



DOWN UNDER ROAD RACE

GASLANDS REFUELLED

GROUP NORTH HISTORICAL WARGAMES SOCIETY
6PM-10:30PM SATURDAY NOVEMBER 6

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 10:30PM. Entry fee is a door-fee for members, \$10 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. All 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).

Each scenario will define how points are scored. Players tally up all of the tournament points earned in a round adding them to a total across all games. The player with the most tournament points after round 3 will claim the title of the Down Under Road Racer.

Audience votes will be used in all scenarios. Players can trade in two tournament points earned in the current round for an audience vote any time before they are allowed to spend an Audience vote.

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

BONUS PACKS

Each game will have bonus packs deployed. These are markers that are assigned and placed face down. The markers are 25mm squares. Each bonus marker can not be closer than medium straight distance from another marker or non-destructible terrain. The markers are placed before players select starting locations in Pole position order. Each player places two markers down.

When a car completes a movement that overlaps the marker then it is removed and the player rolls a d8 on the table below. A car may slide over a marker and count that as contact. Markers count as dropped weapons for what vehicles can interact. If a marker is after the slide notch for a sliding vehicle then it is not overlapped.

Marker effects are:

- Ammo (1), +1 ammo for the current vehicle, or gain a Grenade ammo slot if the vehicle has no ammo slots available
- Cheer (2-3), +1 audience vote
- Calm (4-5), Remove a hazard token
- Rough (6), Gain a hazard token
- Oil (7), after movement completes the next activating player can spin the vehicle to face any direction
- Smokescreen (8), after movement vehicle is considered Distracted and in Cover until it next activates

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 <https://www.facebook.com/events/539925387086768>

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

This is Players Pack v2, release 4/11/2021.

SCENARIOS

ROUND 1 PINBALL

SETUP

Four pinball bumpers are placed on the map, approximately in the middle and one foot in from the edge but at least medium away from any terrain. These are lightweight obstacles. Each is marked with a unique number, from 1 to 4.

POLE POSITION

Roll-off for Pole Position. Whenever the active bumper is hit the Pole Position marker moves clockwise.

DEPLOYMENT

Starting with the player with Pole Position, players take it in turns to place a spawn point, which is a round counter no larger than a 20mm disc, on the table within Long range of any table edge and more than Double range from any other spawn point. Then, starting with the player with Pole Position and proceeding clockwise through spawn points, players take it in turns to deploy all of their vehicles within Short range of their spawn point (measured like a shooting attack). When using Audience Votes to respawn, a vehicle must respawn within Short range of its controller's spawn point.

SPECIAL RULES

- **Bumper:** Bumpers count as lightweight obstacles that are indestructible.
- **Scoring:** A single bumper will be the active bumper. When a car collides with an active bumper before resolving the Collision the controller of that vehicle will score 1 tournament point. The active bumper will then move to another random bumper that is not the one that was just active.
- **Surprise Start:** The game starts with no active bumper. At the start of the first Gear Phase 3 the Pole Position player will randomly select one of the bumpers to become the active bumper.

GAME END

Game end will be when time is completed for the tournament round. The current Gear Phase will be completed.

VICTORY CONDITIONS

The player(s) who score the most tournament points get a bonus tournament point.

ROUND 2 TRAILER GRAB

SETUP

Set a trailer in the centre of the arena. Deploy a starting gate for each player, each roughly three Medium templates away from the centre and equally spaced apart. Terrain will be in the direct line between the gates and the centre and between each gate.

POLE POSITION

Roll-off for Pole Position. Whenever the trailer is hitched Pole Position passes clockwise around the table.

DEPLOYMENT

Starting with the Pole Position player, players take it turn selecting a starting gate. The player deploys their vehicles on the line facing the centre of the table. If all the players vehicles can't fit on the starting line excess cars line up behind the front line. When a vehicle respawns its controller puts the vehicle on the line of their gate, facing into the middle of the table.

SPECIAL RULES

- **Trailer:** The trailer follows the rules for movement for Articulated vehicles. Note the vehicle hitched to the trailer does not have Ponderous or Pile Driver attack.
- **Hitching:** If a vehicle would collide with the trailer instead of resolving the collision the trailer is moved to be hitched with the vehicle. The vehicle gains one hazard. If the trailer was hitched to another vehicle that vehicle also gains one hazard. If a controller vehicle Wipes Out the trailer is unhitched and left where it is before resolving the Flip check.
- **Scoring:** At the start of each gear phase where at least one player will activate the player with the trailer hitched to one of their vehicles will score one tournament point. If a vehicle crosses any deployment start line from either direction the controller gains another tournament point and the trailer is put back in the middle spawn point by the controller at least Medium away from any other vehicle.

GAME END

Game end will be when time is completed for the tournament round. The current Gear Phase will be completed.

VICTORY CONDITIONS

The player(s) who score the most tournament points get a bonus tournament point.



ROUND 3 CIRCLE WORK

SETUP

Four gates are placed in a circular path centred on the table. Each gate should be roughly three Medium templates from the middle and equal distance from the previous and next gates. The inside of this circle of gates will have high blocking terrain. One corner of the board is selected as a starting line.

A Gun Turret is placed on the both sides of each gate.

Two Nitro Tokens are placed in the mid point between each gate. A Nitro Token is the same size as a Short Template.

POLE POSITION

Roll-off for Pole Position. At the end of each Gear Phase, pass the Pole Position marker clockwise.

DEPLOYMENT

Starting with the player with Pole Position each player will line up one car along the starting line. If the line is filled up cars then deploy on a line behind it. Each player then places a marker on the first gate clockwise around the table they are going to race towards. If cars are restored to the table they go on the start line of the first gate counter clockwise from their marked gate. If there is no room the car must be deployed behind the starting line as close as possible.

SPECIAL RULES

- **Scoring:** During the game if a player's vehicle crosses through a gate that has their marker on it they gain a Tournament Point and then the gate marker for that player is then moved to the next clockwise gate.
- **Gun Turrets:** These count as Middleweight Destructible obstacles. They may be targeted with shooting attacks, and have 4 Hull Points if shot at. Gun Turrets automatically make a 2D6 shooting attack targeting the first vehicle to end their Movement Step within Medium range of the turret each Gear Phase. The target may Evade as normal.
- **Nitro Token:** If a vehicle moves over a Nitro Token at the end of its movement phase it will gain 1 Hazard Tokens and move a Short distance straight ahead. This is resolved after any Slide or Spin results.
- **Race first:** No vehicle can fire weapons or use dropped weapons until the first car crosses the first gate. At this time or vehicle weapons become activated. Ramming is allowed at any time.

GAME END

Game end will be when time is completed for the tournament round. The current Gear Phase will be completed.

VICTORY CONDITIONS

The player(s) who score the most tournament points this round get a bonus tournament point.