



# GASLANDS

Post-Apocalyptic Vehicular Combat

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**OSPREY**  
WARGAMES



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# TIMELINE

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- 1969: Apollo II, first manned Moon landing
- 1976: Ares I, first manned Mars landing
- 1979: August, first Martian settlement
- 1982: Civilian Martian colonisation begins
- 1991: Martian Secession
- 1999: Martian Attack and Earth's collapse
- 2008: Gaslands TV show launches
- 2018: Present day. Gaslands 10-year anniversary

## GASLANDS

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The year is 2018. Earth has been under Martian occupation for 19 years. The war left much of Earth destroyed and her population enslaved by the corporations of Mars and their relentless efficiency.

Earth is a ghetto. All money goes to Mars. While some resent those that betray their fellows to work for a Martian corporations, many simply cannot afford ideals.

The Internet is gone, but television continues under the global control of The Network, a nest of greedy and traitorous Martian collaborators. The Network's executive producer and chief anchor man, David Logan, is responsible for its line-up of ultra-violent blood sports and gas-guzzling death games.

The jewel in The Network's crown is Gaslands: broadcasting amateur and professional death races from across the world as teams battle for a place in the prime-time international final.

This spring Logan is offering a prize unique in the ten-year history of Gaslands: a one-way ticket to Mars. Escape from the broken and crumbling Earth to make a new life in that haven of the rich and happy.

The deadliest death races! The wildest half-time extravaganzas! The craziest audience participation! Everywhere David Logan's executive intervention can be felt. His vision is simple. This year must be the most spectacular Gaslands season ever.

Gaslands. Every Tuesday and Saturday night, 21:00 Central Mars Time.

## GAME OVERVIEW

### Here's the 60-second version of *Gaslands*...

To get started, buy your teams and choose a scenario. Set up some post-apocalyptic terrain, deploy your cars and roll-off for the first move.

Each turn, you count up from gear 1 to gear 6 and in each gear phase you activate every vehicle currently in that gear or higher. Cars in higher gears will therefore move more often than cars in lower gears.

To move, you pick a template that is allowed by the gear that you are currently in and place it down in front of your car. If you touch a template you must use it!

Before you move your car, throw some skid dice to shift gears, spin or slide. When it comes to the skid dice, shift results are good and hazard results are bad.

Shifting gears, sliding and other actions are going to cause you to build up hazard tokens on your car. If you pick up six hazard tokens you wipe out at the end of the current activation. You can use the shift results on the skid dice to clear hazard tokens, so keep an eye on them.

After making your skid check, move your vehicle along the template into its final position. If you drive into anything, you resolve a collision. Collisions are normally bad news for the lighter vehicle, and worse for everyone if they are head-on.

After a car moves, it has a chance to attack. You can make one attack for each crewmember. If you're getting shot at, you can try to evade the attacks.

If you take too much damage, eventually you are going to get wrecked and might also explode.

When racing you have to drive through the gates, in order, in the right direction and faster than the other guys.



## THE RULE OF CARNAGE

In *Gaslands*, if a rule is unclear, choose whichever option results in the most carnage for all concerned. This is The Rule of Carnage.

## SPECIFIC RULES

The text of a specific rule can conflict with the general rules. In case of a conflict, the text relating to the more specific circumstance overrides the more general rule.

## WHAT YOU'LL NEED

### TOY CARS

You'll need to start with a small collection of post-apocalyptic cars, trucks or buggies in any scale. The rules assume you are using die-cast toy cars, (roughly 20mm scale), which are inexpensive and readily available.

### DASHBOARDS

You should print a DASHBOARD for each vehicle you control. It is a quick reference for your vehicle, and used for recording current values for hull points and gear. You can either photocopy the vehicle dashboards at the back of this book, or download and print them from [Gaslands.com](http://Gaslands.com).

Place a six-sided dice (D6) in the GEAR BOX, with the appropriate side face-up, to show the vehicle's current gear. Check off the hull points with a pencil as they are lost. Note down any weapons or upgrades in the box provided.

