

G.A.S.L.I.G.H.T.

GLORIOUS ADVENTURES IN SCIENCE LOOSELY INVOLVING GENERALLY HISTORICAL TIMES

QUICK START GUIDE

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Introduction:

G.A.S.L.I.G.H.T. is a quick and easy game of high adventure with a cinematic feel. G.A.S.L.I.G.H.T. games can be set in the British colonial period, the great Prussian invasion of Texas, colonial powers vying for control of Mars, in the American Civil War, or just about any other period the players wish. G.A.S.L.I.G.H.T. games can be strictly historical, or they can involve fanciful steam-driven vehicles and conveyances. G.A.S.L.I.G.H.T. was meant to be general, flexible, adaptable, and fun.

We have not defined a G.A.S.L.I.G.H.T. universe in which all your adventures must take place. While G.A.S.L.I.G.H.T. was written for Victorian science fiction and for pulp adventures, they rules have been used for skirmishes in ancient Rome through World War II – and beyond to zombies and post-apocalyptic games.

This quick-start booklet is meant to help newcomers to the G.A.S.L.I.G.H.T. family get started. When we released G.A.S.L.I.G.H.T., it was meant for small Victorian science fiction skirmishes. Over time, through the release of various supplements, G.A.S.L.I.G.H.T. was adapted to larger battles, role playing, and pulp adventures.

Sidebar:

We developed G.A.S.L.I.G.H.T. over several years, first the basic rules and then a number of expansions. We worked hard to ensure that the systems and rules between the various G.A.S.L.I.G.H.T. books were consistent. We found that many players picked rules from the various books in a “Chinese menu” manner to customize their G.A.S.L.I.G.H.T. games to their liking. After ten years, we decided to release The G.A.S.L.I.G.H.T. Compendium. To support the way G.A.S.L.I.G.H.T. players customized their own gaming experience, we organized The Compendium topically: activation and command and control in one section, with rules from all the books related to that topic together. It was later pointed out that while this approach was good for G.A.S.L.I.G.H.T. aficionados, the approach was difficult to newcomers to the game. We were told that this makes it hard for someone new to G.A.S.L.I.G.H.T. to pick up the game from The Compendium. This quick-start guide is meant to address that shortcoming and facilitate joining the G.A.S.L.I.G.H.T. family. This booklet is meant to cover just the basics while providing pointers into The Compendium.

Getting Started:

To play G.A.S.L.I.G.H.T. you need some 3"x5" cards or paper to keep track of your characters' attributes, some 20-sided dice (d20), a deck of playing cards, a few tape measures or rulers, whatever figures you have handy, and some imagination. The index cards will be used to keep track of your G.A.S.L.I.G.H.T. units and characters.

Use whatever figures you have handy. You can use G.A.S.L.I.G.H.T. for strictly historical games your first few times and then add vehicles and heavy weapons later. Start with figures from your favorite skirmish period, put them on the table, and jump right in.

Characters and Attributes:

Figures in G.A.S.L.I.G.H.T. represent either Main Characters or Extras. Main Characters are the heroes who are the subject of tales of daring adventure. Extras are the nameless soldiers who do the bulk of the fighting and dying, but get little credit. Extras do not tend to survive long in a G.A.S.L.I.G.H.T. game.

Figures are generally organized into ten-man units or (usually smaller) crews of vehicles or heavy weapons. A ten-man unit typically is composed of eight Extras and two Main Characters. In G.A.S.L.I.G.H.T., players command two or more ten-man units or vehicles and perhaps a leader figure of some sort. Players may also control Main Characters that are not part of a ten-man unit. These are referred to as "unattached Main Characters" and are often used as a player's overall leader of his force.

The abilities of figures in a G.A.S.L.I.G.H.T. game are governed by the figures' attributes. All characters have the following attributes:

This section of the quick start guide only addresses the very basics of character generation. More detail can be found in [The Compendium](#).

- ⚙ Character generation for basic G.A.S.L.I.G.H.T. is described in section 4.1.1.
- ⚙ As an option, Main Characters may have skills in G.A.S.L.I.G.H.T. These are described in section 4.1.4.
- ⚙ For role-playing games, the creation of characters is modified as described in section 4.1.8 This includes the addition of skills, such as mountain climbing, and additional attributes, such as *Science*.
- ⚙ The rules also allow players to create new weapons. The basic rules use a series of charts to create weapons and vehicles before the game begins. See section 5.2.1. If players are using G.A.S.L.I.G.H.T. as a role-playing game, inventing new weapons, equipment and vehicles would be done as part of the game, as described in section 5.2.4.
- ⚙ G.A.S.L.I.G.H.T. can be fun with as few as four figures per player. In those games, originally outlined in the pulp supplement to G.A.S.L.I.G.H.T., [To Be Continued... by G.A.S.L.I.G.H.T.](#), often Main Characters have an additional attribute, hit points, and Extras may or may not have *Save* attributes. This is described in section 4.1.3.

- ☼ *Shoot*: Used for firing missile-type weapons, such as pistols, rifles, bows, grenades, or thrown knives.
- ☼ *Scuffle*: Used for hand-to-hand combat.

In addition, Main Characters have an additional attribute, *Save*, which is used to determine if a normally fatal wound has been deflected, dodged, or made otherwise ineffective.

