



CAMPAIGN SYSTEM & THREE NEW SCENARIOS!

GASLANDS

Time Extended!

ISSUE 4: WASTELAND SURVIVAL HANDBOOK

OSPREY
WARGAMES

Gaslands can be used to play one-off wasteland scraps or death races, and the rulebook contains a simple outline for how to manage a race season. Issue Four of Gaslands: Time Extended! provides a set of more detailed campaign rules for managing a race season with your fellow Gaslands players. You will also find three new “wasteland skirmish” scenarios. This issue features some absolutely incredible wasteland dioramas from the Gaslands community. Congratulations to Bob Van de Putte for bagging the cover image, and check out the amazing work from Jordan Cuffie, Jake Zettelmaier, Owen Hughes, Chris John, Tristan Sturgeon and Mariano Suppa. Thanks guys! Big thanks also to Glenn Ford, Joe Wood, Phil Hawtin and Jay Newell... playtesting campaign systems is a thankless task!

DESIGNER’S NOTES

Campaign systems are very hard to write, and I have written a couple of times on the Gaslands website about what I see as the limitations of many campaign systems. To this end, you’ll hopefully notice a couple of things that we are trying to do differently here. Firstly, the winners necessarily get stronger and faster. They get more Championship Points, but they don’t get a lot more cans. Secondly, in an attempt to keep the bottom of the field engaged rather than quitting the campaign half-way through, there is a wholly separate and parallel way to “win” the campaign: as part of the Pro-Earth Resistance. Those players that are unlikely to compete for the “televised” Gaslands victory conditions can therefore still have a good time disrupting things, and aim for a different honour.

We hope that this campaign and progression system gives you many weeks of good old fashioned fun, and let us know on Gaslands.com, Twitter, or Facebook how you got on, and what stories you have from your race season!



by Jordan Cuffie

TELEVISED SEASONS

These campaign rules allow you to play out a whole *Gaslands* televised racing season, punctuated with WASTELAND SKIRMISHES to secure the resources needed to fund the next race.

Playing a *Gaslands* Televised Season requires two or more players who want to play a series of linked games with the same vehicles, growing and progressing their teams.

SEASON STRUCTURE

A *Gaslands* Televised Season consists of a Televised Schedule, containing a fixed number of TELEVISED EVENTS, and any number of Wasteland Skirmishes.

The Televised Events form the “tent-pole” games that provide the overall structure for the campaign, and determine its length. These televised events are also the games in which the teams can earn CHAMPIONSHIP POINTS, due to the fame and exposure.

Outside of these Televised Events, players are free to play as many Wasteland Skirmishes as they like. These Wasteland Skirmishes allow the players to squabble over resources, build up the power of their teams, and prepare for the next Televised Event.

TELEVISED SCHEDULE

To create you season’s Televised Schedule, agree how many games you want to play before announcing a winner.

For each Televised Event in your schedule, generate a scenario, following these rules:

- For the first Televised Event, the scenario is “Death Race”
- For the second and subsequent Televised Events in the schedule, roll a D6 (or choose):
 1. Saturday Night Live
 2. Arena Of Death
 3. Capture The Flag
 4. Flag Tag (See *Time Extended! Issue 2*)
 5. Zombie Bash
 6. Death Race
- For the final Televised Event, the scenario is “Death Race”.

by Jake Zettelmaier

WASTELAND SKIRMISHES

When you meet up, as long as more than half of the players in your race season are present, play the next Televised Event in the Televised Schedule. Otherwise, play one of the three Wasteland Skirmish scenarios:

- 1–2: Scavenger Party (See *Time Extended! Issue 3*)
- 3–4: Express Delivery
- 5–6: Automated Salvage

PRO-EARTH RESISTANCE

Teams may gain RESISTANCE POINTS during the Televised Season, particularly if they are doing badly in the race season. These Resistance points should be kept a secret.

