffrey Kelly

SCENARIO: TANK COMMANDER

TEAMS

Do not select teams normally. Instead, each player is given a Rutherford-sponsored team containing two tanks only. Each tank is armed with a 125mm cannon, which begins the game front-mounted.

Optionally, you may agree that each player also gains 10 cans to spend on additional weapons, upgrades and perks.

DEPLOYMENT

Starting with the player with pole position, players take it in turns to place a counter, such as a penny, on the table within medium range of any table edge. This is their spawn point. When using audience votes to respawn, the vehicle must respawn within medium range of that player's spawn point.

Starting with the player with pole position, players take it in turns to deploy all of their vehicles within short range of their spawn point.

SPECIAL RULES

Give Them A Good Show: Tanks have unlimited ammo tokens for their 125mm cannon. This has the desirable side effect of guaranteeing that all wrecked tanks explode automatically.

Turrets: Players may spend 1 audience vote to change the facing of their 125mm cannon to be one of front-mounted, left-mounted, right-mounted or rear-mounted.

On My Mark: Players may spend 1 audience vote to fire an extra shot with their 125mm cannon at any point when they would be allowed to spend votes. This doesn't count as their attack with that weapon for the purposes of their attack step.

Close Range: When any vehicle makes a shooting attack, if the target is within medium range, the attacking vehicle may re-roll all attack dice that fail to hit.

VICTORY CONDITIONS

If a player successfully causes an enemy tank to become wrecked, that player gains 1 Kill.

The first player to 3 Kills is the winner and the game ends.

Note: feel free to play to 5 Kills for a longer game, or 2 Kills if you have a lot of players.

Note: also feel free to combine this scenario with any of the other Gaslands scenarios for Tank Flag Tag or Tank Zombie Bash!
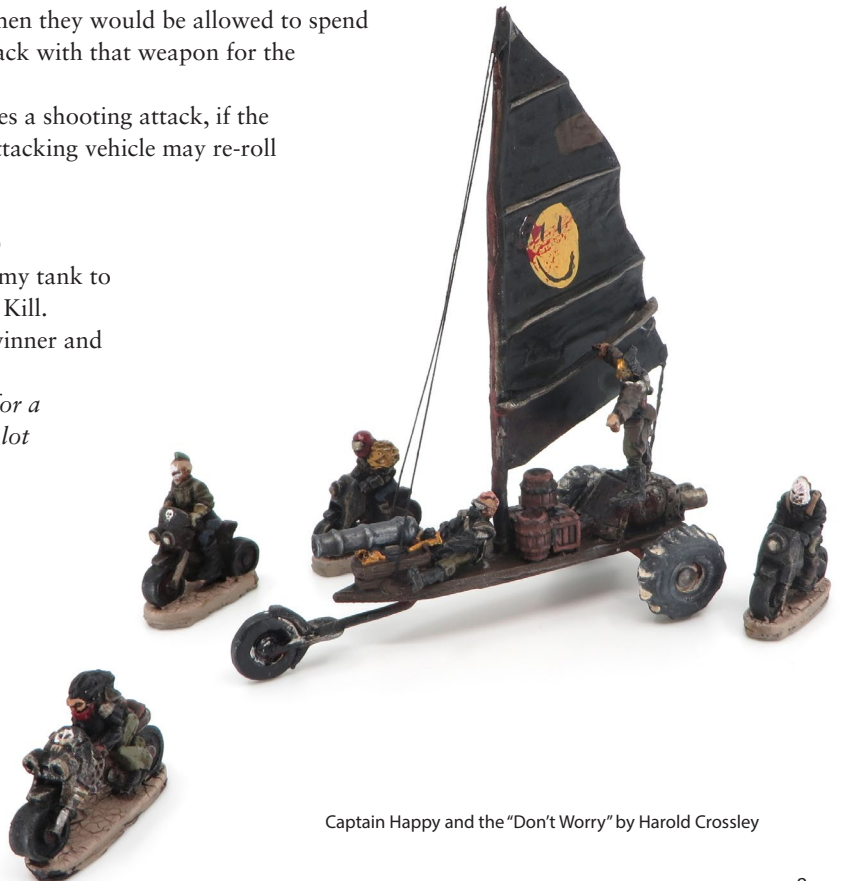
Captain Happy and the "Don't Worry" by Harold Crossley

Alamthea by Thomas Widgren