

ROLES v1.4

Gaslands competitors can come from anywhere, and are compelled to test their mettle in automotive blood sports for all sorts of reasons. When creating your team at the start of a season, choose one of the following roles and note any of its special rules. If you prefer to let the dice decide, roll on the table below. If you have an idea for your team's background that doesn't fit any of these roles, write out your description of your role — however, there are no rules (benefits or penalties) associated with roles that you create yourself.

To roll on the table below, use two D6 of different colors to determine a number from 11 to 66. Select one colored die to represent the 'tens' digit and the other colored die will represent the 'ones' digit. Roll both dice together, using the 'tens' dice result as the first digit, and the 'ones' dice result as the second digit. For example, a roll of 6 on the 'tens' die and 3 on the 'ones' die would result in 63 (Stiffs).

D66	Random Role
11-13	Cons
14-16	Embeds
21-23	Jocks
24-26	Kids
31-33	Loons
34-36	Monks
41-43	Nomads
44-46	Rebs
51-53	Peacekeepers
54-56	Scabs
61-63	Stiffs
64-66	Warlords

CONS

Sentenced for heinous crimes and given the option to die in the arena, these competitors are among the most dangerous and entertaining on the circuit.

Nothing To Lose: If you wrecked an opponent's vehicle during one of your activations, you may take a free activation with one of your other vehicles immediately after the current activation.

Transfer Request: Your team is only eligible for Warden sponsorships.

EMBEDS

The Gaslands producers have chosen a handful of new teams to be equipped with a suite of cameras and microphones to capture the experience. For the first time, home audiences can follow the action with a crew's-eye view.

Always Broadcasting: You may score Audience Votes during Wasteland Scenarios, and all scenarios count as Televised Events for you.

Cheering Section: Once per scenario, when activating one of your vehicles, if you are not in first place and it is not the first turn of the game, you may gain up to 5 audience votes to spend immediately.

JOCKS

Martian slummers and the idle rich compete on Gaslands to get some Earth-grav thrills. Whether naturally gifted or not, jocks think they're better than everyone else — and the Network and sponsors tend to agree with them.

Well Connected: Other players may not spend Audience Votes to invoke Executive Intervention against you.

Have A Cigar: Treat your Team Rating as 5 higher when checking your team's eligibility for sponsorships.

KIDS

The war left the suburbs full of orphans. These formed into gangs to survive, and out of necessity they turned the station wagons and family vans around them into battle machines. Some of these gangs have the reflexes to compete in the Gaslands arena, but many are too young to understand the real dangers they face.

Immortal: Each time you roll to evade, you may spend -1 Audience Vote to gain +1 automatic evade result.

Scram, Kid: Treat your Team Rating as 5 lower when checking your team's eligibility for sponsorships.

Two Car Garage: Your team may only use Cars.

LOONS

Whether it's the result of radiation, fumes, head injuries or mutations, a significant portion of bloodsport racers are simply mental.

Reckless: Once per scenario, you may choose to automatically fail a flip check or explosion check.

MONKS

Lovely machines need loving caretakers. The sacred symphony of diesel and spark shall not be adulterated by any muffler. These are the ways of the motor monks, the grease-anointed fanatics who rumble into the combat arena out of their obsession with internal combustion.

Ritual Of The Wrench: Once per scenario, at the start of any of your vehicles' attack steps, you may choose to have that vehicle become distracted in order to attempt repairs. Roll 1D6 for each Crewmember, and for each roll of 4+ the vehicle recovers 1 hull point.

NOMADS

There were some who were well prepared for the shattered highways. Upon lifted suspensions and fat tires, they crawled out of the craters and roamed across the boneyards.

Four By Four: When making a skid check with a Truck, you may Push It as many times as you wish, gaining +1 hazard token each time.

PEACEKEEPERS

There isn't much left to serve and protect on the vast stretches between fortress cities, but there are still some who patrol the highways — for meager pay, an overgrown sense of duty, or reasons too painful to talk about. As law enforcers in a lawless land, peacekeepers with quick reflexes and fast cars are always welcome to join Gaslands events to help bring a sense of order.

In Pursuit: When activating your vehicles, if there is an enemy vehicle within Double range of the active vehicle's front arc, all Long maneuvers become trivial for the active vehicle.

Motor Pool: Your team may only use Midsize Cars, Motorcycles, Sedans, Vans, Aircraft and Armored Vehicles.

REBS

The Earth Resistance has been staging a guerilla war against the Martians for years, interrupting Gaslands broadcasts with spectacular stunts (or terrorist threats, depending on one's view). This season, the Resistance has begun to insert rebels into the competition in preparation for something truly unforgettable.

Secret Benefactors: Your team cannot acquire sponsorships.

Mars Is A Lie! Once per scenario, when activating one of your vehicles you may discard all of your audience votes to make a very public display of defiance against David Logan, the Network, the Martian scam and so on. For each vote that is discarded you will gain 1D6 cans when rolling for spoils after this scenario.

perks: If your Team Rating is 45 or higher, you may purchase perks from the Badass and Daring classes.

SCABS

The lonely riders of the wastelands survive by their wits, and no small measure of luck. Competing in auto combat events can be a way to escape the hopeless life of a fringer, but usually just means pouring enough gas in the tank to make it the next few miles to nowhere.

Survival Instinct: Once per scenario, when any of your vehicles is making an evade roll, it may gain +2 hazard tokens to treat all of the dice results as Evade results.

STIFFS

Raising a family has never been easy, and some Gaslands competitors put their lives on the line just to put food on the table at home. The Network has found that Martian audiences love the feel-good stories behind these teams, frequently showing photos of the racers with their beaming children set against the ongoing carnage.

Awwww!: The first time your team gains an Audience Vote during a scenario, it gains an additional +1 Audience Vote.

WARLORDS

The wastelands of the war-raved Earth are home to tribes united by a mutual lust for violence. Riding high on the apocalypse, these road warriors take the form of biker gangs and ragtag raiding parties, privateers of the new dark age.

Mob Rule: Your team may contain a maximum of 8 vehicles (instead of the usual 6).