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MINI CAR WARS

Game design by Jim Gould and Steve Jackson, based on the original *Car Wars* Pocket Box game.

Everything you need to play (except dice) is provided in this set — full-color paper playing pieces, road sections, markers for smokescreens, record sheets, and complete rules.

Mini Car Wars is the easy-to-learn game of freeway combat in a future America.

DRIVE OFFENSIVELY!

MINI CAR WARS

He triggered the rear guns once more. A direct hit! The black car skidded as the driver lost control — then flipped and caught fire. That would teach *him* not to tailgate . . .

Mini Car Wars is the complete, introductory game of the freeways of the future — where the right of way goes to the biggest guns. Choose your vehicle, then take it on the road — you may come home as an "ace," or crash and burn!

STEVE JACKSON GAMES

MINI
CAR WARS

An introductory version of the Car Wars game

Designed by Jim Gould and Steve Jackson. Developed by Michael Moe
Cover art by David R. Deitruk
Production by Kyle Miller and Melissa Snell
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Based on the original Car Wars game, designed by Chad Irby and Steve Jackson

Play-tested by Steve Breed and Paul Raymond

1. COMPONENTS

When cut apart, your *Mini Car Wars* game will yield a rules folder and a counter sheet. The counter sheet contains two Vehicle Record Sheets, two road sections, and counters for the cars, motorcycles and smoke clouds. On the back of the counter sheet are two Cycle Record Sheets, debris-littered road sections, and counters for wrecked cars and cycles. As the buyer of the game, you may photocopy this counter sheet to provide extra record sheets, road sections, and counters. In fact, we recommend that you do so immediately, rather than expending your originals in play!

To play the game, you will also need paper and pencil, at least two ordinary six-sided dice, and a yardstick or ruler marked in inches.

2. BEGINNING THE GAME

To start the game, turn to section 9 and pick a scenario. Then:

(a) Lay out road sections.

(b) Select your vehicles from the Stock Car List. Make a record sheet for each car and pick a counter to represent it. Record starting speeds either in the Speed box on the record sheet or on a piece of scratch paper.

(c) Place all vehicles in starting positions at starting speeds — and go!

Highway scenarios are played by placing two or three road sections end to end. When cars leave one end of the map. pick up one section from the other end and put it in front of them. Various supplements and expansion sets are available at your local hobby store, with more road sections and ready-to-use arenas.

3. VEHICLE SELECTION

The Stock Car List gives specifications and prices for a number of standard cars and cycles. Several "options" are listed for some vehicles. All vehicles have been worked out according to the design rules in *Car Wars,* so that the cars shown here will be usable with those rules (with a few additions). Sample specifications:

COURIER: Luxury size; 12 DP power plant: Armor F30, R20. L20. B25, TO; driver and gunner; mounts one RL front, one MG right, one MG left, one MG back; costs $13,000.

Options: (a) Replace rear MG with one HR and a smokescreen; saves $950. (b) Remove the RL. all three MGs, and the gunner; add two linked lasers firing forward; costs $10.200 extra.

The name of the vehicle is given first, followed by the car size and the size (number of DP, or Damage Points) of the power plant. Armor is listed next, with the number of points of armor on each of the car's five targetable sides: Front, Right, Left, Back, and Top. "Driver and gunner" indicates that the car has a two-man crew. A weapons list follows, with the positions they occupy (one RL, or Rocket Launcher, and three MGs, or Machine Guns). Weapons are followed by the cost of the vehicle. "Options" are changes the player may make in a car, at the cost or savings listed.

After a car is chosen, make up a record sheet for it as shown below. The record sheet will show all modifications, options, and damage.

4. MOVEMENT AND SCALE

This record sheet shows a Courier (stock, no options) after a brief combat. All the armor on the right side has been destroyed, eliminating the right machine gun. The front armor has taken six hits. The power plant has taken three hits. The driver and gunner have no body armor (see Accessories) so they can take only three hits — therefore they are shown with only three damage boxes.

The road sections are marked with a grid to control movement. The heavy lines are 1" (15 feet) apart. The light lines are 1/4 " (3.75 feet) apart. Each turn represents one second of time and is divided into ten "phases" of 1/10 second each.

