

These cards are for use with GASLANDS REFUELLED.

These are replacements for the games standard cards found on the Gaslands website. These are not official cards and I have no affiliation with Osprey Games

These cards are free and open to anyone that wants to use them, they should never be bought or sold.

These are roughly trading card size - maybe a touch smaller. They will fit in spare card sleeves or penny sleeves with no issue if you dont have a laminator.

I have created a "WRECKED" backing for each card so that when a vehicle wrecks, you can flip your card to show its wrecked. Simply omit those pages from printing if you don't want them, or print front and back if you do - everything will line up.


The CURRENT box represents your Current Gear

Place a coin or token on the card to signify that your vehicle has been activated, then the next turn starts, remove the token

Thats it! Enjoy!  
-Citrusface

This is just the back page of page 1, ya know, to keep things aligned when printing front and back in case you forgot to remove pages

# BIKE



HANDLING: 5 | CREW: 1 | SLOTS: 1 LIGHTWEIGHT


VEHICLE NAME  CURRENT  MAX GEAR **6** CANS

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

**FULL THROTTLE PIVOT**

# BUGGY



HANDLING: 4 | CREW: 2 | SLOTS: 2 LIGHTWEIGHT


VEHICLE NAME  CURRENT  MAX GEAR **6** CANS

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

**ROLL CAGE**

# CAR




HANDLING: 3 | CREW: 2 | SLOTS: 2 MIDDLEWEIGHT

VEHICLE NAME  CURRENT  MAX GEAR **5** CANS

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

# PERFORMANCE CAR



HANDLING: 4 | CREW: 1 | SLOTS: 2 MIDDLEWEIGHT


VEHICLE NAME  CURRENT  MAX GEAR **6** CANS

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

**SLIP AWAY**

# TRUCK




HANDLING: 2 | CREW: 3 | SLOTS: 3 MIDDLEWEIGHT

VEHICLE NAME  CURRENT  MAX GEAR **4** CANS

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

# MONSTER TRUCK



HANDLING: 3 | CREW: 2 | SLOTS: 2 HEAVYWEIGHT


VEHICLE NAME  CURRENT  MAX GEAR **4** CANS

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

**ALL TERRAIN UP & OVER**

# HEAVY TRUCK




HANDLING: 2 | CREW: 4 | SLOTS: 5 HEAVYWEIGHT

VEHICLE NAME  CURRENT  MAX GEAR **3** CANS

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

# BUS



HANDLING: 2 | CREW: 8 | SLOTS: 3 HEAVYWEIGHT

VEHICLE NAME  CURRENT  MAX GEAR **3** CANS

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS



# BIKE WITH SIDECAR

HANDLING: 5 | CREW: 2 | SLOTS: 2 LIGHTWEIGHT

VEHICLE NAME  CURRENT  MAX GEAR **6** CANS

HULL POINTS

SPECIAL **FULL THROTTLE PIVOT**

WEAPONS & MODIFICATIONS

# DRAG RACER

HANDLING: 4 | CREW: 1 | SLOTS: 2 LIGHTWEIGHT

VEHICLE NAME  CURRENT  MAX GEAR **6** CANS

HULL POINTS

SPECIAL **JET ENGINE**

WEAPONS & MODIFICATIONS

# GYROCOPTER

HANDLING: 4 | CREW: 1 | SLOTS: 0 MIDDLEWEIGHT

VEHICLE NAME  CURRENT  MAX GEAR **6** CANS

HULL POINTS

SPECIAL **AIRWOLF AIRBORNE BOMBS AWAY**

WEAPONS & MODIFICATIONS

# ICE-CREAM TRUCK

HANDLING: 2 | CREW: 2 | SLOTS: 2 MIDDLEWEIGHT

VEHICLE NAME  CURRENT  MAX GEAR **4** CANS

HULL POINTS

SPECIAL **INFURIATING JINGLE**

WEAPONS & MODIFICATIONS

# AMBULANCE

HANDLING: 2 | CREW: 3 | SLOTS: 3 MIDDLEWEIGHT

VEHICLE NAME  CURRENT  MAX GEAR **5** CANS

HULL POINTS

SPECIAL **UPPERS DOWNERS**

WEAPONS & MODIFICATIONS

# HELICOPTER

HANDLING: 3 | CREW: 3 | SLOTS: 4 HEAVYWEIGHT

VEHICLE NAME  CURRENT  MAX GEAR **4** CANS

HULL POINTS

SPECIAL **AIRWOLF AIRBORNE BOMBS AWAY**

WEAPONS & MODIFICATIONS

# TANK

HANDLING: 4 | CREW: 3 | SLOTS: 4 HEAVYWEIGHT

VEHICLE NAME  CURRENT  MAX GEAR **3** CANS

HULL POINTS

SPECIAL **PIVOT ALL TERRAIN UP & OVER TURRET**

WEAPONS & MODIFICATIONS

# WAR RIG

HANDLING: 2 | CREW: 5 | SLOTS: 5 HEAVYWEIGHT


VEHICLE NAME  CURRENT  MAX GEAR **4** CANS

HULL POINTS

SPECIAL **ARTICULATED PONDEROUS PILEDRIVER**

WEAPONS & MODIFICATIONS



**CAR** 


HANDLING: 3 | CREW: 2 | SLOTS: 2 MIDDLEWEIGHT

VEHICLE NAME  CURRENT MAX GEAR CANS

**5**

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

**CAR** 


HANDLING: 3 | CREW: 2 | SLOTS: 2 MIDDLEWEIGHT

VEHICLE NAME  CURRENT MAX GEAR CANS

**5**

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

**CAR** 


HANDLING: 3 | CREW: 2 | SLOTS: 2 MIDDLEWEIGHT

VEHICLE NAME  CURRENT MAX GEAR CANS

**5**

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

**CAR** 


HANDLING: 3 | CREW: 2 | SLOTS: 2 MIDDLEWEIGHT

VEHICLE NAME  CURRENT MAX GEAR CANS

**5**

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

**CAR** 


HANDLING: 3 | CREW: 2 | SLOTS: 2 MIDDLEWEIGHT

VEHICLE NAME  CURRENT MAX GEAR CANS

**5**

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

**CAR** 


HANDLING: 3 | CREW: 2 | SLOTS: 2 MIDDLEWEIGHT

VEHICLE NAME  CURRENT MAX GEAR CANS

**5**

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

**CAR** 


HANDLING: 3 | CREW: 2 | SLOTS: 2 MIDDLEWEIGHT

VEHICLE NAME  CURRENT MAX GEAR CANS

**5**

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS

**CAR** 

HANDLING: 3 | CREW: 2 | SLOTS: 2 MIDDLEWEIGHT

VEHICLE NAME  CURRENT MAX GEAR CANS

**5**

HULL POINTS

SPECIAL  WEAPONS & MODIFICATIONS





