

# WAR RIG NARRATIVE CAMPAIGN



**PLUS**

**HOUSE RULES  
FOR THE WAR RIG**

**FOUR NEW  
SCENARIOS**

# GASLANDS

*Time Extended!*

**ISSUE 1: SAVAGE HIGHWAYS**

**OSPREY**  
WARGAMES

Welcome to issue one of *Gaslands: Time Extended! (TX)*. Starting here, we'll be releasing a downloadable expansion for *Gaslands* every few months. They will be stuffed with new scenarios, weapons and upgrades, plus new sponsors, perks, and lots of new and awesome ways to play *Gaslands*. We'll also be featuring photos of vehicles from the community, so be sure to check out [gaslands.com/tx](http://gaslands.com/tx) to find out how to submit your photos for inclusion in the next issue.

Thank you to all the members of the *Gaslands* community that submitted photographs of their War Rigs for this first issue. The glorious juggernauts presented within are from the expert hands of James Hall, Hernan Gorosito, Tom Hodder, Gary Inman, Jeffrey Kelly, Nathan Roberts, and Jake Zettelmaier. For more inspirational War Rig builds, head to [gaslands.com/war-rigs](http://gaslands.com/war-rigs).



Equus by Nathan Roberts

## SAVAGE HIGHWAYS

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*A Narrative Campaign Expansion for Gaslands by Mike Hutchinson and Glenn Ford.*

A team's War Rig is their fortress. It is a mobile garage, workshop, storeroom, production studio, armoury, rec room, green room, and home. It is decorated with the team's logos, sponsors, and contains pretty much everything they hold dear in this ruined world.

Teams must travel great distances to get from one big event to the next. The journeys are long and treacherous, and the teams' itineraries are unfortunately a matter for public broadcast. Gangs of thieves, raiders, highwaymen, and pirates lie in wait for these juicy targets. A team must be ready to outrun or outgun these bandits if they want to survive long enough to make it to the big leagues.

There have been endless requests to the *Gaslands* producers for better protection for teams in transit, but the response is always that resources are stretched too thin. Oddly enough, there always seem to be enough resources to get a helicopter with a camera crew airborne when the raiders strike.

*Savage Highways* is a campaign of three linked games of *Gaslands* for two or more players. One player is chosen to represent the Riggers, and the remaining players become the Gangers. This campaign can be played standalone, or as a bridge between two other scenarios.



## RIGGERS

The Riggers select a sponsor, which grants them a War Rig with the following weapons, upgrades and perks:

**Idris:** War Rig with Turret-mounted Minigun, Ram, Overload, Expertise, Easy Rider, and Handbrake Artist.

**Rutherford:** War Rig with Tank Tracks, Turret-mounted 125mm cannon, Turret-mounted Rockets, and Loader.

**Mishkin:** War Rig with Turret-mounted Arc Lightning Projector, Turret-mounted Heavy Machine Gun, Rear-mounted Mortar, Mines, Oil Slicks, and Gyroscope.

**Slime:** War Rig with Turret-mounted Minigun, Front, Sides and Rear-mounted Rams, Smoke, and Overload.

**Warden:** War Rig with Turret-mounted Minigun, Extra Crewmember, Terrifying Lunatic, Battlehammer, Mad Man, Cover Me, and Caltrops.

The Riggers then receive 60 Cans with which to purchase the rest of their team, and they may not purchase a second War Rig.

## GANGERS

The Gangers players receive 120 Cans in total, split equally among the players, to purchase teams of their own. Each player is free to select a sponsor individually. Gangers may not purchase War Rigs.

## WAR RIG UPGRADES

During the campaign, the Riggers' War Rig can receive and lose five possible WAR RIG UPGRADES. The Riggers' War Rig may have any number of these upgrades at any time. The Riggers' War Rig may not have more than one of each named upgrade at any time. Only one upgrade may be removed during an activation by any means.

**Hangers On:** this vehicle gains +4 crew. If this vehicle is involved in two or more collisions in a single activation, discard this upgrade as they are flung wildly from the vehicle.

**Selvaggio:** Once per turn, this vehicle may remove 1 hull point in order to discard all hazard tokens. If this vehicle is targeted by two shooting attacks in a single

gear phase that do not suffer from cover, discard this upgrade as the snipers find their mark.