Main Characters can be one of four categories: Heroes, Adventurers, Leaders, or Veterans. To determine the attributes of Main Characters, the game master or players roll for their attributes, using a 20-sided die on the following table.

| Character Attributes Chart (d20) (Roll once per attribute) | | | | |
|---|------|------------|--------|---------|
| Die Roll | Hero | Adventurer | Leader | Veteran |
| 1 | 11 | 9 | 7 | 5 |
| 2, 3 | 12 | 10 | 8 | 6 |
| 4 – 6 | 13 | 11 | 9 | 7 |
| 7 – 10 | 14 | 12 | 10 | 8 |
| 11 – 14 | 15 | 13 | 11 | 9 |
| 15 – 17 | 16 | 14 | 12 | 10 |
| 18, 19 | 17 | 15 | 13 | 11 |
| 20 | 18 | 16 | 14 | 12 |

For Extras, the game master may designate their *Shoot* and *Scuffle* attributes. In the table below are some suggestions for game masters for the *Shoot* and *Scuffle* numbers of Extras.

| Example Unit Attribute Values | | |
|-------------------------------|-------|---------|
| Unit | Shoot | Scuffle |
| Western Troops | 8 | 8 |
| Marksmen | 9 | 8 |
| Native Troops | 7 | 10 |
| Boers | 9 | 7 |
| Chinese | 7 | 9 |
| Pygmies | 8 | 6 |

HINT: Avoid the temptation to have many Heroes in a game. We usually recommend no more than one on each side. For the Main Characters within a ten-man unit, we recommend one Leader and one Veteran.

HINT: There is a tendency to make *Shoot* and *Scuffle* numbers too high for Extras. *Shoot* and *Scuffle* numbers for Extras should almost always be less than 10 unless you want your games to be very bloody and very quick.

The G.A.S.L.I.G.H.T. Compendium allows units to vary from the ten-figure standard. This is one of two ways to impact a unit's ability to withstand casualties and remain effective. The other method is to rate some units as crack, regular, or green. Morale is described in section 6.10.

How the Game is Played:

The Game Master, or GM, sets up the scenario and adjudicates rules questions. Before the game begins, the GM builds a “game deck.” The game deck can consist of a portion of a normal deck of cards in which each card is assigned to a unit, vehicle, or unattached Main Character. Alternatively, the GM can make a game deck by writing the name of each unit, vehicle, and Main Character on an index card. Heroes (the rating Hero, not every Main Character) get two cards in the deck instead of one.

How units activate to perform actions:

Each turn the game deck is shuffled. Then cards are drawn one at a time from the deck. When a card is drawn, the unit, vehicle, or Main Character corresponding to that card can act. Each figure in a unit may perform just one action, but each figure need not perform the same action. Actions include:

- ⚙ Shoot or throw,
- ⚙ Move, or
- ⚙ Reload or unjam a weapon.

Figures in a unit may only perform actions if they are within twelve inches of the unit’s leader.

Figures move in any direction, along any route as long as the total distance moved does not exceed the maximum movement distance of the unit. All figures must remain within twelve inches of the unit’s leader. Movement distances are:

- ⚙ Infantry: 6 inches
- ⚙ Cavalry: 12 inches
- ⚙ Charge bonus (infantry/cavalry): +1d6/+2d6
- ⚙ Over or across a linear obstacle (e.g., wall): -2 inches
- ⚙ Through rough terrain: x ½
- ⚙ Unit is without a leader: x ½

The basic game activation scheme described here is quite different for large battles. The activation scheme for larger battles is described in section 6.1.2.

If a unit has more than one leader (as recommended above), the figures must be within twelve inches of at least one of the leaders.

Movement distances and penalties are applied in the order listed to the left.

Formations and facing are described in sections 6.2 and 6.3, respectively.

Firing:

When a unit's card is drawn, the figures in that unit with weapons that can shoot may elect to fire. The procedure described in this section is used for firing at personnel (including those riding in unarmored conveyance). Figures can only shoot if they have a straight line of sight to the target, which does not pass through any friendly units or figures.

Only men in the front "rank" of a unit may fire. Figures may fire at targets within their front 180 degrees. Game masters may choose to allow indirect fire, such as throwing of spears, over friendly troops.

Figures are only visible if they are within one inch of the edge of a piece of woods, and they may only fire out of the woods if they are within one inch of the edge. Visibility is four inches if both the observer and the target are in the same patch of woods.

Ranges for weapons are shown on the Missile Attack Table. The range between two units is measured from the center of the firing unit to the center of the target unit. All firing figures use the same range.

To hit, a figure must roll LESS THAN its *Shoot* number (NOT its *Shoot* number or less!!!) on 1d20 at short range and LESS THAN half its *Shoot* number at long range. When firing at a unit that is in soft cover, such as woods or wooden fences, add one to the die roll. When firing at a unit that is in heavy cover, such as stone or brick buildings or trenches, add two to the die roll. A unit is considered to be in cover if more than half the figures are in cover.

Extras must declare whole units as targets. Main Characters can target individual figures, but Extras just fire at the unit. Casualties from Extras are determined in a random fashion. Once the number of casualties from Extra fire has been determined, roll 1d20 and divide the result by 2, rounding up. Count to that number on the figures in the target unit, from front to back and from left to right, taking every figure that has that

For large battles, rather than rolling a die for each firing figure, the player rolls one die for the entire unit. This procedure is described in section 6.5.2.

