

Gaslands: Mario Kart Edition Quick Reference

Each turn proceeds through Gear Phases 1 through 6. In each B. Roll all Smash Attacks (Use chart below to determine 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).

- 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.