

Gasleague!

An unofficial Gaslands scenario by Goblins Don't Wear Shirts.

Required components: I recommend having at least two sets of templates to play Gasleague, templates are available free from the [Gaslands website](#). You will also need a token or such to use as the Ball (see The Ball below).

Victory conditions: Teams try to score goals by hitting the ball into their opponent's goal with their vehicles. The game ends if one team has 2 more goals than the other, if three full rounds have elapsed, or if only one team has vehicles in play at the end of a gear phase.

Half Time: after two full rounds have elapsed, each player may spend one audience vote to respawn a wrecked vehicle before proceeding to round three. Note: players may spend audience votes to respawn a teammate's vehicle, so long as only 1 vehicle is respawned per player.

Team Game: Gasleague uses the Team Games rules from page 123.



Setup: Pick or randomly assign teams with equal numbers of players, and seat the players in alternating teams around the table. (For example, the seating in a four player game would be Team A member 1, Team B member 1, Team A member 2, Team B member 2).

Place two goals (as per a gate, it is one Long template in width. Mark the posts with objects of your choice) in the centre of opposite short edges of a rectangular play area (eg. 3ftx4ft or 4ftx5ft etc), one medium length from the edge, and no closer than double from the centre of the play area.

Place tall and short obstacles to mark the edges of the play area (or use the table edge), place scatter terrain to create hazards, block line of sight, and increase carnage. If this is your first game, keep the play area relatively clear.

Place the ball (see The Ball below) in the centre of the play area. Roll for pole position. Each team picks a goal to be theirs, and spawns their vehicles within short distance of their team's goal, in clockwise order. For all purposes, treat your team's goal as your spawn point.

Ball Hits: If involved with a collision with the ball, do not resolve a collision as normal. Instead, the player of the vehicle colliding with the ball must immediately perform the following steps;



1. Temporarily interrupt your movement at the point your vehicle touches the ball
2. Select any template you qualify for in your current gear and also collect either a Short (if your current gear is 1-2), a Medium (gears 3-4), or Long (gears 5-6) template. It is possible to select a template that would cause you to have two short, medium, or long templates. If you do not have enough sets of templates, you must select another available template.
3. Place the two selected templates end to end, in either order, against the facing of the vehicle that touched the ball, as though making an attack. If the point of contact is the corner of the vehicle, place the template on the facing along the vehicle's direction of travel.
4. Check if the ball's movement along either template would be interrupted by a tall obstacle, if so go to step 6, otherwise go to step 5
5. Move the ball to the end of the second template, ignoring all non-tall obstructions. If its final position at the end of the second template would be interrupted by an obstruction, place it touching the obstruction and it ceases moving. Go to step 7
6. Move the ball along both templates until it would touch the tall obstruction. The ball ricochets off of it, moving it one medium (if interrupted during its first template movement) or one Short (second template movement) away from the obstruction, ignoring any non-tall obstructions. (Imagine a ball bouncing from the surface at a similar angle to how it hit it). If this movement would cause the ball to hit another tall obstruction, place it touching that obstruction, otherwise place the ball at the end of the template. The ball then ceases moving.
7. Continue processing your vehicle's movement and final position as normal.

If your vehicle's movement causes it to hit the ball multiple times, process each hit in sequence.

Hitting the ball does not give any hazards.

Being in contact with the ball does not cause a vehicle to become Distracted.

For an example of a Ball hit, see Example Ball Hit below.

Throw-ins: If the Ball leaves the play area as a result of a Ball Hit, the opposing team to the vehicle that hit it may place the ball anywhere within Medium distance of the point it left the play area.

Scoring a Goal: Goals are the same dimensions as a gate in the Death Race game mode. A goal is made successfully if the ball passes even partially through the line of the gate going in either direction. Immediately upon scoring a goal, do not process the rest of the ball's movement, and instead respawn it at the centre of the table **after** the current vehicle's activation.

The Underdog: When a goal is scored, each player of the opposing team gains an audience vote.

Style Points: If a goal is scored by a vehicle hitting the ball due to a Slide, the scoring vehicle's player gains an audience vote.

Ball Respawning: if the centre of the table is occupied by an obstruction, respawn the ball as close to it as possible, moving it as little as possible, in a random direction if necessary.

Vehicle respawning: Vehicles respawn within Short distance of their goal, with any facing.

Ending the game: The game ends after three rounds, with the team with the most goals scored winning. In the event of a tie, play one more round or until the next goal scored. If the score is still tied, schedule a rematch. The game also ends if one team has 2 goals more than their opponents, or if vehicles from only one team remain in play at the end of a gear phase.

Spoils: Each player on a team gains 1d6 cans per goal scored by their team. Players on the winning team gain an additional 2d6 cans each. However, if no goals are scored, the audience is bored, and the winning team instead only gains 1d6 cans per player.