A vehicle's speed determines how many times it will move in a turn. A vehicle must move 1" for every 10 mph of its speed, moving once per phase until it has moved its full movement. For example, a car moving 30 mph would move 1" in each of phases 1, 2 and 3. and would be immobile for the rest of the turn. Cars move in order, with the car with the highest speed moving first. Vehicles moving at the same speed roll randomly to see who moves first, if it is important.

5. ACCELERATION AND DECELERATION

At the beginning of each turn, the owner of each vehicle chooses its speed for the turn. This speed must be a multiple of 10 mph. All players determine their new speeds, record them either in the Speed box on their record sheets or on a piece of scratch paper, and then reveal them simultaneously. A vehicle can (a) accelerate by 10 mph, (b) decelerate by 10 or 20 mph, or (c) stay at the same speed. The top speed for all vehicles is 100 mph.

6. MANEUVERS AND CONTROL

Straight-line movement is easily calculated, because each car counter is 1" long (the distance normally moved in one phase), while each cycle counter is ½' long. By setting one counter in front of another, you can figure where each vehicle will go on a straight course.

To change direction, a vehicle must execute a "maneuver." Maneuvers can only be made in a phase in which the vehicle moves, and only one maneuver can be made per phase. Maneuvers are executed in place of the normal 1" straight-line move. The first maneuver of a turn is without risk, but for the second and each subsequent maneuver, the driver must roll two dice and check the Control Table to see if he loses control of the vehicle.

If a player rolls anything other than a "no effect" on the Control Table, his vehicle has gone out of control. Results range from fishtailing to crashing and burning. Full instructions for loss of control results will be found with the Control Table.

The maneuvers are:

DRIFT: The vehicle moves forward 1" and up to ½" to either side, while keeping the same orientation.

SWERVE: The vehicle moves 1" ahead, and is then positioned by its owner so that (a) one rear corner of the counter stays in the same square, and (b) the diagonally opposite corner moves one or two squares in any direction. Diagonally adjacent squares are legal.

PIVOT: This can only be made by a vehicle moving 10 mph. The vehicle moves ½" ahead, and may then be turned any amount, in any direction, while holding one rear corner in place.

Cars (not cycles) can back up at 10 or 20 mph. A car must stop completely for one turn to change from forward to reverse or back again. Acceleration rules are the same as for forward movement. Any maneuver can be made in reverse.

MANEUVERS
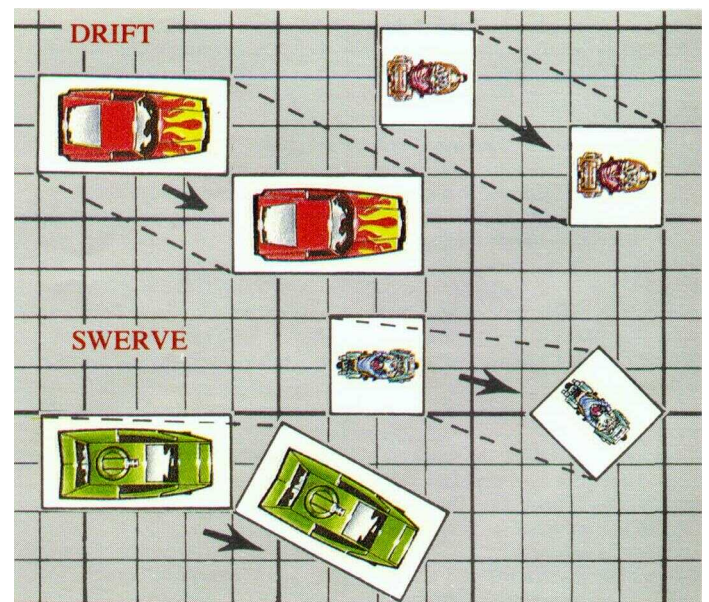
Example Of Maneuvering

J.W. Roadie, in the damaged Courier from Section 3, has decided to turn and run. His speed is 40. and he has moved twice this turn, straight once and maneuvering once. In Phase 3, Roadie wants to swerve left, to hide his vulnerable right side. He moves the Courier (starting at position A) forward 1 ",
holds the left rear corner down, and moves the right front corner two squares to the left, ending up at position B.

