

# GASLANDS

a game of post-apocalyptic vehicular mayhem

## VEHICLES

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

Vehicle Type	Weight	Hull Points	Handling	Max Gear	Build Slots	Crew	Special Rules	Cost
Drag Racer	Lightweight	4	4	6	2	1	Jet Engine.	5
Ice-cream Truck	Middleweight	10	3	4	2	2	Infuriating Jingle	5
Bike	Lightweight	4	5	6	1	1	Full Throttle. Pivot.	5
Buggy	Lightweight	6	4	6	2	2	Roll Cage.	5
Bike with Sidecar	Lightweight	4	5	6	2	2	Full Throttle. Pivot.	8
Gyrocopter	Middleweight	4	4	6	0	1	Airwolf. Airborne.	10
Car	Middleweight	10	3	5	2	2		12
Jeep	Middleweight	10	3	5	3	2		15
Performance Car	Middleweight	8	4	6	2	1	Slip Away.	15
Truck	Middleweight	12	2	4	3	3		15
Ambulance	Middleweight	12	2	5	3	3	Uppers. Downers.	25
Motorhome	Middleweight	10	3	4	3	3	Mobile Garage.	25
Heavy Truck	Heavyweight	14	2	3	5	4		25
Monster Truck	Heavyweight	10	3	4	2	2	Big Tyres. Crush Attack.	25
Helicopter	Heavyweight	8	3	4	4	2	Airwolf. Airborne.	30*
Bus	Heavyweight	16	2	3	3	8		30
APC	Heavyweight	16	3	4	1	6	Battle Taxi. Sardines.	35
Tank	Heavyweight	20	4	3	4	3	Pivot. Crush Attack. All Terrain.	40*
War Rig	Heavyweight	20	2	4	5	5	See War Rig rules.	40

## UPGRADES

Upgrade Name	Build Slots	Special Rules	Cost
Turret Mounting for Weapon	-	Weapon gains 360 arc of fire.	(x3)
Ejector Seat	-	See special rules.	1
Cluster Bombs	-	See special rules.	1
Improvised Sludge Thrower	1	See special rules.	1
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
Nitro Booster	-	Ammo 1. See special rules.	6

# WEAPONS

*\*\* Only available to teams sponsored by Mishkin*

Weapon Name	Type	Attack	Range	Build Slots	Special Rules	Cost
125mm Cannon	Shooting	8D6	Double	3	Ammo 3. See special rules.	6
Arc Lightning Projector	Shooting	6D6	Double	2	Electrical. Ammo 1. See special rules.	6
BFG	Shooting	10D6	Double	2	Ammo 1. Ridonkulous Firepower.	1
Blunderbuss	Shooting	(D6)	Double	1	Scrapshot.	2
Caltrop Dropper	Dropped	-	Small Burst	1	Ammo 3. See special rules.	1
Combat Laser	Shooting	3D6	Double (Burst)	1	Laser.	5
Death Ray	Shooting	3D6	Double	1	Atomize. Ammo 1.	3
Exploding Ram	Smash	+6D6	Smash	1	Ammo 1. Highly Explosive. See special rules.	3
Flamethrower	Shooting	6D6	Large Template	2	Ammo 3. Large Burst Template. Fire. Explosive.	6
Gas Grenades	Shooting	(1D6)	Medium	-	Crew Fired. Ammo 5. Blitz. Choking Gas.	1
Glue Dropper	Dropped	-	Large Burst	1	Ammo 1. See special rules.	1
Grabber Arm	Shooting	3D6	Short	1	Toss.	6
Grav Gun	Shooting	(3D6)	Double	1	Electrical. Ammo 1. Gravity Manipulation	2
Grenades	Shooting	1D6	Medium	-	Crew Fired. Ammo 5. Blast. Explosive. Blitz.	1
Handgun	Shooting	1D6	Medium	-	Crew Fired.	-
Harpoon	Shooting	(5D6)	Double	1	Harpoon.	2
Heavy Machine Gun	Shooting	3D6	Double	1		4
Homing Missile	Shooting	6D6	-	2	Ammo 3. Blast. Heat-seeking. Highly Explosive.	8
Hypno Ray	Shooting	3D6	Double	1	Electrical. Ammo 1. Mind Control	2
Kinetic Super Booster	Shooting	(6D6)	Double	2	Electrical. Ammo 1. See special rules.	6
Machine Gun	Shooting	2D6	Double	1		2
Magnetic Jammer	Shooting	-	Double	-	Electrical. See special rules.	2
Mines	Dropped	3D6	Small Burst	1	Ammo 1. Blast.	1
Mini-Gun	Shooting	4D6	Double	1		6
Molotov Cocktails	Shooting	1D6	Medium	-	Crew Fired. Ammo 5. Fire. Blitz.	1
Mortar	Shooting	4D6	Double	1	Ammo 3. See special rules.	4
Oil Slick Dropper	Dropped	-	Large Burst	-	Ammo 3. See special rules.	2
Ram	Smash	+2D6	Smash	1	See special rules.	4
RC Car Bombs	Dropped	-	Short	-	Ammo 3. Remote-Controlled Car.	6
Rifle	Shooting	1D6	Double	-	Crew Fired. Specialist.	2
Rockets	Shooting	6D6	Double	2	Ammo 3. Blast. Highly Explosive.	4
Sentry Gun	Dropped	2D6	-	-	Ammo 2. Sentry Gun.	2
Shotgun	Shooting	2D6	Small Burst	-	Crew Fired. Specialist.	3
Smoke	Dropped	-	Large Burst	-	Ammo 3. See special rules.	1
Steel Nets	Shooting	1D6	Medium	-	Crew Fired. Specialist. Entangle.	1
Submachine Guns	Shooting	3D6	Medium	-	Crew fired. Specialist.	6
Thumper	Shooting	-	Medium	2	Electrical. Ammo 1. See special rules.	4
Wreck Lobber	Shooting	-	Double/Dropped	4	Ammo 3. Trebuchet. Low-loader. Dumper	4
Wrecking Ball	Shooting	-	-	1	Steel Ball	4

# 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.