**Fuel Pod:** Once per gear phase, during a skid check, this vehicle may discard or re-roll one skid dice. If an enemy vehicle ever declares a tailgate smash attack that rolls no attack dice, discard this upgrade as the raiders cut the fuel lines and siphon them off.

**Grease Monkey:** Once per gear phase, if this vehicle successfully evades a hit, gain 1 previously lost hull point. If this vehicle ever gains a hazard token via the Blast effect discard this upgrade as the mechanic is thrown from the rig.

**Cow Catcher:** Once per turn, this vehicle may consider a single piece of terrain to be destructible during its activation. If this vehicle is targeted with a head-on collision discard this upgrade.

## SPECIAL RULES

**Ride Eternal:** After each game, wrecked vehicles are regained prior to the next game, but start the next game with 2 fewer hull points.

The campaign always begins with **Scenario 1: Escape the City**.



Slime War Rig by Jake Zettelmaier

# SCENARIO 1: ESCAPE THE CITY

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*“Our troubles started before we even hit the city limits. Ramshackle as the barricades looked, the wild eyes of the wasters gave us pause. No matter. There was no way on hell we were slowing down for these clowns.”*

## SETUP

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

The Riggers must select and attach a single War Rig Upgrade to their War Rig. The Riggers deploy their War Rig touching any table edge, which becomes the Riggers’ table edge. They then deploy the rest of their vehicles touching the Riggers’ table edge.

The Gangers deploy their teams in any order the Gangers agree. Gangers deploy on the table edge opposite the Riggers table edge, which becomes the Gangers’ table edge. Each Ganger player deploys their first vehicle touching any point on the Gangers’ table edge, and then places their remaining vehicles within medium range of the first vehicle, touching the Gangers’ table edge.

**Road Blocks:** After all vehicles are deployed, the Gangers may deploy two pieces of scenery, each no longer than medium range and no wider than short range, anywhere completely outside of long range of the War Rig.

## POLE POSITION

A Ganger player, selected by the Gangers, starts the game with pole position. At the end of each gear phase, the player with pole position passes it to the player on their left.

## VICTORY CONDITIONS

If the Riggers’ War Rig touches the Gangers board edge, it ESCAPES and the game ends. The game also ends if the Riggers’ War Rig is disqualified or is wrecked.

If the Riggers’ War Rig escapes, the Riggers win, otherwise, the Gangers win.

If the Gangers win, the War Rig Upgrade selected during setup is permanently lost, and cannot be selected again during this campaign. Play **Scenario 2A: Rescue** next.

If the Riggers win, the War Rig Upgrade selected during setup is automatically re-attached to the War Rig at the start of every following scenario in this campaign. Play **Scenario 2B: Ambush** next.



The Wolverine by James Hall

# SCENARIO 2A: RESCUE

*“The raiders loaded up what they could carry and posted a guard while they tore off to stash the first of the loot. As the storm came in, this was our chance to use the confusion to recover our precious rig.”*

## SETUP

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

The Gangers must select and attach to the Riggers’ War Rig a single War Rig Upgrade that has not previously been attached to the Riggers’ War Rig in this campaign.

The Riggers first deploy their War Rig in the centre of any table edge. They then deploy the rest of their vehicles touching the table edge **opposite** the Riggers’ War Rig, which becomes the Riggers’ board edge.

The Gangers deploy their teams in any order they agree, with each Ganger player placing their first vehicle touching any point on either of the table edges that do not have Rigger vehicles on, and then placing their remaining vehicles within medium of the first vehicle, touching the same table edge.

## SPECIAL RULES

**Sandstorm:** At the end the first turn, the Ganger players may rotate the War Rig up to 90 degrees in either direction (causing a collision window), as the War Rig driver loses her bearings in the sandstorm.

War Rig by Gary Inman



## POLE POSITION

A Ganger player, selected by the Gangers, starts the game with pole position. At the end of each gear phase, the player with pole position passes it to the player on their left.

## VICTORY CONDITIONS

If the Riggers’ War Rig touches the Riggers’ board edge, it **ESCAPES**, and the game ends. The game also ends if the Riggers’ War Rig is disqualified or is wrecked.

If the Riggers’ War Rig escapes, the Riggers win, otherwise, the Gangers win.

