

CAR WARS[®]

Deluxe Edition

READ THIS FIRST!

WHAT'S IN THIS BOX?

Just about everything you need to become an autoduellist on the highways of the future. The *Car Wars* game includes a rulebook, cardboard playing counters, maps, road sections, and turning keys. This sheet gives you sample *Vehicle Record Sheets* suitable for photocopying. The rulebook explains how these sheets are used in the game.

The Rulebook

The comprehensive 64-page rulebook begins with special "jump-start" introductory rules. If you're new to autoduelling, these basic rules are an easy introduction to the full game: They let you choose a car or motorcycle, tell you how to move it on the road sections and fire its weapons, and — if you lose the battle — how your vehicle crashes, rolls, and burns.

The full *Car Wars* rules follow. They tell you how to create your driver, drive your car, and fire your weapons. They also provide adventure scenarios to play. For advanced players, the rules tell how to construct your own cars, motorcycles, trucks, trailers, helicopters, and "trikes" (three-wheelers). A complete index is on pages 62-64.

Counters

Car Wars — Deluxe Edition includes three 4" x 7" sheets of full-color counters. Cut them apart with a sharp pair of scissors.

Sheet 1 includes 16 cars, six cycles, oil slicks, black smoke clouds, purple paint clouds, six spike counters, four mine counters, six pedestrians, and a lot of wrecks and debris. This sheet also includes some small pink counters with names like "CAR 10" and "CYCLE 5." These markers are used in vehicle movement; place them on the Movement Chart (back cover of the rulebook) and use them to indicate the speeds of their corresponding vehicles. The "SPEED" and "HANDLING" markers are used on the Vehicle Record Sheets, as explained in the rulebook under Section IV, *Movement*.

Sheet 2 includes numerous small counters representing pedestrians, cycles, and lengths of chain suitable for stringing across roads. The yellow vehicles numbered 1 through 3 (with accompanying wrecks) are police cruisers. The white vehicle with the red cross is the "Ambunaught," a combat ambulance. All cycles and cars have corresponding marker counters. These vehicles, and the markers labelled "BREACH," will be most useful in the "Wheels vs. Walkers" and "Crusaders" scenarios described in Section XIV, *Scenarios*.

Sheet 3 includes oversized vehicles: buses, semi tractors, and trailers (plus accompanying marker counters). Each vehicle includes a corresponding "wreck." There are four more paint clouds. Lastly, the artillery piece and the two "door" counters (the thick black lines) can be used with the truck stop map included with the game. The truck stop is described in Section XIV.

More counters are provided on the road sections. See below.

This box includes a 4" x 7" ziplock plastic bag to hold the counters.

Road Sections

The three sheets of cardboard road sections will probably be the sites of your first few *Car Wars* duels. The road section sheets also include helicopter, trike, debris, pothole, and other counters, plus additional speed, handling, and vehicle markers.

The two oddly-shaped "turning keys" aid in vehicle maneuvers; their use is explained in Section IV, *Movement*.

Maps

There are three 21" x 32" mapsheets. Two of the maps fit together to form the fortress town of Midville, Ohio — the setting for the "Wheels vs. Walkers" and "Crusaders" scenarios. These maps show the north and south halves of the downtown area: Buildings, streets, a park. They're described in detail in Section XIV.

The third map, labelled "TRUCK STOP," shows a typical fortified truck stop of 2035. This is also described in Section XIV.

WHAT ELSE DO YOU NEED?

Pencils and scratch paper, copies of the Vehicle Record Sheets, a ruler or straightedge, and at least three six-sided dice. And, last but not least, some opponents!

FOR THE EXPERIENCED AUTODUELLIST

If you're familiar with previously-published *Car Wars* products, you'll want to check the revisions and improvements introduced in this new edition of the rules. In particular, experienced *Car Wars* players should investigate the new rules about *handling classes* (page 9), continuing characters and their skills (especially the *speed of pedestrians* — page 23), a new treatment of *weapon links* (page 20), new *targeting modifiers* based on a target's speed (page 17), expanded *car trailer* rules (pages 40-43), and new statistics for *helicopter power plants* (see the table on page 48).