### MANEUVER TEMPLATES

You will need a set of custom templates, with which movement and weapons are measured. You will find these templates on the last pages of this rulebook. Photocopy these, stick them to some cereal box cardboard and cut them out with scissors or a craft knife.

### DICE

You only need six-sided dice (D6) to play *Gaslands*. Whenever these rules refer to a die, use a D6.

### SKID DICE

If you are feeling industrious, you might want to make some custom skid dice, perhaps by printing the symbols on sticky labels and using blank dice.

### TABLE

You'll need a flat surface to play on that is roughly 3'x 3' or larger. A 4'x 4' board is recommended.

### TERRAIN

Terrain such as obstacles, areas of rough ground, tin shacks, barricades, ramps, oil cans, and road sections will add much to the game, but are not required.

### TOKENS

At a minimum, you will need a set of matching tokens to represent hazard tokens. You may also find using tokens to track which vehicle has activated, how much ammo weapons have left, who has pole position, and so on useful. They are not required to play the game.

You will find a full selection of tokens and markers in the last pages of this rulebook. Gaming gems, bottle caps, or tokens scavenged from other board games (in true post-apocalyptic style!) work just as well too.

### BASES

You are not required to base your vehicles, the choice is yours. Toy cars tend to have a pretty regular footprint, so you shouldn't find too many issues unless your converted vehicles are particularly crazy. If you don't use bases, all measurements are from and to the body of the vehicle.

If you do choose to use bases, the minimum recommended sizes are as follows:

Vehicle	Minimum Base Size
Bikes	20mm x 30mm
Most vehicles	30mm x 60mm
Monster Truck, Tank	40mm x 80mm
Bus	40mm x 100mm
War Rig	CAB: 50mm x 80mm TRAILER: 50mm x 150mm

If you use bases, all measurements are made from and to the bases.

## VEHICLES

Vehicles are defined by the following statistics:

- Max Gear
- Handling
- Crew
- Weight
- Hull Points
- Build Slots
- Cost (in Cans)

### MAX GEAR

Every vehicle has a MAX GEAR value. A vehicle's current gear may never exceed its max gear. See "Movement" (page 9).

### HANDLING

Every vehicle has a HANDLING value, which affects how many SKID DICE the vehicle can roll. See "skid check" (page 15).

### CREW

Every vehicle has a CREW value. This indicates how many CREWMEMBERS the vehicle has. The more crewmembers a vehicle has, the more attacks it can make during the attack step. See "Attack Step" (pages 23).

Every crewmember is armed with a handgun by default.

### WEIGHT

Every vehicle has a WEIGHT, which indicates how solid and heavy it is. For example, bikes are LIGHTWEIGHT, cars are MIDDLEWEIGHT, and buses are HEAVYWEIGHT. See "Collisions" and "Damage" (page 18 and 28).

The Cult of Speed has spread even to the hellish wastelands of Europe, where gasoline is rarer than fresh water.

### HULL POINTS

A vehicle's HULL POINTS indicate how much punishment it can take before it is immobilised (perhaps in a ball of flames). Hull points will be reduced by enemy attacks and collisions. When a vehicle is reduced to zero hull points it is wrecked. See "Damage" (page 28).

### BUILD SLOTS

Each vehicle has a number of BUILD SLOTS. When constructing a vehicle, weapons and upgrades have a COST but they also require a number of available build slots. Once weapons and upgrades have used up a vehicle's available build slots no more may be fitted. See "Creating a Team" (page 29).





# AFTERTHOUGHTS

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## ORGANISED PLAY

Current rules and guidelines for organised play for *Gaslands* are available at [Gaslands.com](http://Gaslands.com). We love it when people run events, so make sure to let us know and we'll do what we can to let others know about it.

## TEMPLATES & DICE

You can get hold of high-quality *Gaslands* plastic templates, tokens and skid dice directly from [Gaslands.com](http://Gaslands.com)

## RACETRACK LAYOUTS

The layout you choose for your *Gaslands* Death Race can make a big difference to the length of the game and the amount of interaction between the lead vehicles and the laggards. Visit [Gaslands.com](http://Gaslands.com) to see layouts that other players have submitted, and to submit your own.