Before any game, if the last game was not “The Revolution Will Be Televised”, a player that has not yet triggered “The Revolution Will Be Televised” scenario, may reveal a number Resistance Points that exceeds the total number of players that started the campaign to force the next game to use “The Revolution Will Be Televised” scenario. The scenario “The Revolution Will Be Televised” is a Televised Event.



HIRE TEAMS

At the start of the season, players receive 50 cans to purchase their initial teams. Each player selects a sponsor and then purchases vehicles, weapons, upgrades and perks.

Once hired, this team cannot be changed from game to other, other than using the Workshop rules below. This is now the player's team for the duration of the race season. If you wish to start with fewer or more cans: team sizes of anywhere between 25 and 70 cans work great.

Team may never contain more than 8 vehicles at any point during the season.

WINNING THE SEASON

After the final Televised Event in the season, the team with the most Championship Points is awarded the title of **Season Champion**.

In addition, if at least one game of “The Revolution Will Be Televised” was played, then the team with the most Resistance Points AND more Resistance Points than Championship Points at the end of the season is awarded the title of **Pro-Earth Resistance General**.

If there is a tie for the most Championship Points, award the title of **Season Champion** to the player with the fewest Resistance Points.



PRE-GAME SEQUENCE

HANDICAP BONUS

Before each game, compare the Championship Points of each team with the Championship Points of the team with the most Championship Points. Teams with fewer Championship Points may gain bonus Audience Votes at the start of the game, to use during that game:

All unspent Audience Votes are lost between games.

Difference in Championship Points	Bonus Audience Votes
0-10	-
11-15	+1 Audience Vote
16-20	+2 Audience Votes
21-25	+3 Audience Votes
26-30	+4 Audience Votes
31+	+5 Audience Votes

SABOTAGE TOKENS

Before each televised game, players with 5 or more Resistance Points may secretly take one sabotage token per 5 Resistance Points they have.

During the game, the player may reveal the number of Resistance Points they have and spend a sabotage token to trigger any of the following effects:

Hidden Explosives: At any point, this player may spend a sabotage token to select a point anywhere on the board. This point explodes: immediately make a 4D6 explosion attack against every vehicle within medium range.

Do Not Adjust Your Set: When a player would normally be able to spend audience votes, this player may spend a sabotage token to activate any single audience vote effect.

Fix Your Brakes: Immediately before or after a flip check, this player may spend a sabotage token to cause the vehicle to automatically fail its flip check.

Resistance Cache: At the start of a vehicle's activation, this player may spend a sabotage token to immediately give the active vehicle a Grenades weapon with 5 ammo tokens.

After revealing their Resistance Points and spending their first sabotage token of the game, the player may not gain or spend audience votes for the remainder of the game.

POST-GAME SEQUENCE

After each campaign game, you go through the following steps:

1. Spoils
2. Contact
3. Damage & Injuries
4. Workshop

SPOILS

The goal of the season is to progress to the big leagues and, ultimately, to Mars, but the actions and heroics of individual drivers or vehicles also contribute to the team's overall fame and reputation, securing them advertising and sponsorship deals.

To represent this, actions and achievements during a game reward the team with a number of cans of gasoline, which allow the team to improve. Doing well in Televised Events

can also award the team Championship Points, which are what is needed to win the season. Teams can only gain Championship Points if the game was part of the Televised Schedule.

When awarding “places”, only half (rounding up) of the competing players may place. The rest gain no Championship Points.

Awarded cans and Championship Points are gained automatically, and cannot be refused.

After the game, check the following table, and add any cans to the team’s stash and any Championship Points to the team’s Championship Points total:

Difference in Championship Points	Cans	Championship Points
1st place in a Televised Event game		+10
2nd place in a Televised Event game		+5
3rd place in a Televised Event game		+2
4th place in a Televised Event game		+1
Each gate passed by at least one of this team’s vehicle in a death race		+1
Team took part in a Wasteland Skirmish game	D6	-
For each enemy LIGHT vehicle wrecked by this team	-	+1
For each enemy MIDDLEWEIGHT vehicle wrecked by this team	-	+2
For each enemy HEAVY vehicle wrecked by this team	-	+3
For each enemy WAR RIG wrecked by this team	-	+5
Player fielded a team of fully-painted models for the first time (once per player, per campaign, after game)	-	+5
Player fielded a custom converted model for the first time (once per player, per campaign, after game)	-	+5

STASH

Any cans that you haven’t spent yet go in your Stash.

