

**TRUCKASAURUS
AWAKENS!**



PLUS

**NEW VEHICLE TYPES
TWO NEW SCENARIOS**

GASLANDS

ISSUE 3: JUNK N TOW

OSPREY
WARGAMES

In the Gaslands rulebook you will find rules for a wide selection of vehicle types designed to fit the majority of conversions possible with toy cars. However, enthusiastic rummagers in supermarket toy bins and thrift store crates may unearth delights that aren't 100% covered by the existing Gaslands vehicle types. Issue Three of Time Extended! provides an expanded set of vehicle types to allow you to represent a broader range of vehicles in your games. It also features an exciting new sponsor, with which you can police the wasteland highways, and a new set of perks to match. Finally, you'll find two new ways to play, and a hint of what's coming in Time Extended! Issue 4...

To play the first of the new Scenarios – the televised extravaganza that is Truckasaurus – you'll need to build your own beast of steel. Congratulations to Jake Zettelmaier for winning pride of place on this issue's cover, and thank you to Keith Duncan, Isaias Peran, Mariano Suppa, Jesse Nesse, Adam McIver, and Chris Way for providing such awesome inspiration to the rest of us!

A huge thanks to the Gaslands playtesting and development team: Glenn Ford, Jay Newell, Joe Wood, and Phil Hawtin for their help with making sure everything in this issue of TX! is the maximum amount of carnage.

This issue of Time Extended! is dedicated to Burt Reynolds, the Bandit (1936–2018): "For the money, for the glory, and for the fun... mostly for the money."



NEW VEHICLE TYPES

Vehicle Type	Weight	Hull Points	Handling	Max Gear	Build Slots	Crew	Special Rules	Cost
Drag Racer	Lightweight	4	4	6	2	1	Jet Engine.	5
Bike with Sidecar	Lightweight	4	5	6	2	2	Full Throttle. Pivot.	8
Ice Cream Truck	Middleweight	10	3	4	2	2	Infuriating Jingle	5
Jeep	Middleweight	10	3	5	3	2		15
Ambulance	Middleweight	12	2	5	3	3	Uppers. Downers.	25
Motorhome	Middleweight	10	3	4	3	3	Mobile Garage.	25
Heavy Truck	Heavyweight	14	2	3	5	4		25
APC	Heavyweight	16	3	4	1	6	Battle Taxi. Sardines.	35

DRAG RACER

Jet Engine: A vehicle with a jet engine counts as having a Nitro Booster with infinite ammo tokens. This vehicle automatically explodes when it is wrecked. A vehicle with a jet engine must use the Nitro Booster every time it activates.

BIKE WITH SIDECAR

Has the rules Pivot and Full Throttle (see page 31 *Gaslands*). *Note: The “Buggy” vehicle type in the main rulebook was originally used to represent a motorcycle with a sidecar. This new vehicle type now takes precedence if you wish to field a Bike with Sidecar.*

ICE CREAM TRUCK

Infuriating Jingle: Vehicles that target this vehicle with a SMASH ATTACK during a collision receive no hazard tokens during step 6 of the collision resolution.

AMBULANCE

Uppers: If this vehicle is involved in a collision in which both vehicles declare an evade, both vehicles must declare a single stick-shift up immediately after the collision is resolved (gaining a hazard token as per the normal stick-shift rules). If either vehicle is already at its max gear, the stick-shift does not affect that vehicle’s current gear, but that vehicle does gain a hazard token.

Downers: When this vehicle declares a SMASH ATTACK during its activation remove 2 hazard tokens from the target vehicle, and then reduce the target vehicle’s crew value by 1 until the end of the phase.

MOTORHOME

Mobile Garage: If this vehicle starts its activation within medium range of one or more wrecks, it may reduce its crew value by any amount, until the end of the game, to flip a single target wreck back over to an active vehicle. The recovered vehicle gains D6 hull points and 1 crew for each crew this vehicle reduced by this effect, up to a maximum of the recovered vehicle’s starting hull and crew values.

ARMOURED PERSONNEL CARRIER

Battle Taxi: Any weapon with the “Crew fired” special rule gains the “Blitz” special rule when purchased for this vehicle.

Sardines: This vehicle may not have its crew value increased above 6.



SPONSOR: HIGHWAY PATROL

“Along the wrecked and broken highways, where law is another word for vengeance and justice is a forgotten memory, a handful of souls still cling to a dream of order. Perhaps they do it for the glory? Maybe they even get a kick out of it. They are unsanctioned, unloved, and unpaid. Their only power: a badge of bronze. Their only weapon: 600 horsepower of fuel-injected steel. They are the last law in a world gone crazy.”