Like some of the material above, other rules and variants in this edition come from the *Car Wars* magazine, *Autoduel Quarterly*. These include new treatments of *grenades* (page 21), *fire and explosions* (page 19), and *critical hits* (page 18). *Accessories* for your vehicle are given on pages 31-33; many of these are from *ADQ*.

And check out the new jump-start introductory rules — they're a great way to introduce new players to the world of autoduelling!

Steve Jackson Games grants permission to photocopy all charts, tables, and record sheets included in this game for personal use only

Shameless Plugs

While *Car Wars — Deluxe Edition* has everything you need to get in on the autoduelling craze and then some, we know you may want more. Be on the lookout for the following items at your local hobby shop:

Autoduel Quarterly

Autoduel Quarterly is The Journal of the American Autoduel Association. Every three months, the latest on *Car Wars* and autoduelling appears in the pages of *ADQ* — scenarios, new vehicles, new equipment, fiction, strategy, letters, the North American Road Atlas and Survival Guide, and AADA news. Plus, each subscriber is automatically a member of the American Autoduel Association — eligible for free goodies, chances to buy "AADA only" merchandise, plus the opportunity to participate in the AADA World Championship *Car Wars* tournament. \$3.00 a copy on the newsstand; subscriptions are \$10.00 a year.

The AADA Vehicle Guide

What's that on the road ahead? Don't take any chances. Check it out with the official guide to the highway combat vehicles of the *Car Wars* universe. Fully illustrated, with complete *Car Wars* specifications for over 100 cars, trucks, cycles, trikes, and helicopters. A must for every autoduellist. \$5.95.

Convoy

A complete, 64-page programmed solo adventure for *Car Wars*. Based on the adventure that appeared in the very first (and now out-of-print) *Autoduel Quarterly*, but revised and improved. You must take a tanker truck from Lexington to Memphis. The reward is \$100,000, but if you fail, a city dies — and somebody out there doesn't want you to make it. *Convoy* can be played solo or with a group, with or without a referee. \$5.95.

Uncle Albert's 2035 Catalog

That lovable gadgeteer has collected all the equipment he's introduced in the pages of *Autoduel Quarterly* (much of it now out-of-print), plus some old favorites and some never-before-seen items. *Uncle Albert's 2035 Catalog* is your reference book when you need that piece of equipment that will give you the edge you need. \$3.95.

Car Wars Expansion Set #1

Paper road sections for building bigger and better raceways for your autoduelling adventures. The set includes 24 road sections (four straight, 16 curves, two Ys and two crossroads), plus a counter sheet of various road hazards (oil slicks, smoke, mines, chains, barricades, debris, spikes, and more). \$3.95.

Car Wars Expansion Set #2

Don't get caught short! This set includes three full-color counter sheets — one duplicate of each sheet in the *Deluxe Car Wars* set. A turning key is also included. \$3.95.

Car Wars Expansion Set #3 — East Midville

A giant city map — and new vehicles — for the autoduelling fan who wants a really big game. This set contains 31 full-color vehicle counters, a rule and scenario sheet, and two 21" x 32" map sections. These combine to form the 32" x 42" map of East Midville — which in turn can be connected to the Midville map provided in this set to form a giant (42" x 64") city map for all the duelling space you'll ever need. \$3.95.

Car Wars Expansion Set #4 — The Armadillo Autoduel Arena

Many a duellist has started on the quest for death or glory at the Armadillo Autoduel Arena. You get a 32" x 42" arena map in two sections, an 8" x 14" instruction sheet, including combat scenarios covering a week's schedule at the Arena; and 16 full-color wreck counters. \$3.95.

Car Wars Expansion Set #5 — Double Arena

This set contains two double-sided 21" x 32" mapsheets. One side forms the 32" x 42" Buffalo Municipal Coliseum; the other forms the 21" x 64" Dumbarton Slalom Arena in Oakland. Also included are 48 vehicle counters — four teams of six — 24 new and 24 wrecked. \$3.95.

Car Wars Expansion Set #6

Color-your-own counters, one for every design in *The AADA Vehicle Guide*, and then some! Every entry in the *Guide* has a corresponding counter in this set, including trikes and helicopters. These black-and-white counters are ready to be colored to your taste — form autoduelling teams, or police forces, or cycle gangs. Each counter has a wrecked version of the same vehicle printed on the back. \$3.95.

