

[R&D]

Experimental Evade Rules [v3]

These experimental rules may be used if all players agree and entirely replace the **Roll Evade Dice** rules on page 33 of the *Gaslands: Refuelled* rulebook and the **Evading Special Attacks** on page 42. The objective of these rules is to make vehicles slightly more durable, (as you will tend to roll more evade dice and have a higher chance of success on each), while still rewarding people for driving fast. I'd really love to hear your feedback on them.

Evade

When a vehicle suffers hits from any source, it may **Evade**.

To evade: the target's controller rolls a number of Evade Dice equal to the number of incoming hits.

The target number needed for a successful evade roll depends on the speed of the evading vehicle:

Evading vehicle is in Gear 1 or 2: 6+ to evade

Evading vehicle is in Gear 3 or 4: 5+ to evade

Evading vehicle is in Gear 5 or 6: 4+ to evade

Each successful evade roll cancels one incoming hit.

Evading Special Attacks

Some weapons have special rules, for example Blast, that trigger only if the weapon damages the target. When rolling to Evade, declare which evade rolls relate to the hits that have special rules. You might use different coloured dice to distinguish those evade rolls.

Evade Examples

Shooting Example: A truck targets a car with two sets of grenades (1D6 with Blast) and a minigun (4D6). The car is in gear 5. The truck scores 1 hit with the grenades, and rolls lucky with the minigun, scoring 6 hits. The player controlling the car rolls 7 evade dice, rolling for the grenade hit separately, and each roll of a 4, 5 or 6 is a successful evade.

Smash Attack Example: A car in gear 4 collides head-on with a buggy in gear 3. The car declares the Smash reaction. The buggy declares the Evade reaction. The player controlling the car rolls 9 attack dice, and scores 5 hits. The player controlling the buggy then rolls 5 evade dice, and each roll of a 5 or 6 is a successful evade.