CONTACT

If a team did not “place” during this game, that team may secretly choose to contact the Pro-Earth Resistance in order to gain +3 Resistance Points. This fact must be written down secretly.

DAMAGE AND INJURIES

Any vehicle that was wrecked during the game must now roll a D6, and add the number of dents that it has, to see what happens to it. If the vehicle is lightweight, add 1 to the roll. If the vehicle is heavyweight, subtract 1 from the roll.

Roll + Dents	Result
0–1	Popped it Back in! -1 Dent
2–3	Escaped Unscathed: no effect
4	Bent Wheel-arch: +1 Dent
5	Blown Off: Permanently remove a randomly-selected weapon on upgrade. +1 Dent
6	Wrecked Pinion: Permanently remove a randomly-selected perk. +1 Dent
7	Upholstery Ruined: Permanently reduce Crew value by 1 (to a minimum of 1). +2 Dents
8	Weakened Chassis. +1 hazard token when involved in a collision. +2 Dents
9	Audience Favourite. If this vehicle is wrecked, it’s controlled immediately discard 3 audience votes (to a minimum of 0). +5 Championship Points. +3 Dents
10+	Vehicle Destroyed, Driver Dead

VEHICLE DESTROYED, DRIVER DEAD

When a vehicle suffers the “Vehicle Destroyed, Driver Dead” result, you must permanently remove that vehicle from your team. All weapons, upgrades, and perks on that vehicle are also permanently lost. Subtract the costs of the lost vehicle, weapons, upgrades and perks from your team rating.

DENTS

Most of the results on the Vehicle Wrecked table give the vehicle a number of dents. Record the number of dents each vehicle has received on that vehicle’s dashboard. They have no effect during the game, but affect the Vehicle Wrecked roll above, and may be spent on Injuries.

INJURIES

Dents may be exchanged to purchase from a set of special perks, called Injuries. This may be done before or after a game and before or after the Vehicle Wrecked roll above. These perks aren’t all positive, but they will keep your driver alive for longer.

Injuries act exactly like perks, except that they provide negative rather than positive effects. A vehicle’s driver may have any number of Injuries, but may not have the same Injury twice. After selecting an Injury, remove the listed number of dents from the vehicle.

Deathwish (-1 Dents): This vehicle cannot choose to shift down.

Bad Television (-1 Dents): This vehicle must pay 1 additional Audience Vote to re-spawn.

Crazed (-2 Dents): This vehicle may not use shift results to cancel out spin or slide results.

Cowardly (-2 Dents): This vehicle must always declare an evade during a collision, they may not declare a smash attack.

Old War Wound (-3 Dents): At the start of every game, roll a D6. On a 1, this vehicle cannot take part in this game.

Shakes (-3 Dents): This vehicle wipes out at 5 hazard tokens instead of 6.

Twitch (-4 Dents): At the start of the game, you must inform your opponents which of your drivers have the Twitch injury. Once per game, when this driver is attempting a skid check, any opponent may declare: “Twitch”. That opponent may roll the skid dice, instead of you, and choose how to resolve them. The twitching vehicle may not Push It. A driver may only be affected by Twitch once per game.

Held Together By Rust (-5 Dents): During the Post-Game Sequence, when rolling on the Vehicle Wrecked above: apply the first result then roll again apply the second result also.

Badass (-6 Dents): This vehicle may immediately select and gain any one Badass perk, without paying its cost, even if this driver could not normally select Badass perks.

Living Legend (-11 Dents): During the Post-Game Sequence, when rolling on the Vehicle Wrecked table above: count your result as 1 and remove any injury perks you wish.