Car Wars Expansion Set #7

An off-road extravaganza! A wilderness map for off-road adventures, plus an off-road duelling course that'll test your skills in the wild country. \$3.95.

Car Wars Map Sheets

Make up new towns, arenas, and other autoduelling battlegrounds with this set of 5 double-sided 21" x 32" maps. Each sheet is blank except for the ¼" *Car Wars* grid — mark it and color it any way you want. \$4.95.

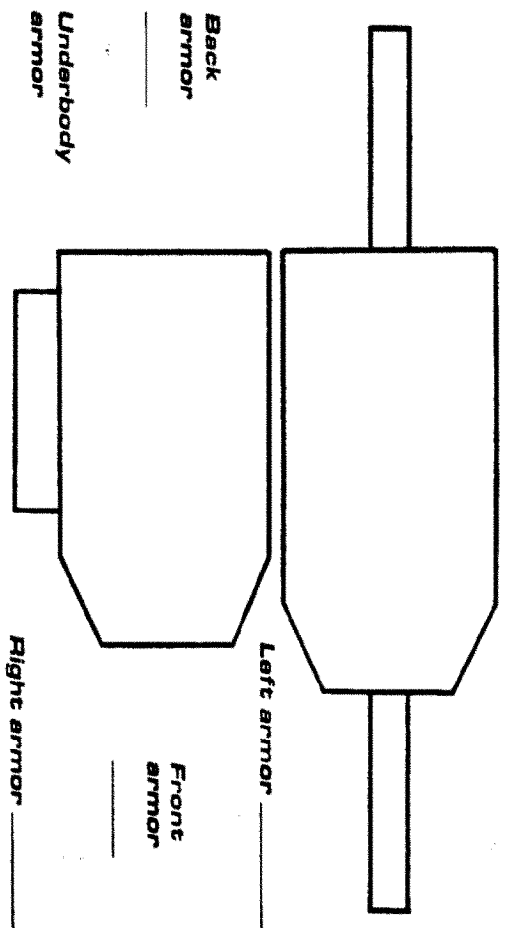
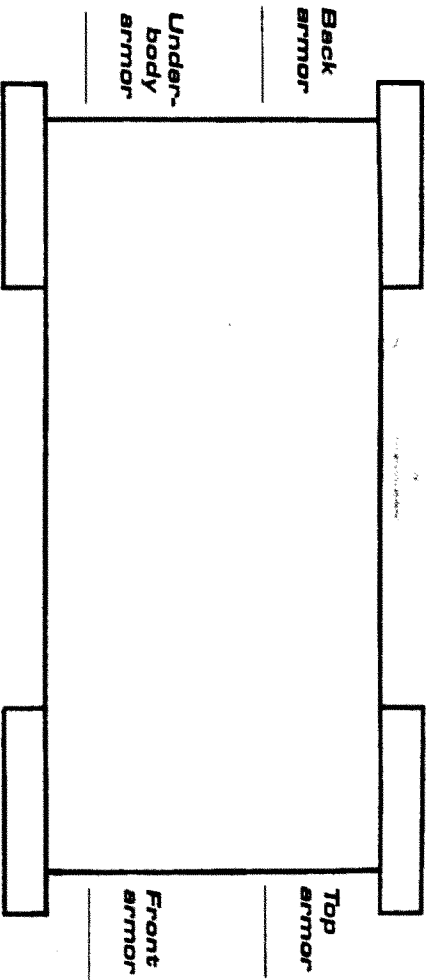
Deluxe Road Sections

Durable cardstock road sections: All the straights, curves, and intersections you'll need to create your own challenging road layouts. One side shows a clear road, while the other offers the added challenge of post-duel debris and obstacles. Get the *Starter Set*, and then add on with *Set 2: Intersections* and *Set 3: Straights*. \$3.95 each.

Look for these items at your local hobby shop, or order them direct from Steve Jackson Games. If you order from us, be sure to add 55 cents per item for postage and handling (Texas residents need to add 5½% sales tax). All payments must be in U.S. dollars. Send your order to: Steve Jackson Games, Box 18957-A4, Austin, TX 78760-8957. Please allow 3-4 weeks for delivery.