Rules for high-explosive weapons, such as cannons, grenades, and dynamite, are described in section 6.5.1.2.

Rules for shotguns and grapeshot are described in section 6.5.1.4.

There is no maximum visibility range in open terrain except where line of sight is blocked by intervening terrain, such as hills, woods, or buildings.

Really any mutually agreeable, random fashion for determine which figures is hit can be used. The Compendium prescribes a method in section 6.5.1.

number as a casualty. Continue to count through the sequence until all casualties have been allocated. Those figures that are hit remain in the counting sequence. In this way, figures may be hit more than once. Main Characters can be hit in this manner.

Main Characters that are hit can roll their *Save* number. There are, however, no hit points in G.A.S.L.I.G.H.T. A Main Character that does not *Save* is killed. Extras do not get to *Save*. Any Extra that is hit is killed. If the target unit loses any soldiers from the shooting, that unit is marked for a future morale check.

Units that lose their commander can replace that commander with any other Main Character in that unit during the unit's next action (card), in addition to any other action it wants to perform. Leaderless penalties are still in effect for that turn. If a unit has no more Main Characters, it can replace its commander by "promoting" an Extra for movement purposes only. It can also replace its commander by attaching an unattached Main Character.

| Missile Attack Table | | | | |
|----------------------|-------------|------------|--------------------|---------|
| Weapon | Short Range | Long Range | Save Roll Modifier | Reload? |
| Thrown Stuff | 3" | 6" | N/A | No |
| Bow | 12" | 24" | N/A | No |
| Musket | 12" | 24" | N/A | Yes |
| Pistol | 6" | 12" | -10 | No |
| Repeating Rifle | 12" | 24" | -8 | No |
| Bolt-Action Rifle | 18" | 36" | -8 | No |

Some weapons must be reloaded in G.A.S.L.I.G.H.T. After these weapons are fired, they should be marked with a puff of cotton. These weapons cannot be fired again until a card is spent reloading the weapons. Weapons that must be reloaded are marked "yes" on the Missile Attack Table in the Reload column.

Hit points are used in To Be Continued... By GASLIGHT for pulp-style games and are discussed in section 4.1.3 of The Compendium.

This is a small subset of a larger Missile Attack Table found on page 55 of The Compendium.

Save Roll Modifier, or SRM, is discussed briefly below and in greater detail in various sections of The Compendium.

Melee

Figures that wish to charge into contact with an enemy unit must first pass a morale check. If they fail this morale check, the unit does nothing with this card, and the next card is drawn from the game deck – but the unit does not roll on the **Morale Failure Results Chart**. If the unit passes its morale check, it moves up to its maximum movement distance, applying the charge bonus to the movement. Units may only charge units that were in the commander's front 180° when the unit's card is drawn. If the charging unit has enough movement so that one or more of its soldier's bases touch those of some enemy soldier(s), the target unit must pass a morale check as well. If the target unit fails its morale check, the figures roll for results just like any other morale failure, as described below.

Once the target unit has rolled for morale, regardless of whether it passed, the charging player then allocates his attacking figures among the defending figures with the following restrictions:

- ⚙ Any target soldier who remained in the original position of the target unit must have at least one attacking figure fighting against it.
- ⚙ All target figures that can be reached by figures from the charging unit must have at least one attacking figure fighting against it before the attacking player can double up on others.
- ⚙ No more than three figures may attack any other figures. Some attacking figures may not be able to participate in the melee.
- ⚙ If the attacking unit has fewer figures than the target unit, the attacking player can choose which enemy soldiers will not be engaged, subject to the previous restrictions.

Once in contact, both the attacking and defending figures get to try to hit their opponents. To do so, figures must roll less

The melee procedure described here, for basic G.A.S.L.I.G.H.T. games requires a die roll for each engaged figure. Depending on your play tastes, this may feel like it bogs down the game. An alternative, expedited process is described in section 6.8.2 of The Compendium.

The melee resolution procedure is quite different for large battles. This involves a single die roll for each side to determine the number of casualties inflicted. This process is described in section 6.8.3.

In G.A.S.L.I.G.H.T., only those figures that have enough movement to make contact with an enemy figure participate in the melee. This rule is modified for larger battles, as described in section 6.8.3.

Recall that The Compendium is designed to allow players to pick and choose options to tailor your G.A.S.L.I.G.H.T. experience. You could, for instance, use the Battles by G.A.S.L.I.G.H.T. close combat method from section 6.8.3 of the book, but use the regular G.A.S.L.I.G.H.T. method for resolving shooting.

than their *Scuffle* numbers on 1d20 to score a hit. When fighting against a figure that is in soft cover, such as woods or wooden fences, add one to the die roll. When fighting against a soldier in heavy cover, such as stone or brick buildings or trenches, add two to the die roll. *In the turn in which the charging unit first makes contact with the enemy, figures from the charging unit get to subtract one from their die roll.*

A figure faced by multiple attackers may choose at which it will strike, but it only gets to strike once in that round of melee. Main Characters can roll against their *Save* numbers to avoid being hit. If they are hit more than once by multiple attackers, Main Characters may roll to *Save* against each hit. Extras get no *Save*; they just die like good Extras. If both the attacking and defending figures score successful hits, both of them are eliminated. If they both miss, they remain locked in combat until next turn. If either unit lost one or more figures in melee, the unit is marked for a future morale check.