## CHANGING THE SCALE

For the standard “toy cars” scale, which is very roughly 20mm, the long straight template is 18cm long and 3.5cm wide and we play on a 4'x4' table. To play *Gaslands* with 28mm scale



vehicles, photocopy the templates at 130% original size (i.e. from A4 to A3) and use a 6'x4' or 8'x4' table. To play *Gaslands* with 10mm, 15mm or "micro" scale vehicles, photocopy the templates at 70% original size (i.e. from A4 to A5) and use a 3'x3' table

## CHANGING THE SETTING

The *Gaslands* rules are perfectly suited to a range of settings outside of the post-apocalyptic one we provide.

You might use these rules to play games based on 1970s cop shows, wacky races, sci-fi anti-grav or pod racing, space-orc buggy battles, Hollywood action chase sequences, NASCAR, Formula One, caveman car racing, powerboat racing, a robotic rally on a factory floor, a breakfast-table micro-machines race, skateboards or hover-boards, skiing, bicycle racing, zero-gravity EVA or jetpack combat, banger racing, demolition derby, motor-X, monster truck shows, and (maybe) even chariot racing.

*Gaslands* should suit most any kind of vehicle racing situation, or any situation where you need to simulate the competitors having momentum rather than be able to change direction at will.

Find out more at [Gaslands.com](http://Gaslands.com)

## QUICK REFERENCE

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Each Turn proceeds through gear phases 1 through 6.

### GEAR PHASE

In each gear phase, activate each vehicle in that gear or higher, starting with the player in pole position and proceeding clockwise.

### FULL ACTIVATION TIMING STEPS

#### 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 token
  - Stick-shift down: -1 current gear, +1 hazard token
  - 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

#### 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)

#### COLLISION WINDOW

- 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



## WIPEOUT STEP

- 3.1 Make a flip check: roll equal to or over the vehicle's current gear to succeed
- 3.2 If the flip check is failed suffer 2 hits
- 3.3 If the flip check is 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

## COLLISIONS

Collisions interrupt the normal flow of play, and must be resolved as soon as they occur.

- 1 Active vehicle declares either 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

## WRECKED

- 1 Short straight move forward

## COLLISION WINDOW

- 2 Become a wreck
- 3 Explosion check: Roll D6+ammo tokens, explodes on 6+

If vehicle explodes: attack everything within medium range with explosion attack with Blast:

WEIGHT	EXPLOSION ATTACK DICE
Lightweight	2D6
Middleweight	4D6
Heavyweight	6D6

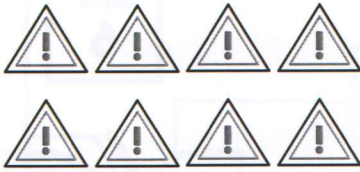
## SPENDING AUDIENCE VOTES

- 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 tokens.
  - **RE-LOAD:** +1 ammo token.
  - **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.