Perk Classes: Speed and Pursuit.

Teams sponsored by Highway Patrol gain the following Sponsored Perks:

Hot Pursuit: Before the first gear phase of the game, after deployment, this team must nominate one enemy vehicle as the “Bogey”.

Bogey at 12 O’Clock: At the end of this vehicle’s movement step, if the Bogey is in this vehicle’s front arc of fire, in line of sight, and further than double range away, this vehicle may immediately resolve another movement step.

The Job Is Never Done: If the bogey is wrecked or disqualified, immediately nominate another enemy vehicle to be the bogey.

Siren: At the end of this vehicle’s activation, if this vehicle in the Bogey’s rear arc of fire (regardless of range), the Bogey must either reduce its gear by 1 or gain 2 hazards.

Steel Justice: If the Bogey wipes out this team as a whole gains 2 audience votes. If the Bogey is wrecked this team as a whole gains 4 audience votes.

Teams sponsored by Highway Patrol may purchase the following upgrades:

Louder Siren (2 Cans): Replace “Bogey” with “any enemy vehicle” for the purposes of the Siren special rules.

PERK CLASS: PURSUIT

On Your Tail (2 Cans): When an enemy vehicle resolves a spin or slide move that ends within short range of this vehicle, that vehicle gains +1 hazard token.

Schadenfreude (2 Cans): If another vehicle within short range of this vehicle resolves a wipe out, (either before or after any flip), remove all hazard tokens from this vehicle.

Taunt (2 Cans): At the start of this vehicle's attack step, roll a skid die. If you roll something other than a SHIFT result, you may place that skid die result onto the dashboard of a target vehicle within short range. This skid die result must be resolved during that vehicle's next skid check, and may not be re-rolled.

Out Run (2 Cans): At the start of this vehicle's attack step, all vehicles within short range of this vehicle and in a current, lower gear than this vehicle gain +1 hazard token.

PIT (4 Cans): If this vehicle is involved in a collision with an enemy vehicle during its activation that is not head-on, it may declare a "Pursuit Intervention Technique" (PIT) against the enemy vehicle instead of declaring a SMASH ATTACK or an evade. If this vehicle declares a PIT, it may select any maneuver template the target vehicle considers hazardous in its current gear. The target vehicle must immediately resolve a movement step, during which it is forced to must use the maneuver template selected for it and may not roll any skid dice.

Unnerving Eye Contact (5 Cans): Enemy vehicles within short range of this vehicle may not use shift results to remove hazard tokens from their dashboard.



by Mariano Suppa

SCENARIO: TRUCKASAURUS

“Legend tells of a beast with skin like steel, whose claws can cut through cars like paper and whose very breath is white-hot death. From the depths of your nightmares arises a terror so thrilling that you will be unable to resist! For premium subscribers only: Truckasaurus Lives! Screeching out of your television set this Saturday night, 8pm Central Mars Time.”

SETUP

Lay out some terrain to represent a dystopian demolition derby arena.

POLE POSITION

Players roll-off for pole position. At the end of each gear phase, pass the pole position marker clockwise.

DEPLOYMENT

Place the Truckasaurus in the centre of the table. The player with pole position selects it's facing.

Starting with the player with pole position, players take it in turns to place a counter, such as a penny, on the table within medium range of any table edge. This is their spawn point. When using audience votes to respawn, the vehicle must respawn within short range of that player's spawn point.

Starting with the player with pole position, players take it in turns to deploy all their vehicles within short range of their spawn point.

TRUCKASAURUS

Truckasaurus is a heavyweight vehicle with Handling 2, Crew 4 and infinite Hull. It cannot push it and cannot gain hazard tokens. It has the Pivot special rule and may pivot in any gear. It has the Crush Attack special rule (see page 7). Truckasaurus is armed with a turret-mounted Flame-thrower, a turret-mounted 125mm cannon, a turret-mounted Harpoon, and a Wrecking Ball. It is also equipped with a Ram on every facing and has the Perks: Murder Tractor and Boarding Party. Truckasaurus is immune to effects caused by weapons. Truckasaurus has infinite ammo for all its weapons.

Witness: If a vehicle declares a SMASH ATTACK against the Truckasaurus during its own activation, that vehicle gains +1 audience vote.