VEHICLE RECORD SHEET

CYCLE RECORD SHEET



Vehicle _____ Driver _____
 Size _____ Weight _____ Chassis _____ Suspension _____
 Acceleration _____ Handling Class _____ Cost _____
 Extras _____
 Notes _____

Cycle _____ Driver _____
 Size _____ Weight _____ Chassis _____ Suspension _____
 Acceleration _____ Handling Class _____ Cost _____
 Extras _____
 Notes _____

SPEED TRACK

	100	95	90	85
80	75	70	65	60
45	40	35	30	25
10	5	0	-5	-10
			-15	-20

SPEED TRACK

	100	95	90	85
80	75	70	65	60
45	40	35	30	25
10	5	0	-5	-10
			-15	-20

HANDLING

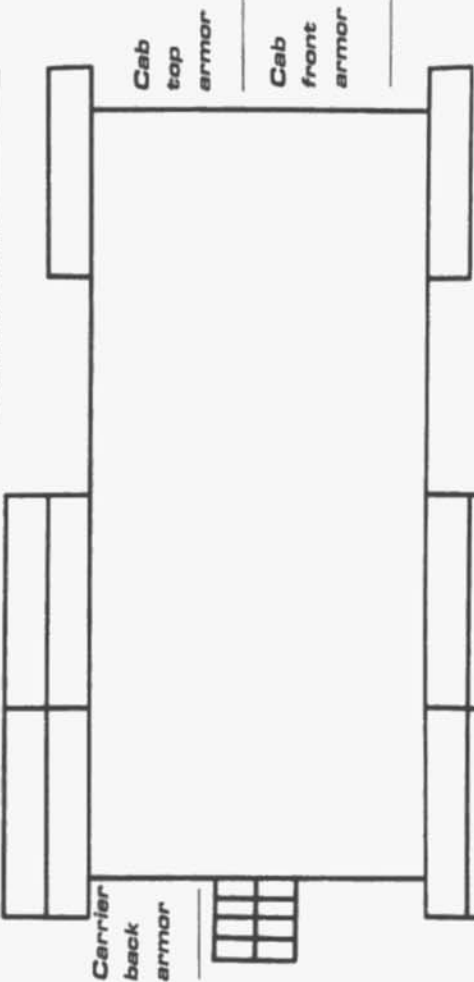
0	-1	-2	-3	-4	-5	-6
	5	4	3	2	1	

HANDLING

0	-1	-2	-3	-4	-5	-6
	5	4	3	2	1	

TRACTOR OR TEN-WHEELER RECORD SHEET

Carrier top armor _____
 Carrier left armor _____
 Cab left armor _____
 Carrier right armor _____
 Carrier front armor _____
 Cab back armor _____
 Cab right armor _____
 Cab underbody armor _____
 Carrier underbody armor _____



Vehicle _____ Driver _____
 Weight _____ Cost _____ Chassis _____
 Carrier _____
 Extras _____
 Notes _____

Tractor handling class: 1 with a trailer 0 with no trailer
 Truck handling class: 1

SPEED TRACK

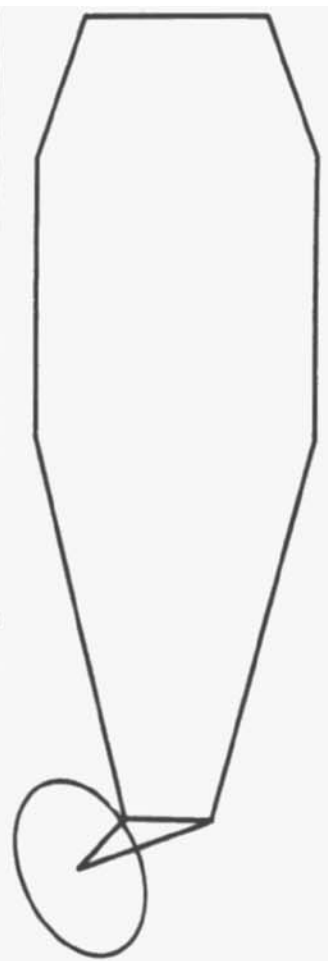
80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0	-5	-10	-15	-20
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---	---	----	-----	-----	-----

