

# GASLANDS: REFUELLED

## Errata & FAQs

Version 1.2 - 28 July 2020 – 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	Permitted & Trivial	Permitted	Not Permitted	Not Permitted	Not Permitted	Not Permitted
Medium Straight	Permitted & Trivial	Permitted & Trivial	Permitted & Trivial	Permitted & Trivial	Not Permitted	Not Permitted
Long Straight	Not Permitted	Not Permitted	Not Permitted	Not Permitted	Permitted	Permitted
Gentle	Permitted & Trivial	Permitted & Trivial	Permitted & Hazardous	Permitted & Hazardous	Permitted & Hazardous	Not Permitted
Turn	Permitted & Trivial	Permitted	Permitted	Permitted & Hazardous	Not Permitted	Not Permitted
Hard	Permitted & Trivial	Permitted	Permitted & Hazardous	Not Permitted	Not Permitted	Not Permitted
Hairpin	Permitted	Permitted	Permitted & Hazardous	Not Permitted	Not Permitted	Not Permitted
Veer	Not Permitted	Permitted & Trivial	Permitted	Permitted & Hazardous	Not Permitted	Not Permitted
Swerve	Not Permitted	Not Permitted	Permitted	Permitted & Hazardous	Permitted & Hazardous	Not Permitted

Key:

Permitted & Trivial
Permitted
Permitted & Hazardous
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.

**What are ‘Evade dice’ and how can they roll a 6+?**

Evade dice are normal D6. They can’t roll more than 6 naturally, but some upgrades and rules give bonuses to the roll, allowing them to have an effective score of more than 6.

**If I activate and wreck, then spend Audience votes to respawn, do I get to activate again?**

No, each vehicle can only activate once in each gear phase that it qualifies for. The respawned vehicle is the

same as the one that was destroyed and so has already taken its activation for this gear phase.

**If I activate and wreck such that my opponent would win with last man standing, can I respawn if I have the votes and stop them winning?**

Yes, there is a chance at the end of every gear phase to spend votes and last man standing doesn't trigger until the gear phase is over, so you have one shot to respawn and save the game.

**If I activate with zero crew in first or second gear there are no templates available (since I have to select a hazardous template) so I have to pick an illegal template, then my opponent has to choose a legal template. How do they do that if none are legal?**

Zero crew means that only hazardous templates are legal during the movement step. The other player selection step of the "touch it use it rule" is outside of the normal movement step and so the other player can select any template normally legal for the zero crew vehicle.

## **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 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.

**Does weight difference effect the dice rolled during a Wrecking Ball collision?**

Yes. Weight difference is not a perk or upgrade and so still effects the number of dice rolled. In the case of a weight increase due to a perk, the vehicle is treated as being its normal starting weight.

**When I purchase a crew weapon for a vehicle how many copies of that weapon do I get and how many crew can use it?**

Each time you buy a crew weapon, you get one copy. Each copy of a crew weapon can only be used by a single crew member at a time, unless it has the "blitz" special rule. Essentially, you have bought a single magnum pistol (for example) and put it into the car: any crewmember can pick it up and fire it, but two people can't fire it at the same time.

**If I harpoon a car and drag it backwards so that its rear contacts my front, is that a head-on because they moved in reverse?**

No. Moving in reverse is its own specific rule, being dragged backwards is different, this would be a rear ender.

### **If I harpoon the rear of a car into my side what then?**

That's a T-bone, since the contact of rear and side qualifies both as rear ender and T-bone, rule of carnage selects T-bone.

### **Since harpoon hits don't do damage can they be evaded before hits with damage and no special rules?**

No. Hits with special rules must be evaded after ones without, irrespective of the damage potential of those hits.

### **If I have two harpoons fitted and hit the same car with both of them, do I spend two hits spinning them towards me?**

No, you pool your results then resolve them, so you got however many harpoon hits from both harpoons, the first of which spins the target, the rest reel them in.

