

# DOWN UNDER ROAD RACE GASLANDS REFUELLED GROUP NORTH HISTORICAL WARGAMES SOCIETY 6PM-10:30PM SATURDAY JULY 17

The lights can be seen for kilometres, attracting everything that can move like moths to a deadly flame. And for many people driving across the arid plains, that will be their fate. But for one, they'll be seeing those lights from the dizzying heights of space as they make their way to Mars.

Join us at Group North for the carnage of Gaslands.

The event will run from 6PM with an intended end time no later than 10PM. Entry fee will be \$5 for members, \$10 for non-members. For family groups (one adult, one under 18) the fee will be \$10 for members, \$15 for non-members. Fees will be collected at the start time.

Three scenarios will be used for the night, each with 90 minute rounds. The Tournament Organiser reserves the right to edit round or tournament time on the night.

# BUILDS

Each player will prepare a 50 can list using one of the Sponsors from the rulebook. Only Basic Vehicles can be used. Advanced Weapons may be used. Perks may be purchased (based on Sponsor).

The same list is used in all rounds.

## GAME.

Each table will be a 4'x4' table space. Up to 4 players will be allocated per table each round. Players will be randomly allocated to pools each round. Identical match-ups to previous rounds will be regenerated (the audience doesn't like repeats).

Audience votes will be used in all scenarios.

If time is called for a round finish the current gear phase and then determine the tournament points.

The player with the most tournament points after round 3 will claim the title of the first Down Under Road Racer.

### SCENARIOS

### **Round 1 – Capture the Flag**

At the end of the game you will score

3 tournament points – If you win the game

1 tournament point – If you control one flag

0 tournament points – If you have no flags.

## **Round 2 – Flag Tag**

Players will score tournament points equal to their victory points at the end of the game.

## **Round 3 – Arena of Death**

Each player will have two turrets to place.

At the end of the game the winner will score 3 tournament points.

If there is no winner, each player still with an active car will score 1 tournament point.

#### RULES

Rules from the main book and any errata and FAQ clarification apply.

https://gaslands.com/wp-content/uploads/Gaslands-Refuelled-FAQ.pdf

#### MORE DETAILS

Follow details of the event on Facebook at <u>https://www.facebook.com/events/984354302302045</u>

Follow <u>http://www.groupnorth.club/</u> for updates.

This is Players Pack v1, release 20/6/2021.