If any of the figures from opposing sides remain in contact after the round of melee, they remain locked in combat. When a card is drawn for either unit, the unit must make a morale check if required. If it passes, the unit may move additional men FROM THAT UNIT into contact and continue the melee without having to make another morale check to charge. These figures do not get to subtract one from their *Scuffle* roll. Other units may join the combat, but they must make a morale check to do so.

Any non-engaged figures from the units involved can take actions other than closing into melee. A figure can move out of close combat during the unit's next card, but the opponent gets a free *Scuffle* attempt against the figure as it leaves.

Melee is an area in which G.A.S.L.I.G.H.T. can be very cinematic. A Main Character, who has a *Save* number, can fight against several Extras, holding off a horde at a doorway, key mountain pass, or rope bridge. Two Main Characters may fence for several turns before one is killed. Recall those great old movies, like The Adventures of Robin Hood. In the climactic fight scene, Basil Rathbone and Errol Flynn fight over and under furniture, up and down stairs, and have time for some witty banter before Rathbone finally meets his end.

Morale

A unit must make a morale check if it wants to charge, if it receives a charge, or if a morale check marker has been placed on it since its last activation. A unit receives a morale check marker when one of the following events occur:

- ⚙ The unit loses a figure (in turns in which a unit loses multiple figures, only one check needs to be made)
- ⚙ When the army commander dies
- ⚙ When a vehicle gets any kind of hit

To check morale, a unit rolls 1d20, divides by two, rounding down, and modifies the roll as indicated below. If the MODIFIED roll is LESS THAN the number of figures remaining in the unit, the unit passes morale. If the MODIFIED die roll is greater than or equal to the number of figures remaining in the unit fails.

Modifiers to the die roll are:

- ⚙ -2 if the Army commander is with the unit (within three inches).
- ⚙ -1 if the unit commander is present
- ⚙ -1 if the unit is in or behind light cover
- ⚙ -2 if the unit is in or behind heavy cover
- ⚙ -1 if the unit is charging

| Morale Failure Results Chart (1d20 for each soldier in unit) | | | | | |
|--|--------|---------|---------|---------|------------------------------|
| Hero | Adv. | Leader | Vet. | Extra | Result |
| 1-8 | 1-6 | 1-4 | 1, 2 | | No effect |
| 9, 10 | 7, 8 | 5, 6 | 3, 4 | 1, 2 | Fire at random enemy |
| 11, 12 | 9, 10 | 7, 8 | 5, 6 | 3, 4 | Charge toward nearest enemy |
| 13, 14 | 11, 12 | 9, 10 | 7, 8 | 5, 6 | Run 12" in random direction |
| 15, 16 | 13, 14 | 11, 12 | 9, 10 | 7, 8 | Freeze (no action this card) |
| 17, 18 | 15, 16 | 13, 14 | 11, 12 | 9, 10 | Back 6" away from enemy |
| 19, 20 | 17, 18 | 15 - 18 | 13 - 16 | 11 - 16 | Run 12" away from enemy |
| | 19, 20 | 19, 20 | 17 - 20 | 17 - 20 | Run off the table |

If the unit did not start with 10 figures, such as a weapon crew, you will have to divide by something other than two. For a five-man crew, for instance, divide the die roll by four.

The -1 modifier if the unit commander is present is applied if there are *any* Main Characters remaining in the unit

When a unit fails its morale check, EACH FIGURE rolls on the **Morale Failure Results Chart**. The basic notion of this mechanism is that the result of morale failure is the breakdown of unit cohesion. Each figure can potentially take a different action as a result of a break, the more stalwart fellows holding the line.

A result of “run off the table” means that the figure is immediately removed from the game. A result of “run 12" away from enemy” means that the figure is facing away from the enemy. A result of “back 6" away from the enemy” means that the figure is facing toward the enemy. A result of “freeze” means that the figure gets no actions in the next turn, but the figure may still defend itself in hand-to-hand combat.

As an example, our hardy infantry squad has lost five men, including the sergeant. They fail their morale roll, so each of the remaining figure rolls on the **Morale Failure Results Chart**. The four extras roll 9, 12, 7, and 20, resulting in “charge toward nearest enemy,” “run off the table,” “freeze,” and “fire at random enemy,” respectively. The corporal, a Leader, rolls 15, meaning that he freezes and gets no actions during the activation.

When a unit is reduced to a single figure, the unit is eliminated and the remaining figure is removed from the table. If the remaining figure is a Main Character, the game master may elect to let it remain in the game as an unattached Main Character.

Sample Scenario 1:

At this point, you know all the basic mechanics of G.A.S.L.I.G.H.T. for infantry-only actions. There are, of course, numerous nuances and optional rules that add richness and increased cinematic flavor, but you are ready for your first G.A.S.L.I.G.H.T. game. The following scenario, meant as an homage to H.G. Wells’ Battle of Hook’s Farm, will allow