Truckasaurus Lives: Players with an active vehicle in play may spend 3 audience votes, whenever they would ordinarily be able to spend votes, in order to activate the Truckasaurus. When it activates, the Truckasaurus counts as being in the same gear as the current gear phase. This activation occurs before the active players activation (if they were about to activate a



by Jesse Nesse

vehicle). The Truckasaurus may be activated multiple times in a single gear phase.

Truckasaurus Feeds: Every time a vehicle is destroyed during Truckasaurus' activation, the player who activated Truckasaurus gains 1VP. A player may gain a maximum of 1VP for destroying friendly vehicles during a single Truckasaurus' activation.

Into the Danger Zone: If a vehicle begins its activation further than double range from the Truckasaurus, that vehicle's controller loses 1 audience vote.

VICTORY CONDITIONS

The first team to score 5 VP (or 3VP if there are only two players) is the winner and the game ends. Otherwise, the game ends at the end of Turn 3 and the player(s) with the most VPs win.

SCENARIO: SCAVENGER PARTY

An overnight storm has blown back the dust from a previously buried garage, revealing a fuel dump. The teams dash to the location to grab the supplies whilst they last.

SETUP

Lay out some terrain to represent a post-apocalyptic wasteland.

Crates: Take D6+6 crates and place them in a rough circle, with each crate approximately double range from the centre of the play area. Use tokens or miniatures no larger than 30mm square to represent the crates.

POLE POSITION

Roll-off for pole position. At the end of each gear phase, pass the pole position marker clockwise.

DEPLOYMENT

Each player places a counter, such as a penny, on the table within medium range of any table edge. This is their spawn point. When using audience votes to re-spawn, the vehicle must re-spawn within short range of that player's spawn point.

Starting with the player with pole position, players take it in turns to deploy all of their vehicles within short range of their spawn point.

SPECIAL RULES

Wasteland Skirmish: This scenario is a wasteland skirmish. Audience votes cannot be gained or spent during this game.

Back in the Saddle: A player that starts a turn with no vehicles in play may re-spawn a single vehicle.

Scarper: Disqualified vehicles do not count as destroyed and may not respawn.

Crates: If the maneuver template or the final location of a vehicle touches a crate, or you spin or pivot into contact with a crate, that vehicle may pick up that crate. Place the crate on the vehicle's dashboard to indicate this it is holding the crate. When a vehicle is



by Adam McIver

wrecked, the vehicle's owner must place any held crates touching the wreck. If a vehicle is disqualified, the vehicle's owner keeps the crate, and may count the crate as held at the end of the game.

GAME END

The game ends when one player has more than half the initial crates in their possession, or after the third turn, whichever occurs sooner.

VICTORY CONDITIONS

The player holding the most crates at the end of the game is the winner.

SPOILS

If you are playing a Televised Season (see *TX!* Issue 4), for each crate held at the end of the game, that vehicle's team gains D6+1 cans.

ERRATA

With the addition of the new vehicle types in this issue of *TX!*, a couple of rules need their wording tweaked.

Add the following rule to page 6:

Simultaneous Effects: If the effects of multiple special rules occur at the same time, the controller of the active vehicle decides the order of resolution.

Remove "Bike & Sidecar" from the "Buggy" vehicle type row in the table on page 30. Remove "Jeep" from the "Car" vehicle type row in the table on page 30.

Replace the "Crush Attack" special rules on page 32 with the following:

Crush Attack: After resolving a collision with an obstruction of a lower weight class during movement step 1.7, this vehicle may declare a CRUSH ATTACK to ignore the obstruction for the remainder of its movement step, as it drives right over the top of it. This vehicle cannot declare a crush attack against another vehicle with the crush attack special rule.

Replace the "Elegance" sponsored perk on page 49 with the following:

Elegance: Teams sponsored by Miyazaki may not purchase heavyweight vehicle types, or vehicle types with a base handling value of 2 or lower.

Replace the "Prison Cars" sponsored perk on page 49 with the following:

Prison Cars: Vehicles in this team may purchase the following upgrade: "Prison Car: Reduce the cost of this vehicle by 4 Cans to a minimum of 5 Cans. Reduce the hull value of this vehicle by 2. May only be purchased by middleweight vehicles. May only be purchased once for each vehicle."

Replace the "Stunt Driver" perk on page 51 with the following:

Stunt Driver (7 Cans): This perk may only be taken on a lightweight or middleweight vehicle type with a base handling value of 3 or more. This vehicle may choose to ignore any number of obstructions during its movement step. After any movement step in which this vehicle chooses to ignore any obstruction using this ability, this vehicle immediately gains 3 hazard tokens.

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by Chris Way