WORKSHOP

SCRAPPING VEHICLES

You may sell vehicles or weapons that you don't want for half their cost, rounding down. For example, selling a pickup truck (15 cans new) will make you 7 cans.

SPENDING SPOILS

Your cans may be traded in to buy all kinds of stuff for your team:

- Buy new vehicles
- Buy new weapons or upgrades
- Buy a driver a new perk

The spoils of a game may be spent on any member of the team, and may also be stashed away for a larger purchase in the future. You can buy anything from the lists of the vehicles, weapons, upgrades and perks, as long as your team has access to buy that item.

MOVING DRIVERS AROUND

In *Gaslands*, crew and perks are permanently associated with their vehicle. Crew may not be transferred from one vehicle to another. When you sell a vehicle, you lose all its perks. When you buy a new vehicle, that vehicle has fresh crew and no perks.



SCENARIO: AUTOMATED SALVAGE

*“We take whatever isn’t nailed down.
Otherwise, we use the magnetic nail remover.”*

SET-UP

Lay out some terrain to represent a post-apocalyptic wasteland.

POLE POSITION

Players roll-off for pole position. At the end of each gear phase, pass the pole position marker clockwise.

DEPLOYMENT

Each player places a counter, such as a penny, on the table within medium range of any table edge. This is their spawn point. When using audience votes to re-spawn, the vehicle must re-spawn within short range of that player’s spawn point.

Starting with the player with pole position, players take it in turns to deploy all of their vehicles within short range of their spawn point.

SPECIAL RULES

Wasteland Skirmish: This scenario is a Wasteland Skirmish. Audience Votes cannot be gained or spent during this game.

Back in the Saddle: A player that starts a turn with no vehicles in play may re-spawn a single vehicle.

Scarper: Disqualified vehicles do not count as destroyed and may not re-spawn.

Scavenger Hooks: Whenever a vehicle’s maneuver template or final position comes within short range of enemy vehicle: the active vehicle gains a Salvage Point.

Ramshackle: Once per step, if a vehicle suffers damage its controller places a Salvage Counter, which is a counter no more than 30mm in diameter), touching any point on the vehicle’s side edge. If a vehicle’s final position or move template overlaps a Salvage Counter, it gains a Salvage Point and the Salvage Counter is removed from play.

Twisted Metal: If a vehicle is destroyed all its Salvage Points are lost.

GAME END

Game lasts until only one vehicle remains or after three turns, whichever comes first, and the player with the most Salvage Points is the winner.

SPOILS

If you are playing a Televised Season, at the end of the game each player gains a number of Cans equal to the Salvage Points they collected.



SCENARIO: EXPRESS DELIVERY

“When it absolutely, positively has to get there on time, it’s best to hire a homicidal petrol-head with a mini-gun and a deathwish.”

SET-UP

Lay out some terrain to represent a post-apocalyptic wasteland.

POLE POSITION

Players roll-off for pole position. At the end of each gear phase, pass the pole position marker clockwise. If a player with pole position is the Leader, they must immediately pass pole position to the player to their left.

DEPLOYMENT

Nominate one table edge as the “entry edge” and the opposite table edge becomes the “exit edge”. Starting with the player with pole position and moving clockwise, players take turns to place a counter, such as a penny, touching the entry edge. This is their spawn point. That player then deploys all of their vehicles within short range of their spawn point.

SPECIAL RULES

Delivery Notes: At the start of the game, each player writes their name on a slip of paper. Fold these slips up and hand one out randomly to each player. Players may check their own slips at any time.

Wasteland Skirmish: This scenario is a Wasteland Skirmish. Audience Votes cannot be gained or spent during this game.

Exit: When the maneuver template or final position of a vehicle overlaps the exit edge, that vehicle “exits” the current table.

