

GASLANDS REFUELLED

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. At the end of each Gear Phase, pole position passes clockwise to the next player.

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 Maneuver Template
- 1.2 Place the Maneuver Template
- 1.3 (Optional) Make a Skid Check
 - (Optional) +1 Hazard Token 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 Token
 - Stick-shift down: -1 current gear, +1 Hazard Token
 - Discard one Hazard Token from this vehicle
 - Discard with no effect
- 1.5 Gain Hazards: Gain hazard tokens from HAZARD, SLIDE and SPIN results
- 1.6 Resolve SLIDE: place slide template
- 1.7 Move: 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 Your Vehicle is Distracted: Vehicles in contact with obstructions are Distracted and do not perform the rest of the Attack Step.
- 2.2 Assign Crewmembers to Weapons
- 2.3 Declare Targets
- 2.4 Check: Check the range, line of sight and cover
- 2.5 Roll to Attack: 4+ is a hit and deals 1 damage, a result of 6 is a critical hit dealing 2 damage
- 2.6 Defender Rolls Evades: If damage would be dealt, Defender rolls that many dice to Evade
 - Gear 1 or 2: 6+ to evade
 - Gear 3 or 4: 5+ to evade
 - Gear 5 or 6: 4+ to evade
- 2.7 Damage: Remove hull points

3. WIPEOUT STEP

- 3.1 Check Hazard Tokens on all Vehicles: Any in play vehicle that has 6 or more Hazard Tokens suffers a WIPEOUT. If so, continue.
- 3.2 Make a Flip Check: Roll \mathbb{E} + current gear. If 8+, this vehicle suffers 2 hits and is forced to move a Medium forward, ignoring all obstructions.
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- 3.3 Lose Control: The player clockwise of the player controlling the active vehicle pivots the vehicle about its center point to any facing.
- 3.4 Gear Down: Reduce gear down to 3, or optionally lower.
- 3.5 Dump Hazards: Discard all Hazard Tokens.
<COLLISION WINDOW>

WRECKED

1. Move: Short Straight move forward
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2. Become a Wreck: Vehicles that remain in play become destructible obstructions of a weight class equal to what the vehicle had been.
3. Explosion Check: Roll \mathbb{E} + Ammo Tokens, explode on result of 6+
If Vehicle Explodes: attack everything within medium range with explosion attack with the Blast rule, then, remove the model from play.

VEHICLE WEIGHT CLASS	EXPLOSION ATTACK DICE
Lightweight	\mathbb{E} \mathbb{E}
Middweight	\mathbb{E} \mathbb{E} \mathbb{E} \mathbb{E}
Heavyweight	\mathbb{E} \mathbb{E} \mathbb{E} \mathbb{E} \mathbb{E} \mathbb{E}

For every un-cancelled hit caused by an effect with the Blast rule, the target immediately gains 1 Hazard Token.

COLLISIONS

1. Active vehicle declares Smash Attack or Evade
2. Obstruction declares Smash Attack or Evade
 - Obstructions such as terrain or wrecks, may only perform a Smash Attack back at the vehicle.
3. Roll all Smash Attack dice
4. Roll all Evade dice
5. Apply un-cancelled hits
6. Each vehicle involved in the collision gains +2 hazard tokens (or, +1 hazard token if both vehicles opted to Evade)

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

Audience Vote Tokens are used if the Scenario calls for them.

CONDITION	AUDIENCE VOTES GAINED
One of your vehicles is wrecked	+1 Audience Vote
Start a turn without any active vehicle	+2 Audience Votes
Death Race Only: A gate is passed for the first time that none of your vehicles have passed yet	Roll \mathbb{E} . Gain +1 Audience Vote on a 5+ if one gate behind, 4+ if two gates behind, 3+ if three gates behind, etc.
- AUDIENCE VOTE USES -	
1 Vote Token	Burn Rubber: Shift a vehicle up or down 1, gain hazards as normal. Thunderous Applause: Remove \mathbb{E} Hazard Tokens from a vehicle.
2 Vote Tokens	Executive Intervention: Put an enemy vehicle to 5 Hazard Tokens. Reload: Gain +1 Ammo Token on a vehicle. Carpe Diem: Take pole position, or, prevent its next move.
3 Vote Tokens	Respawn: If you have no vehicles currently in play, respawn one vehicle that then suffers damage equal to half its hull value, rounded up.