HANDLING

0	-1	-2	-3	-4	-5	-6
3	2	1				

COPTER RECORD SHEET

Main rotor _____ Stabilizing rotor _____
 Left armor _____ Top armor _____ Front armor _____
 Back armor _____ Underbody armor _____ Right armor _____



Helicopter _____ Pilot _____
 Size _____ Weight _____
 Acceleration _____ Handling Class _____ Cost _____
 Extras _____
 Extras _____
 Notes _____

SPEED TRACK

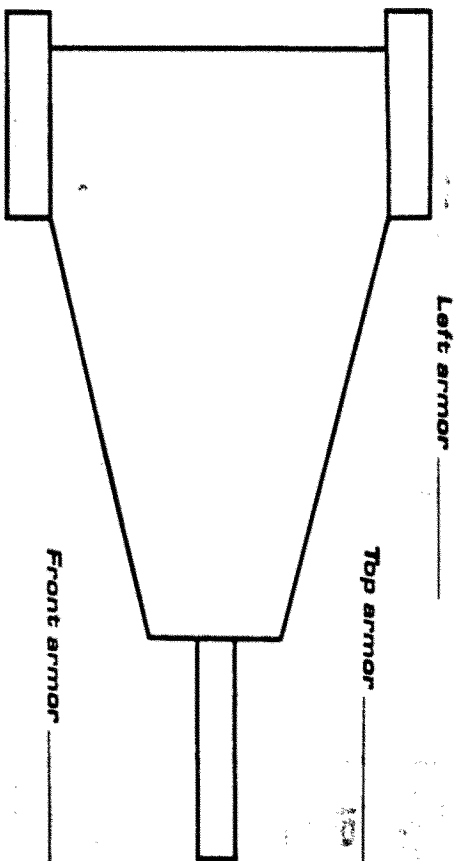
-5	0	5	10	15	20	25
30	35	40	45	50	55	60
65	70	75	80	85	90	95
100	105	110	115	120	125	130
135	140	145	150	155	160	165
170	175	180	185	190	195	200
205	210	215	220	225	230	235

HANDLING

0	-1	-2	-3	-4	-5	-6
5	4	3	2	1		

TRICYCLE RECORD SHEET

CHARACTER RECORD SHEET



Underbody armor _____

Right armor _____

Front armor _____

Tricycle _____ Driver _____

Size _____ Weight _____ Chassis _____ Suspension _____

Acceleration _____ Handling Class _____ Cost _____

Extras _____

Notes _____

SPEED TRACK

	100	95	90	85
80	75	70	65	60
45	40	35	30	25
10	5	0	-5	-10
			-15	-20

HANDLING

5	4	3	2	1
0	-1	-2	-3	-4
			-5	-6

Name (Counter ID) Skills Equipment Damage Notes

()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:
()	/	/	:	:

A successful Car Wars adventure may take a very long time and requires a lot of paperwork. With this, it's simpler to keep track of large forces such as MONDOs and cyclists.

A sample entry is given below. In essence, you simply list the character's name, his skills, his equipment (noting ammunition available), his DP (3, or 6 with body armor) and add any pertinent notes at the end.

1. Lt. Wessner (M8) G+2, D+1 SMG:10/ GM:2/ 6: on sidewalk

After a skirmish, his record line might look like this:

1. Lt. Wessner (M8) G+2, P+1 SMG:10/11 GM:2/11 6:11 On sidewalk

This indicates that he's fired three bursts from his sub-machine gun, he's used both grenades, and he took some sort of attack which did two points damage to his body armor.

TRAILER, BUS, or RV RECORD SHEET

	Back left armor _____	Front left armor _____
	Back top armor _____	Front top armor _____

Back armor

Front armor

	Back right armor _____	Front right armor _____
	Back underbody armor _____	Front underbody armor _____

Vehicle _____

Driver _____

Size _____

Weight _____

Cost _____

Extras _____

Notes _____

Notes _____

SPEED TRACK

	100	95	90	85
80	75	70	65	60
45	40	35	30	25
10	5	0	-5	-10
			-15	-20

HANDLING

0	-1	-2	-3	-4	-5	-6
				3	2	1

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