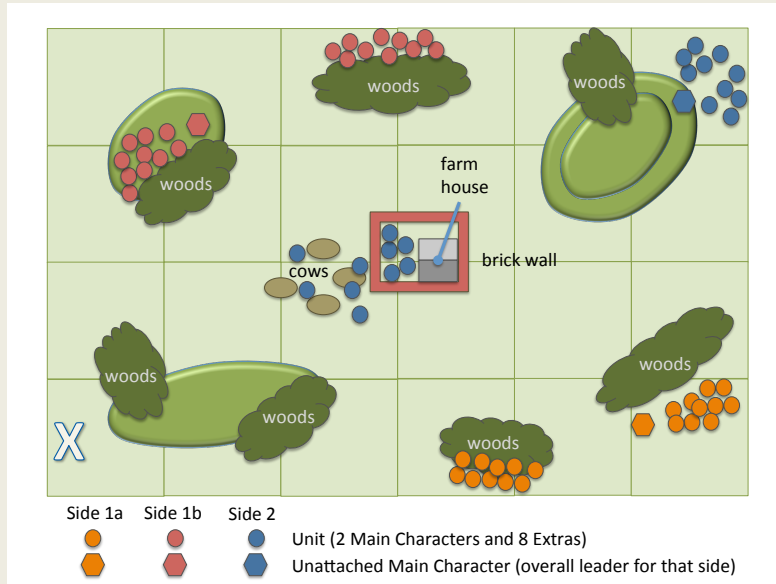
This system is stateless, meaning that there is no explicit rally procedure. The commander must run around policing up his troops. Recall that figures that are farther than six inches from the commander cannot move, so it may take several turns for the commander to put the unit back together.

Morale is the aspect of G.A.S.L.I.G.H.T. that has been most controversial over the years. Our philosophy is that when a unit begins to lose cohesion, the men within the unit began to act in their own (perceived) self-interest and stop acting as part of the team. This is why you roll for each figure when the unit’s morale breaks. Some players have argued that this slows down the game. Players should feel free to employ the morale system modified for large battles as described in section 6.10.2, even if you are not fighting a large battle.

For large battles, the same procedure is used; however, a result of “run off the table” is interpreted as “1d6 soldiers run of the table.”

two or three players to experience the basic mechanics before adding vehicles and heavy weapons.

In this scenario, Side 1, which can be played by one or two players, is deployed as shown on the map. Side 2, defending the farm and the livestock, is also deployed as shown. Note that no figures should have line of sight to any opposing figures during initial deployment.



The objective of Side 1 is to capture the livestock and kill as many soldiers in Side 2 as possible. The objective of Side 2 is to move their livestock off the table at point X on the map. One soldier may guide up to two cows, which move at the same rate as the guiding soldier, but that soldier may not fire while guiding cows. These “cowboys” may engage in hand-to-hand combat if charged. There is no turn-limit for this game.

The house and woods provide light cover. The brick wall provides heavy cover. There is a gate in the center of the brick wall closest to the top of the map.

Each side accrues one victory point for each enemy soldier killed. Side 2 gets five victory points for each cow that exits the table at the X on the map.

We have intentionally kept this scenario as generic as possible. Recall that we said at the beginning of this quick-start guide that you can use G.A.S.L.I.G.H.T. with just about any figures, periods, or genres. This scenario is envisioned as a small Western force holed up in the tiny compound. Sensing that the native troops are nearing, the young subaltern has sent a messenger for help. His captain and a relief column is on the way. Side 2 must rescue their companions in the compound and get the cattle to the regimental trains.

The Compendium includes several introductory scenarios.

- ✿ Section 10.1 is a scenario for a basic G.A.S.L.I.G.H.T. skirmish-style scenario.
- ✿ Section 10.2 depicts a larger battle and takes advantage of many of the rules for larger engagements originally described in Battles by G.A.S.L.I.G.H.T.
- ✿ Section 10.3 is a very small pulp-type scenario.
- ✿ Finally section 10.4 describes an adventure involving G.A.S.L.I.G.H.T. as a role-playing game.

The table below describes the attributes of the forces in the scenario.

| Scenario 1 Forces | | | | |
|-----------------------------------|-------|---------|------|-----------------|
| Unit Name | Shoot | Scuffle | Save | Weapon |
| Side 1a, Unit 1, Main Character 1 | 8 | 10 | 11 | Musket |
| Side 1a, Unit 1, Main Character 2 | 8 | 9 | 10 | Musket |
| Side 1a, Unit 1, Extras | 7 | 9 | N/A | Musket |
| Side 1a, Unit 2, Main Character 1 | 8 | 10 | 11 | Musket |
| Side 1a, Unit 2, Main Character 2 | 8 | 9 | 9 | Musket |
| Side 1a, Unit 2, Extras | 7 | 9 | N/A | Musket |
| Side 1a, Overall Leader | 10 | 12 | 13 | Musket |
| Side 1b, Unit 1, Main Character 1 | 8 | 10 | 12 | Musket |
| Side 1b, Unit 1, Main Character 2 | 8 | 9 | 8 | Musket |
| Side 1b, Unit 1, Extras | 7 | 9 | N/A | Musket |
| Side 1b, Unit 2, Main Character 1 | 8 | 10 | 10 | Musket |
| Side 1b, Unit 2, Main Character 2 | 8 | 9 | 8 | Musket |
| Side 1b, Unit 2, Extras | 7 | 9 | N/A | Musket |
| Side 1b Overall Leader | 10 | 12 | 14 | Musket |
| Side 2, Unit 1, Main Character 1 | 12 | 9 | 8 | Pistol |
| Side 2, Unit 1, Main Character 2 | 10 | 9 | 9 | Repeating Rifle |
| Side 2 Unit 1, Extras | 9 | 8 | N/A | Repeating Rifle |
| Side 2, Unit 1, Main Character 1 | 12 | 9 | 11 | Pistol |
| Side 2, Unit 1, Main Character 2 | 10 | 9 | 10 | Repeating Rifle |
| Side 2 Unit 1, Extras | 9 | 8 | N/A | Repeating Rifle |
| Side 2 Overall Leader | 15 | 13 | 14 | Pistol |

Enjoy your first G.A.S.L.I.G.H.T. game!

