

GASLANDS: REFUELLED

Errata & FAQs

Version 1.1 - 3 October 2019 – Recent updates in *pink*

ERRATA

TEMPLATE SUMMARY

On page 18, replace the table with the following table:

Gear	1	2	3	4	5	6
Short Straight	Green	Yellow	Grey	Grey	Grey	Grey
Medium Straight	Green	Green	Green	Green	Grey	Grey
Long Straight	Grey	Grey	Grey	Grey	Yellow	Yellow
Gentle	Green	Green	Yellow	Yellow	Red	Grey
Turn	Green	Yellow	Yellow	Red	Grey	Grey
Hard	Green	Yellow	Red	Grey	Grey	Grey
Hairpin	Yellow	Yellow	Red	Grey	Grey	Grey
Veer	Grey	Green	Yellow	Red	Grey	Grey
Swerve	Grey	Grey	Yellow	Red	Red	Grey

Key:

Green	Permitted & Trivial
Yellow	Permitted
Red	Permitted & Hazardous
Grey	Not Permitted

Due to a printing error, the table in the book does not make it clear which gears each template is NOT permitted in.

ADVANCED WEAPONS

In the table on page 72, the Combat Laser says “See special rules”, but doesn’t have or need any. Please ignore.

DROPPED WEAPONS

On page 77, add the “Large Burst” special rule to each of:

- *Glue Dropper*
- *Oil Slick Dropper*
- *Smoke Dropper*

CLARIFICATIONS

When a wrecked vehicle is respawned, does its ammo reset?

No. It is respawned with the same number and type of ammo tokens it had when it got wrecked.

If you flip while on a ramp, and your movement template touches the end of the ramp?

Yeah, rules as written, you ignore the ramp because the flip movement ignores obstructions, and you don’t trigger it. Rule of cool, you definitely do.

VEHICLES, WEAPONS & UPGRADES

Can a performance car trigger Slip Away during its own activation?

Yes.

Do Dropped Weapons count as “shooting attacks”? Are crew-fired weapons “shooting attacks”?

weapons”? Are grenades and similar “shooting weapons”?

Any weapon that requires a target counts as a shooting weapon and makes shooting attacks. Dropped weapons are not shooting weapons and most make non-shooting attacks (except for the shooting attacks from the Sentry Gun” or the tiny handgun on the RC cars). The Thumper and the Wall Of Amplifiers also don’t make shooting attacks as they don’t require targets.

Does the wording of Wrecking Ball mean all vehicles count as having no weapons or upgrades except Wrecking Ball or that all vehicles except the vehicle with the Wrecking Ball have no weapons or upgrades?

All vehicles count as having no weapons or upgrades, except Wrecking Ball.

SPONSORS & PERKS

Can the Cult use “Fire Walk With Me” and “Purifying Flames” to heal more damage than they take?

Fire Walk With Me says “...may reduce the damage received...” Purifying Flames literally says “This damage cannot be reduced”.

This means, unless you actually take the damage and check off hull points, you don’t heal the other vehicle. No way out of that devil’s deal.

Can vehicles with the Ghost Rider rule both use and be affected by dropped weapons?

Yes.

Can vehicles with the Ghost Rider rule that have been “removed from play” be respawned?

Yes, they can be respawned.

The “removed from play” wording is there to say “don’t wreck the vehicles”. There’s nothing permanent about it. It just stops any effect that might trigger off of the being “wrecked” occurring, such as gaining an audience vote for having a vehicle wrecked.

How does Beverly’s respawn mechanic work?

When you have an opportunity to spend audience votes, you can respawn any vehicle you have lost previously in the game, even if you have more than one vehicle currently in play.

You pay either 3AV or 1AV. If you pay 1AV, you are forced to give the respawned vehicle the ghost rider rule, if you pay the regular 3AV, you are not.

If you pay 1AV to spawn a ghost and you don’t have a non-ghost on the table, that ghost immediately gets removed because of soul anchor, so all that happened is that you wasted a vote.

When a vehicle is forced to reduce its gear by the Highway Patrol’s Siren effect, does it also gain a hazard token for changing gear? Does it gain one or two hazards?

One. The wording is unclear but the intention is that that target vehicle only gains the hazard from changing gear and not an additional hazard as well.

Can a spin/slide/hazard result from Taunt be cancelled?

The skid dice results from Taunt may be cancelled using a shift result during the target’s next activation.

Does the player that declares a PIT reaction both select and place the forced movement template?

No. The controller of the vehicle selects the template for the forced movement and the controller of the target vehicle places it.

When a vehicle uses the Slipstream perk, does the wording mean that they gain a second hazard or just to clarify that they gain the normal one? Does it gain one or two hazards?

One. The wording is unclear but the intention is that the vehicle just gains a single hazard for using the Slipstream effect.

Can I use Eureka to magic up a BFG on a facing other than front-facing?

No. The BFG is specifically front-facing only.

Does Old Fashioned Corn Liquor affect the vehicle carrying it?

Yes. The vehicle is with medium range of itself.