Additional Notes and rules clarifications:

Teams can consist of an uneven number of vehicles, assuming each team has followed the standard rules for Gaslands team building (equivalent cans spent or such)

For a longer game, play on a bigger pitch, play to four or five rounds, and/or raise the number of Goals above your opponents required to end the game.

Templates: I recommend having two or more sets of templates, or at least printing an extra Short and Medium from the Gaslands website. If through repeated use of the same template, you run out of templates to select eg. If you move a vehicle a Medium and hit the ball, select a Medium and are in gear 4 (bonus Medium) then either mark the end of a template with a finger and use the template again from that point, or else pick another legal template in your current gear. If you cannot select a legal template for whatever reason, the player to your left selects any template for you to use.

Premeasuring: after selecting both templates. when placing them end to end, you may swap their relative positions, flip them, and premeasure (unless you want a more chaotic game, its your table)

Forced Movement: Forced movement triggers a Ball Hit as normal, with the controller of the moved vehicle acting as the one hitting the ball, unless such movement ignores obstructions, such as during a flip. If the final position of a flipping car would overlap the ball, process a ball hit.

Strategy tip: Try and keep some vehicles back, and send others forward as “strikers”, having the ball hit by opponents to behind your vehicles can be hard to recover from quickly, but having a back line of vehicles allows for it to be returned to the centre of the play area quicker. Don’t underestimate the usefulness of a goalie vehicle, and a bike or performance car as a striker.

Ramps: If the Ball hits the bottom edge of a ramp* as the result of a Ball Hit, it automatically passes its jump check and moves a distance from the top of the ramp based on the gear of the vehicle that performed the Ball Hit. Eg. If a vehicle in gear 3 causes the ball to hit the bottom edge of a ramp, the ball moves a Medium from the top of the ramp as though it had successfully jumped in gear 3, and ceases moving.

*If such a ramp hit would be unrealistic (ramps occupy the unfortunate reality of being tall and short obstacles depending on the portion hit), have the ball ignore the ramp during its first template movement. Essentially, consider the ball arcing high then falling low at the end of its second template. If the table agrees it would hit the ramp, have it do the jump as described above.

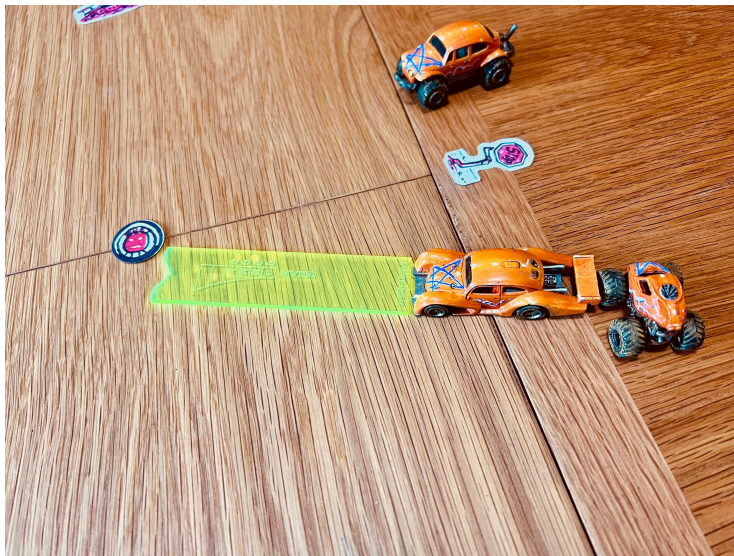
Ball Unreachable: If the ball would land in an unreachable area (e.g. between two indestructible obstructions), move it backwards along its movement templates until it lands in a reachable spot, and it ceases moving. If this is not possible, respawn the ball.

Ball Hit as result of Spin: if a Ball Hit is triggered as the result of resolving a Spin, the vehicle can continue spinning after resolving the Ball Hit, but only in the direction the Spin was initially

rotating. eg. If a car rotates clockwise to hit the ball, the car can only continue rotating clockwise after hitting it.

Bikes: as they can select the Long Straight in any gear, a Bike can select the Long Straight as its template to use during a Ball Hit.

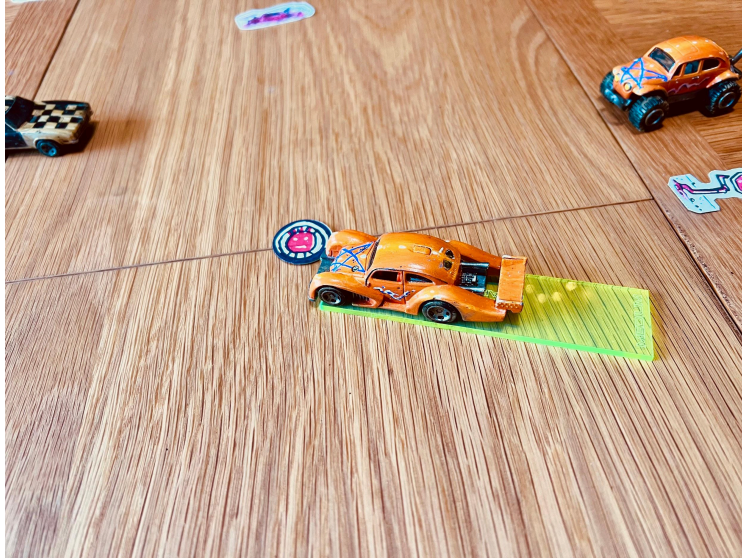
Example Ball Hit:



The orange car is in gear 2 and moves a Medium Straight. The orange car's final position will collide with the ball. Instead of processing a collision, they process a Ball Hit by doing the following;

Step 1: Interrupt movement.

