

# GASLANDS

## Organised Play Guidelines – DRAFT!

*Version 0.1 – 18 November 2017*

### **GASLANDS TOURNAMENTS**

Gaslands Tournaments are a chance to test your mettle against other players, to see who is the smartest, fastest and most brutal Gaslands driver.

### **TOURNAMENT ORGANISER (TO)**

The TO's word is law.

The TO shall respect The Rule Of Carnage.

### **TOURNAMENT STRUCTURE**

The standard structure for a one day Gaslands Tournament is three rounds, in which each round consists of a single game of Gaslands using the Death Race scenario.

At the TO's discretion, he or she may substitute any number of rounds with any other scenario.

The TO does not have to announce the scenarios in advance of each game.

### **ESCALATION FORMAT**

If the TO chooses, the tournament may have be in escalation format.

In escalation format players are given 50 cans to build their initial teams and play Game 1 with them. Before Game 2 begins, after the scenario is announced, players are given 20 Bonus Cans to improve their teams. Before Game 3 begins, after the scenario is announced, and then players are given a further 20 Bonus Cans to improve their teams.

If the tournament is in escalation format, players may only add vehicles, weapons, update or perks, they much never remove or "sell"

vehicles, weapons, update or perks between games.

### **PLAYERS PER TABLE**

Each round, The TO shall divide players into groups of four, each sharing a single table, with any odd numbers being subtracted from other tables to create as balance set of tables as possible.

*E.g. 14 players shall be divided into two tables of 4 players and two tables of 3 players.*

### **TURN & TIME LIMITS**

Each round shall be 90 minutes, plus 15 minutes settling and setup. There is no maximum turn limit within that time limit. At 75 minutes, the TO will call "15 minutes remaining". At 85 minutes, the TO will call "one more activation each". At 90 minutes: the TO will call "time up".

There is a 5 minute cap on any player's activation, exclude the Wipe Out Step. If a player exceeds the 5 minute limit on their activation, the TO can be informed, and will take any action they deem necessary.

### **RULES, FAQs & ERRATA**

All the advanced rules in the Gaslands rulebook shall be used during a Gaslands tournament.

All clarification and errata in the current official Gaslands FAQ will be used during a Gaslands tournament. The most up to date FAQ document is always available at <http://gaslands.com/downloads/>

## **THE RULE OF CARNAGE**

In Gaslands, if a rule is unclear, choose whichever option results in the most carnage for all concerned. This is The Rule Of Carnage.

## **SPORTSMANSHIP**

Don't be a dick. Also: the TO's word is law.

## **LISTS & PUBLIC INFORMATION**

Each player must select a single sponsor for his or her team.

Each player must have a clearly legible physical statement of the vehicles in their team, detailing all weapons, upgrades and perks for each vehicle.

All lists are public information, and players may ask to review other players' lists at any time.

## **BASES**

Bases are not required in a Gaslands tournament. If they are used, they must conform to the specifications given in the Gaslands rulebook. Any model on an invalid base must be removed from the base or not used.

## **MODELS, MODELLING & PAINTING**

In a Gaslands tournament, all vehicles must be Hot Wheels, Matchbox or similar sized with a maximum footprint of 50mm wide by 100mm long.

There is no requirement for models to be painted.

The model must reasonable represent the Vehicle Type of the vehicle. The TO has the final say on whether a vehicle breaks this rule.

There is no requirement for models to have "accurate" representation of their weapons and equipment.

"Modelling for advantage" is disallowed, and any vehicle that is found to break this rule may not be used in the tournament. Ideally, if one player has a problem with a vehicle as an alternative similar vehicle is available, use the alternative vehicle. The TO has the final say on whether a vehicle breaks this rule.

## **SCORING**

Gaslands Tournaments use the 'championship points' rules from the Gaslands rulebook: 5 points for first, 3 points for second, 1 point for third.

If a game contains only three players, only championship points for first and second place will be awarded. If a game contains only two players, only championship points for first place will be awarded.

If the game is not complete when "times up" is called: compare the relative positions of the vehicles to the gates. The vehicle that has passed the most gates and is closest to its next gate is the winner. The vehicle that has passed the second most gates and is closest to its next gate is the first runner up, and so on.

Players must also note down the number of Audience Votes gained by each player in each game.

At the end of the three games, that player with the most championship points is the winner.

## **TIE-BREAKING**

If, at the end of the three games, two or more players tie for the most championship points,

the player who gained the most Audience Votes during the three games is the winner.

## **BYES**

As multiple players can play on a single table, there should be no need for special arrangement for byes. If you end up with an odd player and not enough tables to redistribute the players, squeeze a fifth player on a table somewhere.

## **SCORE-SHEET**

At the end of each game, each table must turn in a score-sheet to the TO, which must state the Table Number and have the following information per player:

- Player Name
- Final Position
- Championship Points Scored
- Audience Votes Gained