We provide standard unit record sheets in G.A.S.L.I.G.H.T. These are shown on pages 174-176 of The Compendium. They are also available at www.gaslightrules.com. Look for the area, called “Free Stuff.” These standard record sheets are convenient for recording all the important information about units and Main Characters.

Vehicles and Attributes:

In G.A.S.L.I.G.H.T., vehicles and conveyances are people too, sort of. Vehicles have attributes, such as the cantankerous steam wagon that won't start when you need it to or the lumbering rhino-pod that has a wide turn radius. Vehicles with personality add a lot of flavor to G.A.S.L.I.G.H.T.

Vehicles have five attributes: *Save*, *Speed*, *Start*, *Sustain*, and *Spin*. *Save* is a measure of the vehicle's armor protection. When a weapon hits a vehicle, the vehicle must make a *Save* roll against this number. To start up the motor on a vehicle, the player must pass a *Start* roll (rolling less than the *Start* number). Each turn the player must pass a *Sustain* roll (rolling less than the *Sustain* number) or the vehicle's engine conks out. *Spin* is a measure of the vehicle's turn radius. When a vehicle moves, it can first pivot in place up to the number of degrees indicated by its *Spin* attribute. Then it must move in a straight line up to its *Speed* number. *Speed* is the maximum distance a vehicle can move in a turn.

How vehicles move

Before they move, vehicles must first pass a *Sustain* roll. While we've endeavored not to impose a specific Victorian vision on our readers, we've asserted that G.A.S.L.I.G.H.T. technology, being in its infancy, is a bit finicky. The tanks of World War One were mechanically unreliable. Making G.A.S.L.I.G.H.T. technology similarly unreliable creates entertaining gaming moments.

If the vehicle fails its *Sustain* roll, the engines have conked out. The vehicle may not move during the turn. In addition, if the game master determines that weapons on board need power to fire, they may not fire during the turn either. For instance, a Galvanic Death Ray would need power to fire; however, a Gatling gun might not.

In G.A.S.L.I.G.H.T. we make a distinction between vehicles and conveyances. In this quick-start guide, we will only address powered vehicles, but see section 5.1 for those definitions and how they impact on the game.

There are detailed rules in G.A.S.L.I.G.H.T. for generating vehicles and weapons in section 5 of [The Compendium](#). In keeping with our philosophy of not trying to impose our vision of Victorian science fiction on players, these rules enable the GM to roll randomly on the vehicle and weapon generation charts and see how it turns out or to designate attributes that fit his vision, using the generation charts as a guide to acceptable attributes.

G.A.S.L.I.G.H.T. also includes rules for very large vehicles, called leviathans. See section 8 of [The Compendium](#) for details.

The vehicle must pass a *Start* roll in a subsequent turn before it can begin moving (and firing) again. The turn in which the vehicle passes its *Start* roll, it can perform no other actions. The actions of the crew were used to get the engines running again and prepare for activity in the next turn.

If the vehicle passes its *Sustain* roll, it may pivot up to its *Spin* number of degrees then move IN A STRAIGHT LINE up to its *Speed* number of inches. In turns in which the vehicle moves, it can take no other actions (e.g., reloading a weapon, turning a turret, etc.).

Firing at vehicles

The procedure for firing at vehicles is very similar to firing at personnel. The firing soldiers (or vehicle) designate a target vehicle. If the target is a group of vehicles, Extras must fire at the group, and which vehicles are hit must be rolled randomly as described for firing at personnel. (In this way it is possible for one vehicle to get hit five times and another one to not get hit at all!) Main Characters can target specific vehicles.

When vehicles are hit, the player controlling the vehicles makes a *Save* roll using the vehicle's *Save* number. The player's die roll is modified the by the *SRM* number of the weapon which hit the vehicle. If this modified die roll is less than the vehicle's *Save* number, the round bounced off. If the **modified** roll equals the vehicle's *Save* number, the firing figure scored a non-penetrating hit. If the modified die roll is greater than the vehicle's *Save* number, the firing figure scored a penetrating hit. Once the type of hit has been determined, the player who owns the vehicle rolls on the **Vehicle Hit Chart**. Apply the results from this chart immediately.

Remember that a roll of 20 is always bad in G.A.S.L.I.G.H.T. If the player rolls a 20 when trying to *Save*, regardless of the type of weapon firing (even small arms), a catastrophic hit is scored.

When vehicles fire at personnel, they use the same basic firing procedure described previously. Vehicle-mounted weapons are often heavy weapons, such as machineguns or cannons, neither of which have been described in this quick-start guide.

- ⚙ See section 6.5.1.2 for rules about cannons and other large ordnance.
- ⚙ See section 6.5.1.4 for rules about grapeshot and other similar weapons.
- ⚙ Finally, see the note at the bottom of the **Missile Attack Table** on the bottom of page 55 of The Compendium for a discussion of how machineguns and other automatic weapons work.

