

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