

GASLANDS

a game of post-apocalyptic vehicular mayhem

★ Only available to teams sponsored by Rutherford.

VEHICLES

Vehicle Type	Weight	Hull	Handling	Max Gear	Crew	Build Slots	Special Rules	Cost
Drag Racer	Lightweight	4	4	6	1	2	Jet Engine.	5
Bike	Lightweight	4	5	6	1	1	Full Throttle. Pivot.	5
Buggy	Lightweight	6	4	6	2	2	Roll Cage.	6
Bike with Sidecar	Lightweight	4	5	6	2	2	Full Throttle. Pivot.	8
Ice-cream Truck	Middleweight	10	2	4	2	2	Infuriating Jingle.	8
Gyrocopter	Middleweight	4	4	6	1	0	Airwolf. Airborne.	10
Car	Middleweight	10	3	5	2	2		12
Performance Car	Middleweight	8	4	6	1	2	Slip Away.	15
Truck	Middleweight	12	2	4	3	3		15
Ambulance	Middleweight	12	2	5	3	3	Uppers. Downers.	20
Heavy Truck	Heavyweight	14	2	3	4	5		25
Monster Truck	Heavyweight	10	3	4	2	2	All Terrain. Up And Over.	25
Bus	Heavyweight	16	2	3	8	3		30
Helicopter ★	Heavyweight	8	3	4	3	4	Airwolf. Airborne. Restricted	30
Tank ★	Heavyweight	20	4	3	3	4	Pivot. Up And Over. All Terrain. Turret. Restricted	40
War Rig	Heavyweight	26	2	4	5	5	See War Rig rules.	40

UPGRADES

✂ Only available to teams sponsored by Mishkin ☉ Only available to teams sponsored by Rusty

Upgrade Name	Build Slots	Special Rules	Cost
Armour Plating	1	+2 Hull points	4
Experimental Nuclear Engine ✂	-	Electrical. See special rules.	5
Experimental Teleporter ✂	-	Electrical. See special rules.	7
Exploding Ram	-	Ammo 1. See special rules.	3
Extra Crewmember	-	+1 Crew, up to a maximum of twice the vehicle's starting crew value	4
Improvised Sludge Thrower	1	See special rules.	2
Nitro Booster	-	Ammo 1. See special rules.	6
Ram	1	See special rules.	4
Roll Cage	1	See special rules.	4
Tank Tracks	1	-1 Max gear. +1 Handling. See special rules.	4
Turret Mounting for Weapon	-	Weapon gains 360 arc of fire.	(x3)
Trailer (Lightweight) ☉	-	Trailer	4
Trailer (Middleweight) ☉	(+1)	Trailer. May only be purchased for middleweight and heavyweight vehicles.	8
Trailer (Heavyweight) ☉	(+3)	Trailer. May only be purchased for heavyweight vehicles.	12

WEAPONS

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Weapon Name	Range	Attack Dice	Build Slots	Special Rules	Cost
125mm Cannon	Double	8D6	3	Ammo 3. Blast. See special rules.	6
Arc Lightning Projector ✂	Double	6D6	2	Ammo 1. Electrical. See special rules.	6
Bazooka	Double	3D6	2	Ammo 3. Blast.	4
BFG	Double	10D6	3	Ammo 1. See special rules.	1
Blunderbuss	Small Burst	2D6	-	Crew Fired. Splash.	2
Caltrop Dropper	Dropped	2D6	1	Ammo 3. Small Burst. See special rules.	1
Combat Laser	Double	3D6	1	Splash.	5
Death Ray ✂	Double	3D6	1	Ammo 1. Electrical. See special rules.	3
Flamethrower	Large Burst	6D6	2	Ammo 3. Splash. Fire. Indirect.	4
Gas Grenades	Medium	(1D6)	-	Ammo 5. Crew Fired. Indirect. Blitz. See special rules.	1
Glue Dropper	Dropped	-	1	Ammo 1. Large Burst. See special rules.	1
Grabber Arm	Short	3D6	1	See special rules.	6
Grav Gun ✂	Double	(3D6)	1	Ammo 1. Electrical. See special rules.	2
Grenades	Medium	1D6	-	Ammo 5. Crew Fired. Blast. Indirect. Blitz.	1
Handgun	Medium	1D6	-	Crew Fired.	-
Harpoon	Double	(5D6)	1	See special rules.	2
Heavy Machine Gun	Double	3D6	1		3
Kinetic Super Booster ✂	Double	(6D6)	2	Ammo 1. Electrical. See special rules.	6
Machine Gun	Double	2D6	1		2
Magnetic Jammer ✂	Double	-	-	Electrical. See special rules.	2
Magnum	Double	1D6	-	Crew Fired. Blast.	3
Mine Dropper	Dropped	4D6	1	Ammo 3. Small Burst. Blast. See special rules.	1
Mini-Gun	Double	4D6	1		5
Molotov Cocktails	Medium	1D6	-	Ammo 5. Crew Fired. Fire. Indirect. Blitz.	1
Mortar	Double	4D6	1	Ammo 3. Indirect.	4
Napalm Dropper	Dropped	4D6	1	Ammo 3. Small Burst. Fire. See special rules.	1
Oil Slick Dropper	Dropped	-	-	Ammo 3. Large Burst. See special rules.	2
RC Car Bombs	Dropped	4D6	-	Ammo 3. See special rules.	3
Rockets	Double	6D6	2	Ammo 3.	5
Sentry Gun	Dropped	2D6	-	Ammo 3. See special rules.	3
Shotgun	Long	*	-	Crew Fired. See special rules.	4
Smoke Dropper	Dropped	-	-	Ammo 3. Large Burst. See special rules.	1
Steel Nets	Short	(3D6)	-	Crew Fired. Blast. See special rules.	2
Submachine Gun	Medium	3D6	-	Crew fired.	5
Thumper ✂	Medium	-	2	Ammo 1. Electrical. Indirect. 360°. See special rules.	4
Wall Of Amplifiers	Medium	-	3	360° arc of fire. See special rules.	4
Wreck Lobber	Double/Dropped	-	4	Ammo 3. See special rules.	4
Wrecking Ball	Short	*	3	See special rules.	2

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
 - (Optional) +1 hazard to Push It
- 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 tokens 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

- 3.0. Check hazard tokens on all vehicles. Any in play vehicle that has 6 or more hazard tokens suffers a WIPEOUT (see steps 3.1 to 3.6)
- 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 >

GETTING WRECKED

1. Short straight move forward
< COLLISION WINDOW >
2. Become a wreck
3. Explosion check: Roll D6 + ammo: explode on 6+
4. If vehicle explodes: attack everything within medium range with explosion attack with Blast as table:

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	Faster participant's current gear minus the slower participant'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: Stick-shift.

THUNDEROUS APPLAUSE: Remove D6 hazard tokens from a vehicle you control.

2 Votes: RE-LOAD: +1 ammo token. EXECUTIVE

INTERVENTION: Put enemy vehicle on 5 hazards.

CARPE DIEM: Take pole position, or prevent its 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.