

Wreck-It League

Welcome to Wreck-It League- a game mode for Gaslands loosely inspired by Rocket League the PC/Console game. It's football with cars basically.

These are not hard and fast rules more like a base to build from. I'm not a game designer just a fan of two games and wanting to bring them together. My background is more board-game than wargame.

Set up: Start teams a minimum of 2 long (and if it fits 1 medium) away from the ball, 4' x 4' permitting. Two teams is recommended but no reason you couldn't go for more if you scale down the size of teams.

Use what scenery you have available to create the shape or arena you want, avoid too much clutter in the middle, it's going to be crowded enough. Highly recommend the Thunderwood Cars 3 playset for scenery

Goals around 6-8" wide, use gates if you have them! Teams start behind goal line. Objective is to score the most before all but one of the teams is eliminated or one team scores enough. Scoring, it took 30-40 minutes for a goal, so I'd recommend sudden death or best of three maximum; or you're going to be a while.

Teams 60 to 80 cans for basic match, teams should be equal in first game as a recommendation

Wreck it League Perks these influence how you can interact with the ball (more on how the ball interacts with the game world and the templates below), opponents and the environment:

Bend it like Becks: Use turn, gentle turn, or hard turn instead of the medium template +1 Hazard (3 cans)

Nutmeg: Gear 1-2 only use hairpin template instead of short +1 Hazard (2 cans)

Killer thru-ball: Gear 3-4 – use Veer or Hard Turn or Long template (in gear 4+) template to move ball +1 hazard (4 cans)

Precision: use small template, roll shift dice, a shift roll allows -/+1 on your die roll (2d6) +1 Hazard (1 can)

Excellent Tekkers: Add slide template to the end of your move template (regardless of normal slide interface point)...must contact the ball or roll for wipe-out, +2 Hazards- you're basically doing a spin and a slide. (4 cans)

Mans' Game: Force a vehicle you collide with that ends the phase with 4 or more hazards to roll for wipe-out (4 cans)

The Frank Sinclair Special: Use the collision template instead when contacting the ball +1 hazard (2 cans)

Mazey Run: +2 evade dice once per turn, +1 hazard (3 cans)

Back heel: Use precision template from the back of the car (2 cans)

Side foot: Use the precision template from the side of the car (2 cans)

Vinnie: once per turn distract an opposition vehicle crew for one gear phase, must be in medium range (3 cans)

Half time Oranges: once per turn roll 1d6 and remove that many hazard tokens from your team , max 2 per vehicle) (2 cans)

Bouncebackability: Half damage from wipe-outs (3 cans)

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Suggested Game modes:

Sunday League: Machine guns and rams only, no perks

Mourinho mode – all weapons allowed, each team has a bus to park across the goal

Dads vs Kids mode: 100 cans of pickups against 100 cans of buggys

Optional:

Sponsor perks- may lead to imbalances but add whatever you feel is fun

The templates:



Precision Template (right hand side): Roll 2d6 to determine direction, you can use shifts to add or subtract from your roll

Half template (middle): this is used for side hits, wall rebounds and non-precision frontal/rear hits. Roll 1d6 you can use shifts to add or subtract from your roll. You can also use a shift to send the ball along the non-numbered directional arrow.

Circular Template (left): Used in collisions and the Frank Sinclair perk. Roll 1d6 to determine direction, you may not use shifts to influence the roll.

Contact with the ball

1. Declare any applicable Wreck-it League perks being used;
2. Roll skid dice resolve any unavoidable slides and spins to make sure you actually hit the ball (!) N.B. You may want to save some shift results for interaction with the ball.
3. If successful contact is made align the appropriate directional template with the vehicle and resolve (see table below)
4. Once you have determined the direction use the appropriate template (see Table). Resolve the rest of your vehicle move if any and any remaining skid dice (gearing up/down, spins etc)

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Gear 1-2	Short template
Gear 3-4	Medium template
Gear 5-6	Long template
Non-precise hit from any side	Half template
Bend It like Becks	Turn, Gentle Turn, Hard Turn, +1 hazard
Nutmeg	Hair-pin template, gear 1-3 only, +1 hazard
Killer Thru Ball	Veer template, Hard Turn, Long template (gear 4 or higher)
Precision	Front on strike only (unless your driver has side-foot or back-heel passive perks), use small precision template. Distance depends on the gear of the vehicle.
The Frank Sinclair Special	Use the circular direction template
Collision	Use circular template, use highest geared car to determine distance the ball gets pinged, Resolve vehicles as normal.

Ball movement:

Option 1: Deadball, if the ball does not hit anything else in a gear phase it stops .

Option 2: Rollerball, the ball slows by one template a turn until stopped. Eg a car in gear 5 hits the ball, it travels 1 long template, next gear phase nothing hits the ball, it continues in the same direction for a medium template, next gear phase it travels for a short if nothing hits, next phase it stops. This means you need to keep tabs on the direction over phases.

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Big thanks to Adam J Martin for the brain storming