GASLANDS QUICK RACE

For CWC public events with audience participation. Two players, about 15 to 20 minutes a game. Based on the designer's own "How to teach Gaslands" format.

KIT LIST

- 3 ft × 3 ft board (MDF with rubber feet) and a black or theme-colour sheet to cover the table
- 4 numbered gates
- A car and a buggy for each team: **Red** and **Blue** on one table, with **Green** and **Yellow** for a second table. Each car has a front machine gun.
- Movement templates and skid dice (6)
- About 10 attack dice (D6) and 20 hazard tokens
- Pole position marker
- Team cards (pages 2 to 5), laminated, with dry-wipe pens
- Championship flyers, or the QR code for the Sign Up link
- One small box for everything, and a banner with a hook line rather than just a logo

TABLE SETUP (BEFORE ANYONE SITS DOWN)

- Lay a **figure-of-eight** track with gates 1 to 4.
- Put a **long straight** between the start and gate 1, so nobody has to turn on their first move.
- Line the 4 vehicles up on the start grid and set every team card to gear 1 with 0 hazards.

WIN CONDITION AND CUT-OFF

- The first vehicle through all 4 gates and back over the line wins, or the **last one still running**.
- At **20 minutes** stop the game. Whoever is furthest round the track wins.

> **Golden rule:** explain only the core loop at the start. Every other rule waits until the moment it first happens at the table.

1. BEFORE THE FIRST MOVE (2 MINUTES)

- **Gear phases:** each turn has 6 gear phases. In each phase, every vehicle whose gear is at least that number gets a move. Fast cars move more often.
- **Templates:** your gear decides which templates you're allowed to use.
- **Skid dice:** roll them to change gear or move in a special way. Faces are shift, hazard, spin and slide.
- **Hazards:** they build up on your team card. At **6 you wipe out**.
- Each player picks a team (Red or Blue), rolls for pole, and places on the grid.

2. FIRST ACTIVATION

- Hand over the template with a gentle hint: *"The medium straight is a good start."*
- Point out that some templates are trivial and others hazardous.
- Rolling skid dice is optional. Don't enforce "touch it, use it" in a demo.

3. EXPLAIN EACH RULE WHEN IT FIRST HAPPENS

- **First vehicle through gate 1:** weapons are now live. Explain shooting, with the car's machine gun firing to the front at double range, and that every crew member can also take a 360° handgun shot. The pole marker passes on.
- **First crash:** explain collisions (tail-end, T-bone or head-on) and the choice to smash or evade.
- **First time a vehicle reaches 6 hazards:** explain Wipe Out. Clear its hazards, roll to see if it flips (a buggy's roll cage lets it ignore the flip's 2 hits), drop it to gear 1, and the *other* player points it.

4. WRAP UP (1 MINUTE)

- Congratulate the winner and ask what they liked.
- Mention the **CWC Gaslands Championship 2027**: 20 rounds from 1 February, and the top eight play off for the trophy.
- Give them a flyer or the QR code for **christchurchwargaming.co.nz/events → Sign Up**.
- Reset the table to gear 1 and 0 hazards for the next pair.

RED CAR

Middleweight · Team Red

10	3	5	2	—
HULL	HANDLING	MAX GEAR	CREW	SPECIAL

GEAR 1 2 3 4 5 ~~6~~

HAZARDS ☐ ☐ ☐ ☐ ☐ **6 = WIPE OUT**

HULL DAMAGE 1 2 3 4 5 6 7 8 9 10

WEAPON	ARC	RANGE	ATTACK
Machine gun	Front	Double	2D6
Crew handguns	360°	Medium	1D6 each

EACH TURN
6 gear phases: you move in every phase up to your current gear.
WEAPONS go live once someone passes gate 1.
6 HAZARDS: wipe out. Clear hazards, flip roll, back to gear 1; your opponent points the vehicle.

RED BUGGY

Lightweight · Team Red

6	4	6	2	Roll Cage
HULL	HANDLING	MAX GEAR	CREW	SPECIAL

GEAR 1 2 3 4 5 6

HAZARDS ☐ ☐ ☐ ☐ ☐ **6 = WIPE OUT**

HULL DAMAGE 1 2 3 4 5 6

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EACH TURN
6 gear phases: you move in every phase up to your current gear.
WEAPONS go live once someone passes gate 1.
6 HAZARDS: wipe out. Clear hazards, flip roll, back to gear 1; your opponent points the vehicle.
ROLL CAGE: when this vehicle flips, it may choose to ignore the 2 hits received from the flip.

BLUE CAR

Middleweight · Team Blue

10	3	5	2	—
HULL	HANDLING	MAX GEAR	CREW	SPECIAL

GEAR 1 2 3 4 5 ~~6~~

HAZARDS ☐ ☐ ☐ ☐ ☐ **6 = WIPE OUT**

HULL DAMAGE 1 2 3 4 5 6 7 8 9 10

WEAPON	ARC	RANGE	ATTACK
Machine gun	Front	Double	2D6
Crew handguns	360°	Medium	1D6 each

EACH TURN
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6 HAZARDS: wipe out. Clear hazards, flip roll, back to gear 1; your opponent points the vehicle.

BLUE BUGGY

Lightweight · Team Blue

6	4	6	2	Roll Cage
HULL	HANDLING	MAX GEAR	CREW	SPECIAL

GEAR 1 2 3 4 5 6

HAZARDS ☐ ☐ ☐ ☐ ☐ **6 = WIPE OUT**

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ROLL CAGE: when this vehicle flips, it may choose to ignore the 2 hits received from the flip.

GREEN CAR

Middleweight · Team Green

10	3	5	2	—
HULL	HANDLING	MAX GEAR	CREW	SPECIAL

GEAR 1 2 3 4 5 ~~6~~

HAZARDS ☐ ☐ ☐ ☐ ☐ **6 = WIPE OUT**

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GREEN BUGGY

Lightweight · Team Green

6	4	6	2	Roll Cage
HULL	HANDLING	MAX GEAR	CREW	SPECIAL

GEAR 1 2 3 4 5 6

HAZARDS ☐ ☐ ☐ ☐ ☐ **6 = WIPE OUT**

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YELLOW CAR

Middleweight · Team Yellow

10	3	5	2	—
HULL	HANDLING	MAX GEAR	CREW	SPECIAL

GEAR 1 2 3 4 5 ~~6~~

HAZARDS ☐ ☐ ☐ ☐ ☐ **6 = WIPE OUT**

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Lightweight · Team Yellow

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