The orange car stops moving at the point it touches the ball and proceeds to step 2



Step 2: Choose templates.

The orange car must select a template it qualifies for in its current gear, and chooses a Gentle Turn. The orange car **also** picks up a Short Straight, as it is in gear 2.

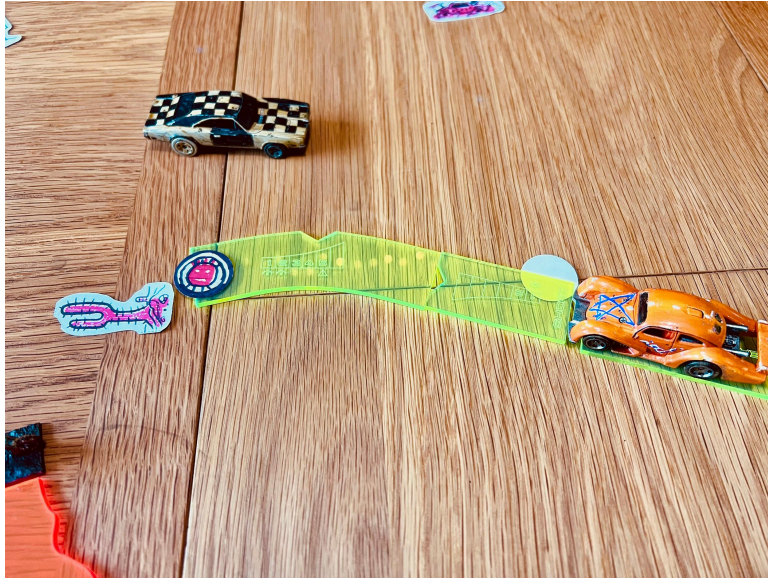


Step 3: Place templates.

The orange car places the two templates end to end anywhere along its front facing, as the point of collision with the ball is the front facing of the car. **Note that the templates are placed against the car and not the ball**

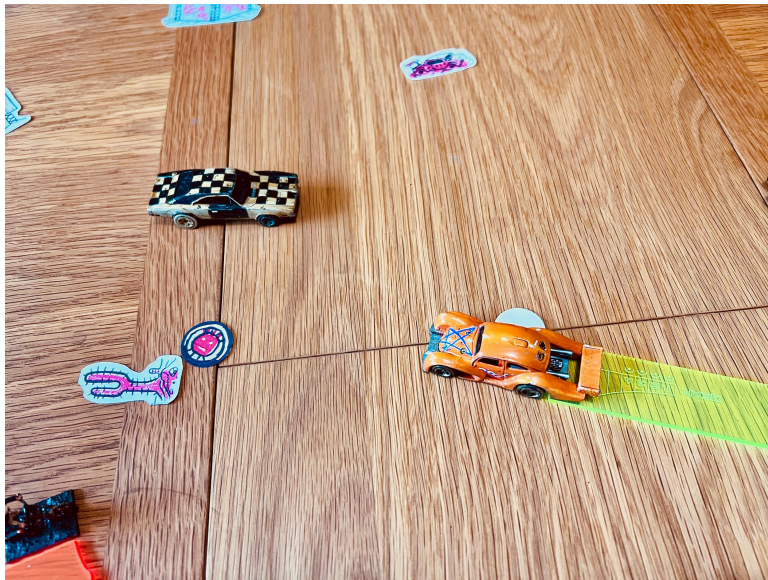
Step 4: check for tall obstructions.

There are no tall obstructions in the ball's path along either template, so we go to step 5 instead of step 6.



Step 6: Move the ball.

The ball is moved to the end of the second template. Since its final position will be obstructed by the cactus, it is placed touching the cactus and ceases moving.



Step 7: Continue moving vehicle. The orange car continues its movement as normal, and reaches its final position. It may now move on to its weapons step.

Have fun! Why not try a league? Let me know how it goes, I'd love to hear your feedback or comments. @goblinsdontwearshirts.itch.io on blue sky and Goblins Don't Wear Shirts on itch.io, where you probably picked this up from.

The legal bit: Gasleague is an unofficial custom scenario for Gaslands Refuelled by Planet Smasher Games. Gasleague is copyright Goblins Don't Wear Shirts 2026, and is not associated with Planet Smasher Games or Mike Hutchinson.