# TEMPLATES

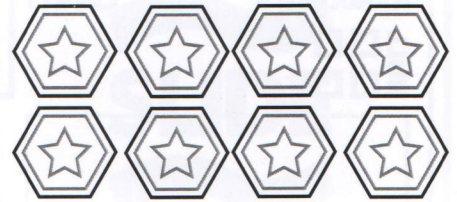
HAZARD TOKENS



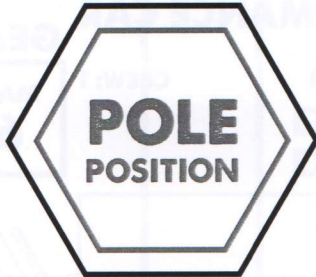
AMMO TOKENS



VOTE TOKENS



POLE POSITION TOKEN



## HELICOPTER

**HANDLING: 3**      **CREW: 2**

**HULL**

**GEAR**  
MAX  
**4**

ACTIVATED

**HEAVYWEIGHT**

## GYROCOPTER

**HANDLING: 4**      **CREW: 1**

**HULL**

**GEAR**  
MAX  
**6**

ACTIVATED

**MIDDLEWEIGHT**

## BUS

**HANDLING: 2**      **CREW: 8**

**HULL**

**GEAR**  
MAX  
**3**

ACTIVATED

**HEAVYWEIGHT**

## WAR RIG

**HANDLING: 2**      **CREW: 5**

**HULL**

**GEAR**  
MAX  
**4**

ACTIVATED

**HEAVYWEIGHT**

## TANK

**HANDLING: 4**      **CREW: 3**

**HULL**

**GEAR**  
MAX  
**3**

ACTIVATED

**HEAVYWEIGHT**


**BIKE**

HANDLING: 5      CREW: 1

HULL

**GEAR**  
MAX  
**6**

LIGHTWEIGHT

ACTIVATED 


**BUGGY**

HANDLING: 4      CREW: 2

HULL

**GEAR**  
MAX  
**6**

LIGHTWEIGHT

ACTIVATED 


**CAR**

HANDLING: 3      CREW: 2

HULL

**GEAR**  
MAX  
**5**

MIDDLEWEIGHT

ACTIVATED 


**PERFORMANCE CAR**

HANDLING: 4      CREW: 1

HULL

**GEAR**  
MAX  
**6**

MIDDLEWEIGHT

ACTIVATED 


**PICKUP TRUCK**

HANDLING: 2      CREW: 3

HULL

**GEAR**  
MAX  
**4**

MIDDLEWEIGHT

ACTIVATED 


**MONSTER TRUCK**

HANDLING: 3      CREW: 2

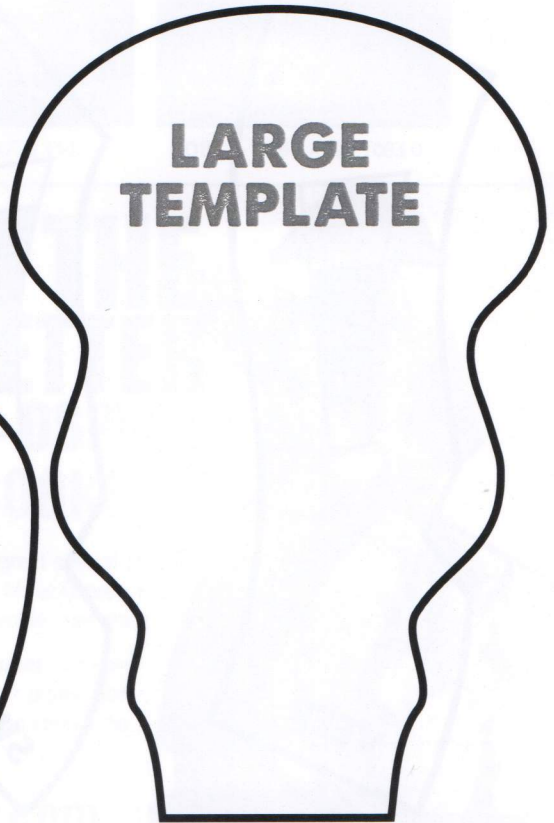
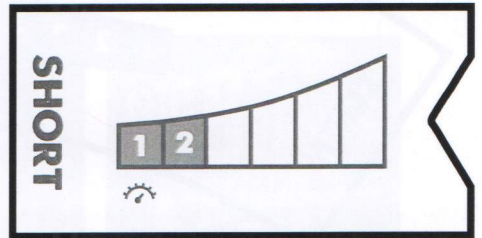
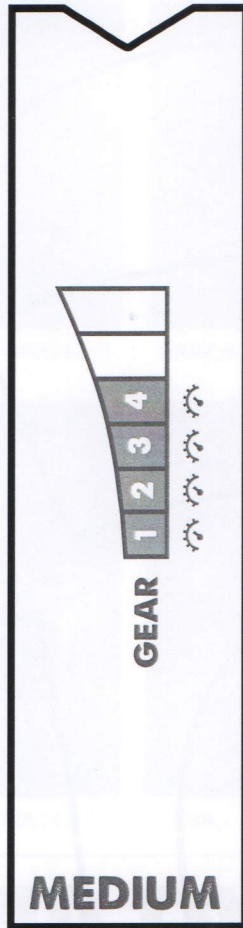
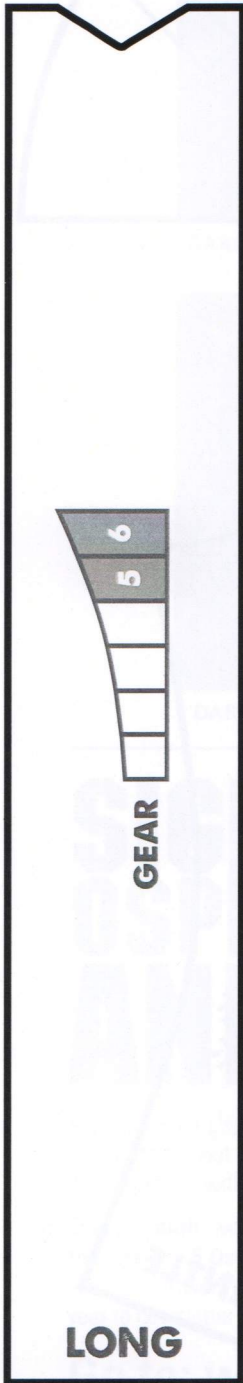
HULL