The *Sustain* and *Start* rolls for vehicles create many of the memorable moments in G.A.S.L.I.G.H.T. games. It can be dramatic when a vehicle conks out at a crucial moment or won't start up when needed. The intent of these rules was to make Victorian-era vehicles finicky and unreliable. For more reliable, modern vehicles, *Start* and *Sustain* rolls are not used. Even when modern vehicles, such as tanks go through rough terrain, however, we used *Sustain* rolls to determine vehicle breakdown, "throwing track," etc.

| Abbreviated G.A.S.L.I.G.H.T. Vehicle Hit Chart (1d20) | | | |
|---|--|--|--|
| Die Roll | Non-Penetrating Hit | Penetrating Hit | Catastrophic Hit |
| 1 | Roll on appropriate penetrating hit column | Roll on Catastrophic Hit column | Ammunition explodes! All crew hit. ☠ |
| 2 | Turret jammed or no effect | -1d6 <i>Sustain</i> | Ammunition explodes! All crew hit. ☠ |
| 3 | -1d6 <i>Speed</i> as bent metal interferes with the movement | -1d6 <i>Start</i> | Ammunition explodes! All crew hit. ☠ |
| 4 | -1d6 <i>Speed</i> as bent metal interferes with the movement | Engine stops – may be restarted. | Engine explodes! All crew bail out. 1d6 crew hit. ☠ |
| 5 | Commander takes hit, <i>Saves</i> normally | Random crewman hit as tools and shrapnel rattle around. | Engine explodes! All crew bail out. 1d6 crew hit. ☠ |
| 6 | Door/hatch damaged and cannot be opened or closed | Door/hatch damaged and cannot be opened or closed | Engine explodes! All crew bail out. 1d6 crew hit. ☠ |
| 7 | Steering damaged * | Steering damaged * | Steam pipe bursts. 1d6 crew hit. No power for 1d6 turns. |
| 8 | Steam pipe burst, 1d6 crew hit, 1d6 turns no power | Rivets zing around the inside. 1d6 crewmen hit. | Steam pipe bursts. 1d6 crew hit. No power for 1d6 turns. |
| 9 | No effect | Wheels or tracks damaged. -1d6 to <i>Speed</i> . | Steam pipe bursts. 1d6 crew hit. No power for 1d6 turns. |
| 10 | Clang! Crew is shaken and must take an immediate morale check. | Random weapon broken for remainder of the game. | Commander is thrown from vehicle in random direction and takes a hit. |
| 11 | Clang! Crew is shaken and must take an immediate morale check. | Armor knocked off; -1d6 to <i>Save</i> for remainder of the game. | Commander is thrown from vehicle in random direction and takes a hit. |
| 12 | Clang! Crew is shaken and must take an immediate morale check. | Armor knocked off; -1d6 to <i>Save</i> for remainder of the game. | Engine destroyed. The vehicle is immobile for the rest of the game. |
| 13 | Random crewman hit by flying debris; <i>Saves</i> normally | Speed! The vehicle must move at max speed each turn until the commander passes it's <i>Save</i> . | All systems fail simultaneously and catastrophically. The vehicle is destroyed, but no one is hurt. |
| 14 | Random crewman hit by flying debris; <i>Saves</i> normally | Speed! The vehicle must move at max speed each turn until the crew passes it's <i>Save</i> . | All systems fail simultaneously and catastrophically. The vehicle is destroyed, but no one is hurt. |
| 15 | Inside of vehicle fills with smoke. Crew bails out for 1d6 turns. | Main weapon damaged†. <i>Shoot</i> number reduced by 1d6 for remainder of the game. | Vehicle leaps into full reverse next turn. |
| 16 | No effect | Turret jammed or no effect. | Noxious gasses incapacitate occupants for 1d6 turns. |
| 17 | -2 to vehicle <i>Save</i> number | Main gun fires. Everyone first to fail gets hit. | in line of fire makes <i>Save</i> . |
| 18 | Something knocked off or no effect | Special equipment is hit or no effect. | Vehicle explodes, killing everyone inside. A fireball shoots 12" in random direction. Everyone in 30 degree cone is hit. ☠ |
| 19 | -1d6 to <i>Save</i> as armor is knocked off | Round comes in one side, rattles around a bit, and passes out the other side without doing any damage. | Vehicle explodes, killing everyone inside. A fireball shoots 12" in random direction. Everyone in 30 degree cone is hit. ☠ |
| 20 | -1d6 to <i>Save</i> as armor is knocked off | Round comes in one side, rattles around a bit, and passes out the other side without doing any damage. | All crew are killed by flying shrapnel, gas, etc. Vehicle can be used by another crew after three successful <i>Service</i> rolls. |
| Notes | * Roll 1d6 once. 1-2 must turn left 45 degrees; 3-4 must go straight; 5-6 must turn right 45 degrees. May be <i>Serviced</i> if stationary. † If weapon has already been damaged, it is destroyed. If no main weapon, randomly choose weapon. No weapon = no effect ☠ Vehicle is destroyed | | |

