

GASLANDS: QUICK REFERENCE

Each Round 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 movement template
- 1.2. Place the movement template
- 1.3. (Optional) Roll Skid Dice up to Handling value
 - (Optional) +1 hazard to Push It
- 1.4. Spend SHIFT results:
 - Discard one HAZARD, SLIDE or SPIN result
 - Change gear up or down by 1, +1 hazard token
 - Discard one hazard token from this vehicle
 - Discard without effect
- 1.5. Gain hazard tokens from HAZARD, SLIDE and SPIN
- 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, assign crewmembers to weapons, declare targets, check range, line of sight.
- 2.2. Roll Attack Dice: 4+ to hit, 6 is 2 hits, cover is -1 to hit
< COLLISION WINDOW >
- 2.3. Roll Evades: dice equal to current gear, 6+ to cancel a hit
- 2.4. Damage: Check off hull points

3. WIPEOUT STEP

Check hazard tokens on all vehicles. Any in play vehicle that has 6 or more hazard tokens suffers a WIPEOUT.

- 3.1. Flip check: roll equal to or over current gear ELSE suffer 2 hits and forced move medium straight forward
< COLLISION WINDOW >
- 3.2. Reset: Reduce current gear to 1, remove all hazard tokens
- 3.3. Lose Control: player clockwise of the controller rotates the vehicle about its centre point to any facing
< COLLISION WINDOW >

GETTING WRECKED

1. Forced move Short straight forward
< COLLISION WINDOW >
2. Reset: Reduce current gear to 1, remove all hazard tokens
3. Explosion check: Roll D6 + ammo: explode on 6+
4. Become a wreck

EXPLOSIONS

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: Change gear. THUNDEROUS APPLAUSE: Remove D6 hazards from one of your vehicles.

2 Votes: RE-LOAD: +1 ammo token. EXECUTIVE INTERVENTION: Put enemy vehicle on 5 hazards. CARPE DIEM: Give/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.