Rolling Road: When the first vehicle exits the table, remove it and it becomes the leader. Mark the leader and any vehicle that exits the table in the same gear phase



by Mariano Suppa

that the leader exits as “1”. Mark vehicles exiting the table in the following gear phase (even if this is during the following turn) as “2” and so on. All vehicles still in play after the gear phase marking vehicles as “6” are disqualified.

When no vehicles are on the table, rearrange the terrain (retaining the position of spawn points) and start a new turn. This counts as a new table. Deploy all vehicles marked “1” at the start of gear phase 1, “2” at the start of gear phase 2 and so on.

Express Delivery: When a player’s vehicle exits a table, gain 1 victory point, up to a maximum of 1 victory point per table.

Exchanging Details: Whenever vehicles belonging to two players engage in a collision, they must swap slips immediately after resolving the collision.

[Optional Rule] Delivery Boy: If a player begins a new table with all their vehicles either wrecked or disqualified, they may re-spawn a single vehicle at the start of gear phase 2.

GAME END

Once one player has scored 2 victory points, continue play until all vehicles have exited the current table or been disqualified and then end the game.

SPOILS

If you are playing a Televised Season, each vehicle that exits the final table earns their team 1D6 cans during the post-game sequence. Each player gains 1D6 cans for each victory point they scored. Any player that ends the game with 2 victory points and their own slip gains an additional 3D6 cans.



by Chris John

SCENARIO: THE REVOLUTION WILL BE TELEVISED

While much of the population is content to dream of riches, and the escape afforded by winning a TV game show; an undercurrent of rebellion collects in bars and backrooms across the globe.

The Pro-Earth Resistance seeks to loosen Mars' stranglehold on Earth and see Earth take its destiny back into its own hands. They are scattered, weak, and poorly organised, but they always seem to find a way to broadcast their message of freedom and resistance to the sleeping masses.

SET-UP

Lay out terrain for a post-apocalyptic arena. Each player notes a piece of terrain.

POLE POSITION

Players roll-off for pole position. At the end of each gear phase, pass the pole position marker clockwise.

DEPLOYMENT

Each player places a counter, such as a penny, on the table within medium range of any table edge. This is their spawn point. When using audience votes to re-spawn, the vehicle must re-spawn within short range of that player's spawn point.

Starting with the player with pole position, players take it in turns to deploy all their vehicles within short range of their spawn point.

SPECIAL RULES

Chaos Reigns: Audience Votes cannot be gained or spent during this game.

Back in the Saddle: A player that starts a turn with no vehicles in play may re-spawn a single vehicle.

The Uplink: At the start of the game, and whenever there is no uplink, the player with pole position reveals their noted terrain piece. This terrain piece becomes the uplink, and the player select a new terrain piece.

Once per gear phase, if a vehicle is within short range of the uplink, the player controlling the vehicle chooses to gain either +1 victory point or +1 resistance point, and the uplink stops being the uplink.

GAME END

The game ends when one player has 3 victory points, or after three turns, whichever occurs sooner.

VICTORY CONDITIONS

Propaganda: The player with the most victory points at the end of the game is the winner. Victory points determine "places", for the purposes of Championship Points.

Censorship: A player that gained any number of Resistance Points during this game may not gain any Championship Points as a result of this game.

Osprey Games, an imprint of Osprey Publishing Ltd
c/o Bloomsbury Publishing Plc
PO Box 883, Oxford, OX1 9PL, UK
c/o Bloomsbury Publishing Inc.
1385 Broadway, 5th Floor, New York, NY 10018

E-mail: info@ospreypublishing.com
www.ospreygames.co.uk

OSPREY and OSPREY GAMES are trademarks of Osprey Publishing Ltd,
a division of Bloomsbury Publishing Plc.

First published in Great Britain in 2019

© 2019 Mike Hutchinson

All rights reserved. No part of this publication may be used or reproduced in any form, without prior written permission, except in the case of brief quotations embodied in critical articles and reviews. Enquiries should be addressed to the Publishers.

Mike Hutchinson has asserted his right under the Copyright, Designs and Patents Act, 1988, to be identified as the author of this book.