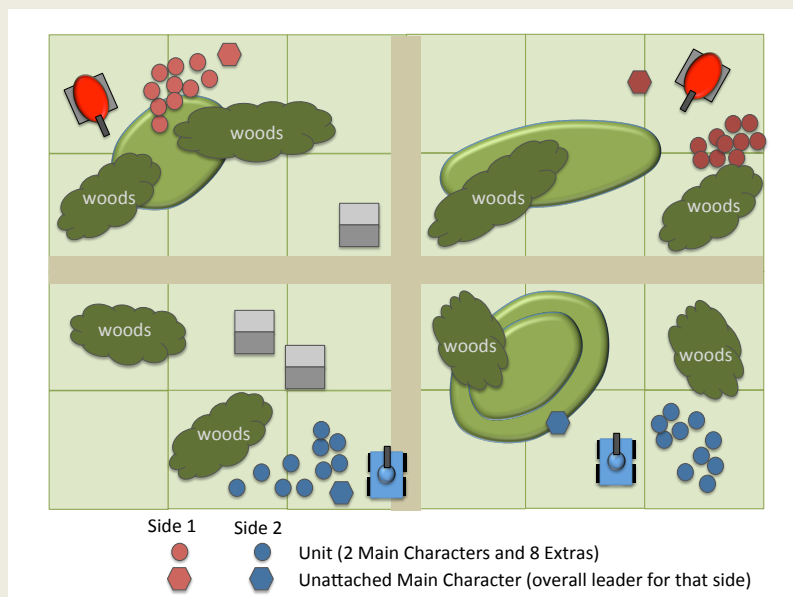
The table to the left represents a small subset of the full **Vehicle Hit Chart** found in sections 11.7 and 11.8 of The Compendium. In the full charts, there are different columns for aerial vehicles, swimming vehicles, and legged vehicles. The chart included in this quick-start guide is for wheeled or tracked vehicles.

Our intent for vehicle fights in GASLIGHT was driven by the best historical analog we know: the battle between the Monitor and the Merrimack during the American Civil War. Those two ships battled all day without inflicting serious damage or sinking each other. Since players might only control two vehicles, we didn't want them to be blown up easily in the first turn. This chart, then, reflects the notion that Victorian-era armored vehicles might plink away at each other for several turns, knocking off armor, perhaps damaging weapons and killing crewmen, before delivering the coup de grace. The Vehicle Hit Chart designed for larger battles is significantly bloodier and results in much faster vehicle destruction. This table can be found in section 11.8 of The Compendium.

You are now ready to play your first G.A.S.L.I.G.H.T. game involving Victorian-era vehicles. Enjoy!

Sample Scenario 2:

At this point, you know the basic rules for vehicles in G.A.S.L.I.G.H.T. It is time for you to play a small scenario with both infantry and vehicles. This scenario is designed for two or four players. With four players, each player controls one vehicle, one ten-man unit, and one unattached Main Character.



The forces are deployed as indicated on the map. The sides are generally equal. The vehicles are each equipped with two weapons, a machinegun, and an anti-vehicle weapon that has no effect on infantry.

The houses are considered light cover, being constructed of wood planking.

The objective of the game is to control the road intersection. The game does not have a fixed number of turns. It is played until one side concedes. Control of the intersection is defined as having forces on the other side of the horizontal road (i.e., blue north of the road or red south of the road) within twelve inches of the intersection.

In general games with equal forces do not make for fun experiences. We prefer games that are not based on equal-point armies facing each other across the table, but rather interesting conundrums for each side to resolve. This scenario, however, is designed to let the players become familiar with the basics of vehicle combat in G.A.S.L.I.G.H.T.

The table below depicts the forces in the game. Only one force is described, even though there are four in the game. All of the forces are identical.

| Scenario 2 Forces | | | |
|---------------------------------|-------|---------|-------------------|
| Unit Name | Shoot | Scuffle | Weapon |
| Infantry Unit, Main Character 1 | 9 | 11 | Bolt-action rifle |
| Infantry Unit, Main Character 2 | 10 | 9 | Bolt-action rifle |
| Infantry Unit, Extras | 8 | 8 | Bolt-action rifle |
| Overall Commander | 14 | 12 | Pistol |

Below is the record card for each of the four vehicles in the scenario. Each vehicle is equipped with a machinegun for firing at infantry and a galvanic death ray (GDR) for firing at other vehicles.

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| | | | |
|--------------------------|-------------------|-----------------------|----------------------|
| Vehicle: | | Morale: <i>Reg</i> | |
| Shoot: 8 | Scuffle: 7 | # Crew: 2 | |
| Save: 12 | Speed: 10 | Spin: 45 ^o | |
| Start: 18 | Sustain: 17 | | |
| Weapon: <i>MG (3)</i> | Range: 18 / 36 | SRM -8 | Reload <i>No</i> |
| Weapon: <i>GDR</i> | Range: 18 / 36 | SRM 2 | Reload <i>Yes</i> |
| Weapon: | Range: / | SRM | Reload |
| Leader 1: | | Rating: <i>Ldr</i> | |
| Shoot: 10 | Scuffle: 8 | Save: 11 | |
| Weapon: <i>Pistol</i> | Range: / | SRM | Reload |
| Leader 2: | | Rating: | |
| Shoot: | Scuffle: | Save: | |
| Weapon: | Range: / | SRM | Reload |

From www.gaslightrules.com you can download record cards for units, vehicles, aerial vehicles, and just Main Characters.

Note that this vehicle is armed with a machinegun. Automatic weapons have a number after their names in parentheses, in this case the number 3. When the machinegun fires, it rolls three d20 and may score zero, one, two, or three hits on the target unit. Note that vehicles have a *Shoot* and *Scuffle* number. These are nuances that are described in The Compendium and need not concern players during this introductory scenario.