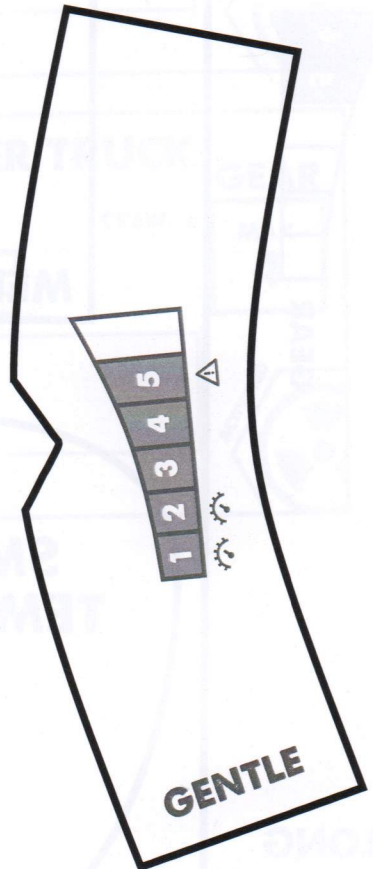
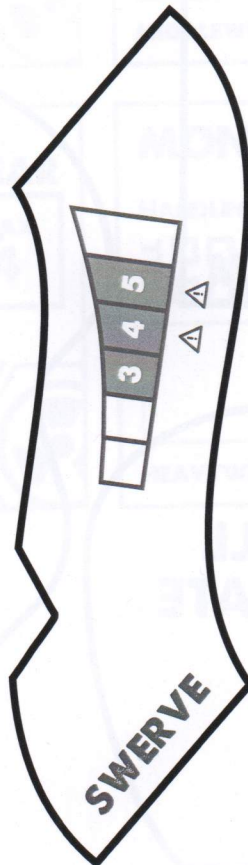
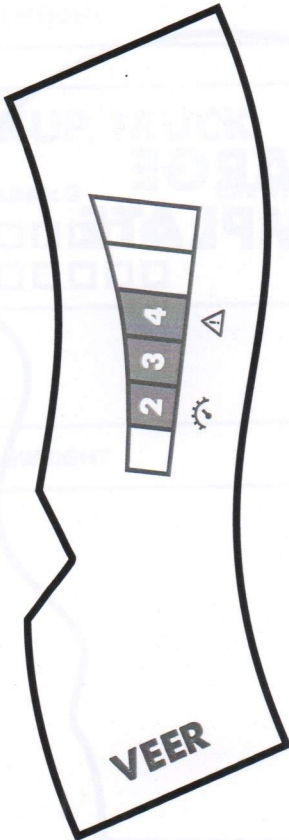
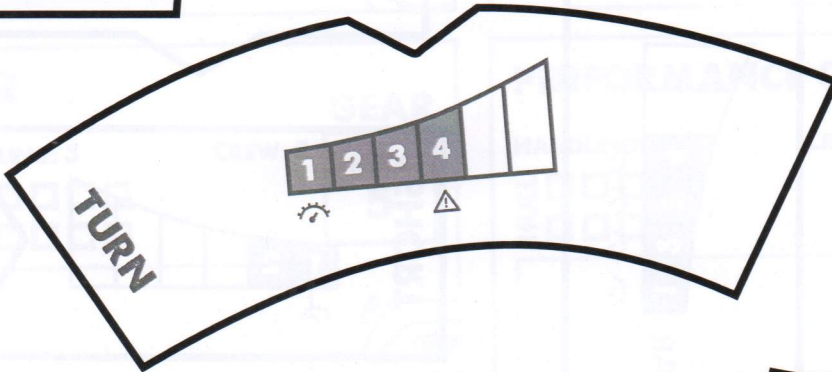
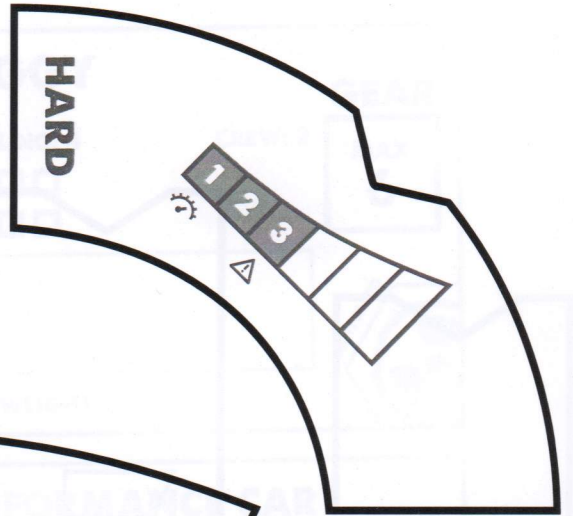
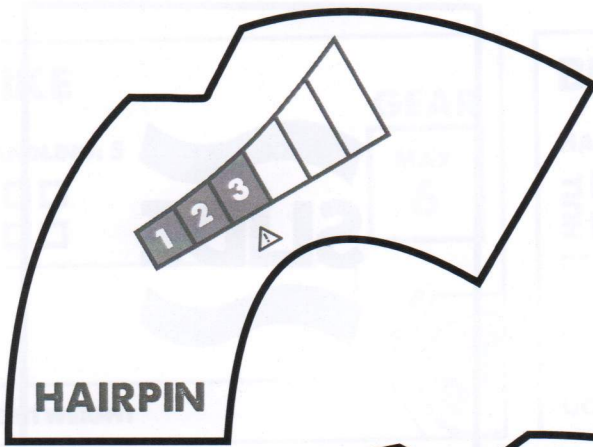
**GEAR**  
MAX  
**4**

HEAVYWEIGHT

ACTIVATED 











# GASLANDS

## Post-Apocalyptic Vehicular Combat

Shoot, ram, skid and loot your way through the ruins of civilisation with *Gaslands*, a tabletop miniature wargame of car-on-car destruction set in a post-apocalyptic wasteland. With the ravaged Earth under the control of the elite on Mars, contestants are forced to compete in front of baying crowds in *Gaslands*, TV's premier death race. Players take control of small fleets of armed vehicles and engage in battles for resources, dominance and survival, hoping to make it to the prime time final where victory means the possibility of escaping the blasted remains of the Earth. With rules for multiple vehicle types (from motorbikes and pickup trucks, all the way to big rigs and tanks), varied special weapons and accessories (including oil slicks, caltrops and nitro boosters), and a host of options for scenarios, environmental conditions, crew and campaigns, players can tailor games to match their own visions of an anarchic future.

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