

MARIO KART™

GASLANDS

a game of post-apocalyptic vehicular mayhem

Mario Kart Gaslands - An Unofficial Expansion

Mario Kart Gaslands is a completely unofficial expansion written by Stuart Kelly for the Osprey War-game Gaslands written by Mike Hutchinson.

www.gaslands.com.

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Mario Kart Gaslands aims to bring some of the fun and Mayhem of the classic Nintendo game series to the tabletop, using miniatures and at its core, the Gaslands war-game rules.

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The Gist

Mario Kart Gaslands uses the normal Gaslands rules, with some key differences:

- We use the normal turn sequence and movement templates.
- None of the Gaslands weapons are used, we use our own Items deck.
- We don't care about hull points, you can't die in Mario Kart.
- The rule of carnage still applies.

How it works

Each Kart is a normal Gaslands car with a normal dashboard. Run through the normal turn sequence, placing templates, rolling skid dice, moving and colliding as you go.

Attack Step

Shell weapons are used during the Attack step and use the rules for normal shooting weapons including rolling attack dice and making evade rolls.

Damage

In Mario Kart you can't get destroyed, the worst you can do is end up in reverse and have to shuffle around. Wherever you would normally remove hull points simply ignore that, you do however still pick up hazard tokens and wipe out.

Collisions

Smash attacks are the normal 2 Hazard tokens but they are modified as listed below:

Attacking Kart	Modifier
1/2 classes Lighter	-1 Hazards
1/2 classes Heavier	+1 Hazards

If both karts Evade, each kart gains 1 Hazard token.

Wipeout Step

Skip the Flip check, leave the kart where it is.

Instead of another player rotating the kart, the owning player rolls a scatter die and rotates the kart to face the direction that matches the arrow.

Characters and Karts

In Mario Kart everyone drives a Gaslands car, but they have special stats depending on the character.

Characters are divided into Lightweights who have great acceleration but lower top speed, Heavyweights who are slower to accelerate but have higher top speed and Middleweights who are in between.

You can use the following reference:

Character	Weight	Handling	Max Gear
Mario	Middleweight	3	5
Luigi	Middleweight	3	5
Yoshi	Lightweight	4	4
Princess Peach	Lightweight	4	4
Toad	Lightweight	4	4
Donkey Kong	Heavyweight	2	6
Bowser	Heavyweight	2	6
Wario	Heavyweight	2	6

Speed Boost Markers

If a kart or template touches any part of a Boost marker during its movement, complete its current movement including Slides and Spins. Next, make an immediate Forced Move (see pg. 39) with either the Long, Gentle or Swerve template. The kart then gains D3 Hazard tokens.

The movement phase for the kart is now complete.

A Speed Boost marker is considered the same surface as the type it occupies.

Scenarios

The scenario you play is essentially a normal Gaslands Death Race with a series of gates you have to pass through. To feel like a Mario Kart level it is recommended to have a complete circuit that ends at the same point as the start, allowing you to do multiple laps if you wish to. This isn't however, strictly necessary and player should feel free to adapt the track to the amount of space or scenery they have.

It is recommended to run at least 4 Karts per race. If you don't have 4 players then each player can control more than one Kart.

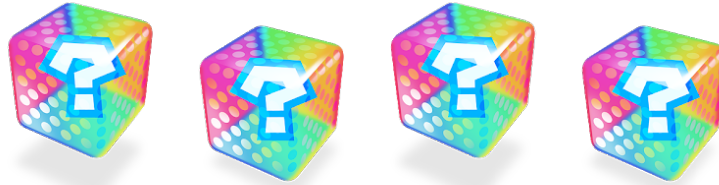
Each gate has a line of Item boxes (see Items, below), typically one box for each Kart in play but this can be adjusted depending on how mean/generous you are feeling.

The first Kart to cross the finish line after completing the set number of laps (which might only be 1) is the winner, glory is also awarded to second and third place.

You could also play on a race track with a single start/finish line but without gates. Decide on terrain surfaces and make sure that track boundaries, short cuts etc. are clearly marked.

Items

Item Boxes



Scattered throughout the track are lines of boxes, which can be picked up and will contain a random Item. When you pass through one of these boxes, remove it from the table and draw a card from the Item deck. You retain this card until you wish to spend it during one of your activations.

The “Items” will typically add one or more hazard tokens to a target, causing them to wipeout rather than removing hull points and destroying them. Some are speed boost or other buffs and some are dropped on the track for people to crash into (like the classic banana peel).

How Item Boxes Work

As soon as a template or Kart touches one or more boxes run through the following sequence to resolve it:

1. Remove the box(es) the Kart touched from the table temporarily.
2. Draw one Item card (regardless of how many boxes you touched during this activation).
3. Continue your move.
4. Replace the box at the end of this gear phase (not activation).

How to use items

A player draws a card when they have picked up an item box. Once a card is drawn that player holds onto it until they choose to play it or have to replace it with a new one. Once it's effect is resolved it is discarded. Players do not have to reveal which card they are holding to any other player. Players may only hold one card at a time and may not choose to discard a card.

Items may only be used during the ATTACK STEP of your own activation unless otherwise stated in that items rules.

Players may only use multiple use items once per activation unless otherwise stated in that items rules.

The Item Deck

The Item Deck is a custom deck of cards which players will draw from as they pick up Item boxes.

Some items are less common than others. Some items are only available if you are in last place in the race and can only be collected if your Kart is in last position in the race when the card is drawn. If you are not currently in last position, reveal this card to the other players, discard it and draw again.

