

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
- 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

- 3.1. 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	= Attacker's current gear minus Defender'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: Change gear. THUNDEROUS APPLAUSE: Remove D6 hazard tokens from that vehicle.

2 Votes: EXECUTIVE INTERVENTION: Put enemy vehicle on 5 hazard. RE-LOAD: +1 ammo token. CARPE DIEM: Take pole position, or prevent 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.