### **If I spin a target with the harpoon and an obstacle stops them so they're not facing me, do I pull them in a line away from me, or sideways towards me or what?**

You don't get to pull them at all. The harpoon lets you move cars short straight directly towards you only, if you can't move them short straight in a way that goes straight towards you then you can't move them, and you only get to use short straights aligned at the front or back end of the vehicle.

### **Can I drag someone through multiple non-destructible obstacles with a harpoon?**

No. The harpoon moves are not part of the movement step, rather they are forced moves, so a vehicle does not ignore obstacles that they start touching during them. Between this and the previous rule, you only get to harpoon a vehicle into a single collision per harpoon hit.

### **If I fit a lightweight trailer onto a heavyweight vehicle and someone collides with it, what weight class do I count as?**

Heavyweight. Trailers are upgrades and don't actually have a weight class, only vehicles and obstacles have weight classes, the trailer changes the footprint of a vehicle, but not its weight class.

Lightweight, Middleweight and Heavyweight are here just confusing names, not rules categories, think of them as small, medium and large if that helps.

### **Bombs Away/Trunk of Junk says that I can attack any number of times with dropped weapons. Does this mean that I can attack more times than I have crew/fitted weapons/ammo?**

No. The normal rules only allow you to attack with one dropped weapon per activation, Bombs Away and Trunk of Junk allow you to ignore this rule. You still need the ammo, crew and enough copies of the weapon or enough different weapons to attack multiple times.

## **SPONSORS & PERKS**

### **Can the "Highway to Hell" perk be used before gate 1 in a Death Race?**

Yes, as with all perks it is active from the start line.

### **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.

### **Can a vehicle with the Ghost Rider rule pick up zombies during the “Zombie Bash” scenario?**

No, a vehicle with the Ghost Rider rule can never contribute to the victory conditions of a scenario, so they cannot pick up Flags in Capture the Flag or Zombies during Zombie Bash.

### **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.

### **Does the PIT allow normal collision reactions?**

Yes, but you can’t evade it, and since both vehicles aren’t evading, Smashing back is really the only sane choice.

### **Does PIT do any damage?**

No. Though if you’re doing it right the target ought to find a wall in their immediate future...

### **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.

### **Do I have to have bought the weapon that I select when using the Eureka perk?**

No, that's sort of the point.

### **Can Rusty use a long straight with a Nitro?**

Yes. Rusty doesn't consider the long straight permitted, but can still use it as a forced movement, as can anyone when they use a Nitro in a gear when the Long isn't normally permitted. If other forced movement causes Rusty to use a straight, that's fine too.

### **Does Old Fashioned Corn Liquor affect the vehicle carrying it?**

Yes. The vehicle is with medium range of itself.

### **If I use 'Don't Come Knocking' and pick up 4 hazards, can I trigger other abilities that require me to gain hazards, like 'Dead Weight'?**

No. Dead Weight (for example) says "*this vehicle may gain 2 Hazard Tokens to count as one weight-class heavier*".

Gaining the hazard tokens is the payment you must make to activate the ability: if you can't gain the tokens, you can't get the effect.

### **Since Vehicles are in range of themselves, do I get hit by my own 'Splashback' attack?**

No, although you're in range of yourself, only other vehicles are valid targets for attacks (p30), so you're not a valid target for your splashback attack.

### **Can I target myself with 'Taunt'?**

No, only other vehicles are valid targets for anything that requires a target (p30).

## **SCENARIOS**

### **During "Capture the Flag" what happens if a vehicle carrying a Flag drives off the play area?**

Technically it would mean that the Flag is potentially forever unreachable. Instead, when a vehicle leaves play, drop the Flag within short range of the point that the vehicle exited the table.

### **During "Capture the Flag" what happens if a vehicle carrying a Flag explodes?**

Technically it would mean that the Flag is potentially forever unreachable. Instead, drop the flag within short range of the vehicle before it explodes.