If at any point there are no cards to draw in the Item deck, shuffle all of the discarded cards to become a new Item deck.

If a Kart touches a new item box while in possession of a previously collected item card, the old item card is immediately discarded and replaced with the newly drawn card.

Keywords

Some items have a keyword in their description. See the following for an explanation of these keywords.

Shell: When a Shell is mentioned, it refers to green or red shells.

To use a Shell Item, turn that Item card face up (or discard one marker from a multiple use Shell) then follow the normal rules for shooting.

Optional Rule:

When shooting a Shell weapon and the Hit roll is missed, place a marker such as a green or red glass bead within Short range of the attacking vehicle, and facing in any direction*. This placement triggers a Collision Window.

The Shell can then be activated like a Kart but never rolls Skid dice and counts as always being in current Gear 3 and cannot change Gear. Although controlled by the player that dropped it, the Shell does not count as part of the player's team, and so cannot be used for the purposes of scenario rules, Audience Votes, or perks. When the Shell hits a wall or other terrain it will stop. The next time the Shell is able to move, it may move away from the wall in any direction. When the Shell makes contact with any Kart, remove the marker and place D3 Hazard tokens on the Kart.

**note: Make sure that the front of Shell marker is clearly defined. I place a Hazard token next to my glass bead to show which direction the Shell is facing.*

Shield: Shield items may be played immediately when you are hit by a Shell, collide with a Banana Peel or a Decoy Item Box. You may discard this item to block the effects of that item.

If you have a multiple use Shield item, they may be played as often as needed (or until they are used up) when blocking. If you use this item to block you may still use one of the other multiple items during your own Attack phase.

Once its effect is resolved it is discarded.

The Item Rules

The Items available in Mario Kart Gaslands are as follows:

1. Green Shell 1x or 3x



Double Range, Front-mounted, Indirect, Shell, Shield.

If the template touches a kart, roll a D3 and give that kart that many Hazard tokens. You may only hit one kart per shell, if the template touches more than one kart then the closest to the firer is hit.

2. Red Shell 1x or 3x



Double Range, 360 degree, Indirect, Shell, Shield.

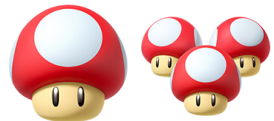
If the template touches a kart roll a D3 and give that kart that many Hazard tokens. You may only hit one kart per shell, if the template touches more than one kart then the closest to the firer is hit.

3. Blue Shell



Last Position Only! The kart that is in first race position will wipeout during the current players Wipeout phase. Any karts within medium range of this kart also gain D3 Hazard tokens.

4. Mushroom 1x or 3x



Immediately shift up a gear without gaining a Hazard token.

5. Banana Peel



Dropped Weapon.

Drop a marker representing the banana peel behind the kart. The next kart to touch that Banana Peel immediately gains D3 Hazard tokens and spins to face a random direction (use a

scatter dice) at the end of it's maneuver. This spin cannot be cancelled using a Shift icon on the Shift Dice. Then remove the marker.

6. Decoy Item Box



Dropped Weapon

Drop a marker representing the Decoy Item Box behind the kart. The next kart to touch that Decoy Item Box will Wipe out during the WIPEOUT STEP of it's activation. Then remove the marker.

7. Star



Remove all Hazard tokens currently on your kart. Until the end of the current round, your kart can't be hit by items or gain Hazard tokens. If your kart collides with a decoy item box or a Banana Peel remove that marker with no additional effects.

8. Lightning



Last Position Only! Immediately reduce all other karts to gear 1. Your kart is unaffected.

9. Golden Mushroom



Until the end of the current round, your kart may change up gears without gaining Hazard tokens. This can be multiple times per activation. Until the effect wears off you cannot change down gears, either willfully or because of other items. You can still WIPEOUT as normal.

10. Boo



Take an item from another player without seeing what it is and discard this one. No player may interrupt this action by playing an item.

Modeling

Karts

Over the years there have been lots of toys available to represent the Mario Kart characters, some official and some unofficial. My only recommendation is that you use Karts of a consistent scale and ideally ones that look about right with your terrain collection.

Templates

To some extent the size of your Karts will dictate which scale of templates you will use, since the game isn't balanced around the normal hull points and weapons the exact distances aren't too important so just use templates that you think "feel right". Typically the normal Gaslands templates are for 1/64 scale Hot wheels/Matchbox cars, you can print these at A3 to get a roughly 28mm scale appropriate template and at A5 to get something more suited to Micro Machine scale, but this is a little subjective. If you are buying templates online make sure to look for the "Friends of Gaslands" logo before purchasing.

Gates

The Mario Kart video game series doesn't typically use "gates" as such, so my advice would be to model these as subtle as possible, as long as it is clear to the players where to go. All of the gates will have a line of Item boxes laid on top so it should be fairly obvious which route to take.

Item Boxes

Boxes can be represented in game with normal wargaming bases, special dice or tokens, you can model them if you are feeling adventurous. What is important is that you can tell if a Kart has hit one or not during its move so they must be represented on the table. Bear in mind that as many as 7 or 8 may have to sit side by side on a gate.

Banana Peel

While the Banana Peel is a dropped weapon, you should not use either of the Burst templates as they are too large.

A Banana Peel marker should be no larger than a 25 cent coin or about half the size of a kart.

Speed Boost Markers

A Speed Boost marker could be a flat marker with chevrons and should be easily distinguishable from the surface upon which it is placed.

Stuart Kelly - March 2018 - V1.1

Powell Hall - November 2019 - V1.2