If the Gangers win, the War Rig Upgrade selected during setup is permanently lost, and cannot be selected again during this campaign. Play **Scenario 3: Long Road Home** next.

If the Riggers win, the War Rig Upgrade selected during setup is automatically re-attached to the War Rig at the start of every following scenario in this campaign. Play **Scenario 3: Long Road Home** next.

# SCENARIO 2B: AMBUSH

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*“The rickety excuses for roadblocks couldn’t hold us, but their pursuit was relentless. As darkness started to fall, we headed into the perilous nano-sumps of the irradiated grey wastes, hoping to shake them.”*

## SETUP

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

The Riggers must select and attach a single War Rig Upgrade to their War Rig.

**Swamps:** The Riggers may place three pieces of treacherous terrain, no more than medium range in diameter, anywhere on the board, which represent swamps, quicksand, sinkholes or ice flows (depending on your board theme).

The Riggers deploy their War Rig in the centre of the table, directly facing any table edge. This table edge becomes the Riggers’ table edge. The Riggers then deploy the rest of their vehicles touching the Riggers’ table edge.

The Gangers take turns deploying their teams in any order the Gangers agree. The Gangers deploy their first vehicle touching any point on either of the two table edges perpendicular to the Riggers’ table edge, which become the Gangers’ table edges, and then place their remaining vehicles within medium range of the first vehicle, touching the same table edge.

## SPECIAL RULES

The Riggers’ War Rig begins INACTIVE, and cannot be activated. If a vehicle controlled by the Riggers’ moves within short range of the War Rig, then the War Rig becomes ACTIVE and may be activated as normal from that point on (as someone hops into the cab to start the engine).

## POLE POSITION

A Ganger player, selected by the Gangers, starts the game with pole position. At the end of each gear phase, the player with pole position passes it to the player on their left.

## VICTORY CONDITIONS

If the Riggers’ War Rig touches either of the Gangers board edges, it ESCAPES and the game ends. The game also ends if the Riggers’ War Rig is disqualified or is wrecked.

If the Riggers’ War Rig escapes, the Riggers win, otherwise, the Gangers win.

If the Gangers win, the War Rig Upgrade selected during setup is permanently lost, and cannot be selected again during this campaign. Play **Scenario 3: Long Road Home** next.

If the Riggers win, the War Rig Upgrade selected during setup is automatically re-attached to the War Rig at the start of every following scenario in this campaign. Play **Scenario 3: Long Road Home** next.



War Rig by Hernan Gorosito

## SCENARIO 3: LONG ROAD HOME

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*“With our destination fast approaching, our pursuers put in a last ditch effort to finish us off. A long, broken highway connected us with the relatively safety of the next arena. We just needed to survive long enough to make it to the bright lights of the city.”*

### SETUP

Lay out some sparse terrain to represent a post-apocalyptic wasteland. You might choose to place a long straight road surface down the middle of the table.

The Riggers must select and attach exactly three War Rig Upgrades to their War Rig, in addition to any upgrades automatically attached due to winning either of the previous scenarios.

The Riggers select a single table edge to be the ENTRY EDGE. The table edge opposite the entry edge becomes the EXIT EDGE.

The Riggers deploy their War Rig in the centre of the table, and deploy the rest of their vehicles with short range of the War Rig.

The Gangers take turns deploying their teams in any order the Gangers agree. Gangers deploy their first vehicle touching any point on the entry edge, and then place their remaining vehicles within medium range the first vehicle, touching the entry edge.

### POLE POSITION

A Ganger player, selected by the Ganger, starts the game with pole position. At the end of each gear phase, the player with pole position passes it to the player on their left.

### SPECIAL RULES

**Wheeled Army:** The Gangers may re-spawn vehicles even if they have other vehicles in play. If the Rigger player has 0VP, Ganger players may re-spawn vehicles for the cost of 1 audience vote. If the Rigger player has 1VP, Ganger players may re-spawn vehicles for the cost of 2 audience votes. If the Rigger player has 2VP, Ganger players may not re-spawn vehicles.

**War Boys:** A Ganger player may spend 2 audience votes to give another Ganger player +1 audience vote.



**Unlikely Stamina:** The War Rig cannot be wrecked if it has any War Rig Upgrades attached, even if it has lost all its hull points. When the War Rig has lost all of its hull points and has no War Rig Upgrades attached then it is immediately wrecked.

