

Gaslands: Mario Kart Edition Quick Reference

Each turn proceeds through Gear Phases 1 through 6. In each gear phase, activate each kart in that gear or higher, starting with the player in pole position and proceeding clockwise.

1. Movement Step

- A. Select a maneuver template (no pre-measuring!)
- B. Place the maneuver template.
- C. Roll Skid Dice (up to your Handling score).
 - (Optional): **Push It:** Reroll any number of dice and gain +1 Hazard.
- D. Apply SHIFT results. Use SHIFT die to:
 - Discard 1 HAZARD, SLIDE, or SPIN result.
 - Shift up 1 Gear, Gain +1 HAZARD
 - Shift down 1 Gear, Gain +1 HAZARD
 - Discard 1 HAZARD token from Kart.
- E. Gain HAZARD token from each undiscarded HAZARD, SLIDE, and SPIN dice.
- F. Resolve Slide: Place Slide template.
- E. Move the kart into its final position.
- F. Resolve Spin: Reorient kart up to 90 degrees.

2. Attack Step

- A. Declare target (Pre-measuring allowed!)
- B. Check range, line of sight and Cover.
- C. Roll Attack Dice (5 dice for Shell attacks).
- D. Defender rolls Evade dice equal to their current gear. Rolls of 6 cancel out one Hit.
- E. If Attack successes are higher than the Evade successes, the target takes the difference in HAZARD tokens.

3. Wipeout Step

- A. Any kart that has 6 or more HAZARD tokens suffers a Wipeout.
- B. Reduce current gear to 1.
- C. Remove all HAZARD tokens on the Kart.
- D. Roll Scatter die and reorient kart accordingly.

Collisions

- A. Active karts declares Smash attack or Evade. (Objects always use Smash).

- B. Roll all Smash Attacks (Use chart below to determine number of attack dice).

- C. Roll all Evades (a Kart's current gear).

- D. Apply uncanceled hits as HAZARD tokens.

- E. All karts involved must gain at least 1 Hazard in a Collision.

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 kart's current gear minus slower kart's current gear
Modifiers to Attacker	Bonus Smash Attack Dice
1 Class Heavier	+1 Attack Dice
2 Classes Heavier	+2 Attack Dice
1 Class Lighter	-1 Attack Dice
2 Classes Lighter	-2 Attack Dice

Pole Position goes to the next player clockwise when the gear phases get back to Gear 1.

Maneuvering from the road to offroad gains +1 Hazard token.

If a kart's movement starts and ends completely on a road and the maneuver template is completely on the road, it may Push It and not gain the associated Hazard token.

Boosts: If part of a kart touches the boost, the kart is straightened and carried down the boost. Place a Medium straight, a Gentle Curve, or a Curve at the end of the boost. This is a Forced move. If Skid Dice were rolled for the regular movement, any effects, like Spin and Slide are resolved at the end of the Forced Movement. Gain +1 Hazard.

Obstructions: There are two types: immovable and Destructible. Immovable obstructions (pipes, large question cubes) stop movement when hit. Destructible obstructions (mushrooms) disappear after hit and Movement continues. Both cause a Collision. Obstructions always choose to Smash, Gear is 0, and collision is always Head On. Immovable objects are Heavyweight while Destructible are Middleweight.

Bullet Bill: Gear 2, Heavyweight. Activates at the end of a kart's turn. Medium movement template. Always Smashes.