

Experimental Wipeout Rules ^[v3]

These experimental rules may be used if all players agree and entirely replace the **Wipeout Step** rules on pages 34 & 35 of the *Gaslands: Refuelled* rulebook. The objective of these rules is to make Wipeouts less punishing in lower gear phase, reduce player downtime, and keep the peril and excitement of driving fast and crash. I'd really love to hear your feedback on them.

Wipeout Step

Any vehicle with 6 or more hazard tokens during the Wipeout Step suffers a **Wipeout**, regardless of whose activation it is currently.

If more than one vehicle needs to resolve a wipeout in the same Wipeout Step, resolve the active vehicle's wipeout first, and then resolve the remaining wipeouts in clockwise order of their controllers.

Wipeout

If a vehicle suffers a wipeout, perform these steps:

- 3.1. **Flip check:** Roll D6 + current gear. If 8+, this vehicle suffers 2 hits and is forced to move medium forward, ignoring all obstructions.
COLLISION WINDOW
- 3.2. **Lose Control:** The player clockwise of the player controlling the active vehicle pivots the vehicle about its centre point to any facing.
- 3.3. **Gear Down:** reduce gear to 3 or lower.
- 3.4. **Dump Hazards:** Discard all hazard tokens.
- 3.5. **COLLISION WINDOW**

Flip Check

When a vehicle suffers a wipeout, it must first make a Flip Check to see if it flips. Regardless of the result of the Flip check, the vehicle will always Gear Down, Dump Hazards and Lose Control.

To make a flip check, the player controlling the vehicle rolls a D6 and adds the vehicle's current gear: if the result is 8+, the vehicle immediately suffers a flip.

E.g. If a vehicle is in Gear 5, a roll of 3 or more on the dice will result in a flip. A 1 or 2 will not.

Flip

When a vehicle suffers a Flip, that vehicle suffers 2 hits, and then makes a forced move medium straight directly forward, ignoring all obstructions, including other vehicles. This movement causes a collision window. The damage from a flip cannot be evaded.

Lose Control

Regardless of the result of the flip check, the player clockwise of the vehicle's controller pivots the vehicle about its centre point to any facing. This pivot can cause a collision, if the pivot brings the vehicle into contact with an obstruction it didn't start the pivot in contact with.

Gear Down & Dump Hazards

Finally, the vehicle must reduce its current gear to Gear 3 or lower, and then discard all hazard tokens.

If the vehicle is already in Gear 3 or lower, they are not forced to reduce their gear, but may choose to.

Designer Note: This is the critical change. With this change, wiping out in gears 1-3 will put you out of position, but is less likely to cause you to miss the rest of the round. Wiping out in gears 4-6 is essentially unchanged, retaining the punishment for messing up in those higher risk gears.

If the Lose Control spin has placed you facing terrain, then you can still choose to gear down to Gear 1 to reverse when Gear Phase 1 comes round again. The Lose Control step is moved to before this decision to ensure you know if you are stuck or not before choosing which gear to reduce down to.