**Desperate Flight:** The Rigger player may not use the War Rig's Tanker Anchor special rule during this game.

**Rolling Road:** If the Riggers' War Rig touches the exit edge at any point, it ESCAPES. When the War Rig escapes, the Riggers gain 1VP. The War Rig is set aside and note the gear phase number it escaped during. For the remainder of the turn, set aside any vehicle that touches the exit edge and note the gear phase in which they did so. At the end of the turn on which the War Rig escaped, all remaining in-play vehicles are disqualified.

Before the start of the next turn, re-arrange the terrain to represent the next stretch of wasteland.

At the start of the next turn, the Rigger player deploys the War Rig touching the center of the entry edge.

If a vehicle was set-aside in the same gear phase that the War Rig escaped, the player controlling that vehicle may deploy that vehicle at the start of gear phase 1. If a vehicle was set-aside in the gear phase after the gear phase in which that the War Rig escaped, the player controlling that vehicle may deploy that vehicle at the start of gear phase 2. Two gear phases after the War Rig escaped, gear phase 3, and so on. When deploying, players take turns to deploy a single vehicle at a time and all vehicles must be deployed touching the entry edge and not touching any other vehicle.

Vehicles may not activate while they are set aside.

## VICTORY CONDITIONS

The game ends when either the Riggers have scored 3 VP, or the Riggers' War Rig is disqualified or is wrecked. At the end of the game, if the Riggers have scored 3VP, they win. Otherwise, the Gangers win. The winner of this scenario is the overall winner of the campaign!

**Rigger Victory:** Machine gun nests blast the remaining Gangers away, as enthusiastic and underpaid gunners seek to prove they have what it takes to make it in television. The War Rig rumbles into the huge arena, sporting an array of glamorous battle scars. The crowd erupts with joy.

**Ganger Victory:** The War Rig is a treasure trove of munitions, hardware, spare parts, and sweet, heady gasoline. The bones of the rig are picked clean and left, like the carcass of some steel behemoth, to bake in the harsh wasteland sun. With a haul like this, you could make it to the big leagues.

War Rig by Tom Hodder



# HOUSE RULES

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In each issue of *TX*, we'll look to include an optional house rule. This will be something either submitted from the community or something that didn't survive playtesting but which we really like. These aren't part of the "official" *Gaslands* rules, but they might suit you as a way to play.

## RIG-ROLL

The rules for rig-rolling were removed during the initial playtesting of *Gaslands*, as they were a touch too complex. However, we still find ourselves missing them from time to time, so they are here presented for your consideration. If you want to use these optional War Rig house rules, you need to agree with your fellow players before the start of the game.

## WAR RIG WIPE OUT

The result of a wipe out with the War Rig depends on its current gear at the time of wiping out. When a War Rig wipes out, check its current gear. If it is in gear 1 or 2: it JACKKNIFES. If it is in gear 3 or 4, it RIG-ROLLS.

**JACKKNIFE:** The player on your left articulates the War Rig as they like, and then rotates the articulated CAB and TRAILER as a single fixed object up to 90 degrees in either direction.

**RIG-ROLL:** As JACKKNIFE, but then SLIDE the whole War Rig in the direction that it was travelling prior to the JACKKNIFE, ignoring all vehicles and obstacles, and making a 4D6 attack against every vehicle it passes over. If the RIG-ROLL would place the War Rig in terrain or on top of another vehicle, move the minimum distance backwards to avoid this placement. The War Rig suffers a 4D6 attack after the RIG-ROLL.

## WAR RIG OFFICIAL ERRATA

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*Add the following text to end of the first paragraph in the "Piledriver Attack" section on page 54:*

A piledriver attack counts as a smash attack in all regards, and also includes an additional effect.

*Add the following paragraph to page 54:*

## SLIDE RESULTS

When a War Rig resolves a SLIDE result, do not apply the slide template. Each slide result provides a hazard token as normal.

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1385 Broadway, 5th Floor, New York, NY 10018

E-mail: [info@ospreypublishing.com](mailto:info@ospreypublishing.com)  
[www.ospreygames.co.uk](http://www.ospreygames.co.uk)

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