

# GASLANDS

## Errata & FAQs

Version 1.12 – 20 February 2018 – Recent updates in [blue](#).

## ERRATA

### 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."

### WIPEOUT STEP TIMING

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

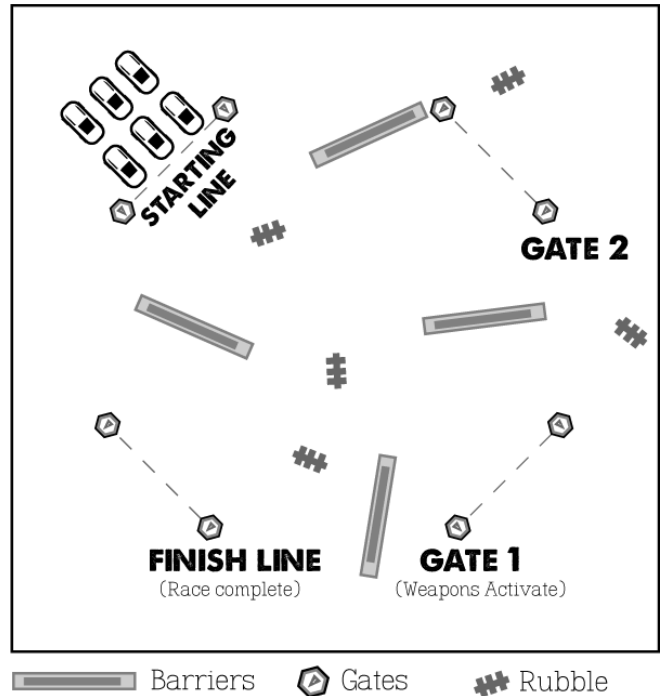
At the start of the Wipe Out Step: check the number of hazard tokens on the dashboard of every in play vehicle. Any in play vehicle that has 6 or more hazard tokens at the start of the Wipe Out Step suffers a WIPEOUT. This is the only time that the number of hazard tokens is checked for the purposes of triggering a wipeout.

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

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)

### DEATH RACE

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



### WAR RIG

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:

<http://gaslands.com/downloads/Gaslands-Timing.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 is 18cm long and 3cm wide.

### 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).

## 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.

## 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 1.7 of the MOVEMENT STEP. The collision will happen in the COLLISION WINDOW after Step 1.7, before the SPIN results are applied.

## 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.

**Can you confirm what size the SHOOTING STICKS are suppose to be?**

The MEDIUM STRAIGHT template is 12cm long, and this is the maximum range of a weapon with MEDIUM RANGE.

The LONG STRAIGHT template is 18cm long, so the maximum range of a DOUBLE RANGE weapon, (when both templates are placed end-to-end), is 30cm.

If you have a 30cm plastic ruler that is a similar width to the maneuver templates, feel free to use that if you prefer.

Very occasionally, a weapon will be SHORT RANGE, which uses the SHORT STRAIGHT template, which is 6cm long.

**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.

## **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 (and so the wreck is removed afterwards, as it is DESTRUCTIBLE).

**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 17, 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 its activate pointing head-first into a mountain tries to drive forward into the mountain, it would end up not moving from its 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".

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).*

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.

## 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.

## 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 examples 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.