Roadie has already used up his "free" maneuver for the turn, so he must roll on the Control Table. He rolls a 10 and adds 2 to this for his 40 mph speed, resulting in a 12. Twelve on the Control Table indicates a "skid," The Courier moves 1 " in the direction it was pointing at the beginning of the phase (position A), to position C.

Normally, the Courier would move once more in this turn, but the skid eliminates the next move (Roadie spent it skidding), so it does not move in the next phase (Phase 4). If Roadie's car were going 50 mph, it would move in Phase 5.
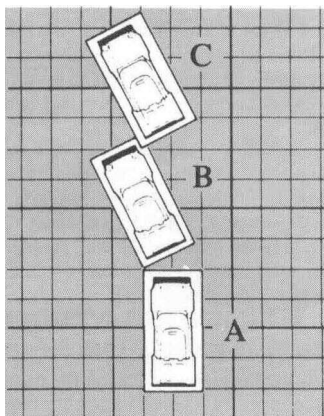
7. CRASHES AND COLLISIONS

When a vehicle counter touches a fixed object or another counter, a collision has occured. Damage done is based on the difference in speed between the two objects. If the cars are going the same direction (or almost the same) subtract the lower speed from the higher speed. If they hit head-on, add the two speeds. If they strike at right angles (a T-bone), use the speed of the car that moved most recently. For every 10 mph of the collision speed, each vehicle takes one die of damage to the side struck. For example, if a car moving at 30 mph runs head-on into a car traveling 20 mph, the collision speed is 50 mph, and each vehicle takes 5 dice of damage to its front. Cycles do only 1/3 of this damage to whatever they hit.

Movement After Collision

A vehicle's speed and facing may be affected by a collision. A collision betwen cars going the same direction (or almost the same) equalizes the vehicles' speeds at the average of their two speeds (round up).

T-bone and head-on collisions cause bounces and spins which are simulated randomly. Pick up both counters and drop them on the board from a height of 3" over the collision point. If a vehicle lands on top of another vehicle, try again. Turn both counters right side up — these are their new positions! Head-ons and T-bones reduce the speed of each vehicle to 0 mph.

8. COMBAT

Combat takes place whenever one vehicle fires at another. It may occur in any phase, after all movement is completed. The player simply announces that he is firing and names the weapon being fired and its target. All fire is resolved simultaneously after everyone has had a chance to declare a firing action. New smokescreens appear *after* other weapons are fired.

A given weapon may never fire more than once per *turn* (10 phases). A given character (driver or gunner) may never fire more than once per turn, unless he does so by triggering two *linked* weapons.

A link is a switch that allows two weapons to be fired at the same time by a single person. It is not necessary for linked weapons to be fired together; you may still fire a single weapon, if you want.

Linked weapons must be fired at the same target. A separate to-hit roll is made for each linked weapon. All modifiers — including targeting computers — that affect one linked weapon affect both.

Targeting

To fire at a given target, there must be a "line of fire" from the firing counter's center (for a turret weapon) or the middle of the side where the weapon is (for other weapons) to any part of the target counter. Line of fire may not cross any part of any counter (except smoke) on its path from the weapon to the target. Exception: turret weapons may fire across the car counter they're mounted on, in any direction.

A vehicle has front, back, right, and left sides. When you fire at a vehicle, you may hit only a side facing you. Usually you will be able to choose between two sides. You must choose one specific target. If a car has a turret, the top may be targeted instead of a side of the car. This is at -2 to hit, due to the low profile of the turret.

Calculating Hits

When a weapon is fired, the attacking player rolls two dice to see whether he has hit his target. He must make the "to hit" roll or higher for that weapon, as shown on the Weapons Chart. Thus, to hit with a machine gun, a player would need to roll a 7 or higher on two dice.

Accuracy is affected by certain factors, listed on the Weapons Chart. Regardless of bonuses, a roll of 2 always misses! Smokescreens do not need to roll to hit — they just produce a cloud when fired.

Calculating Damage

When a weapon hits, calculate the amount of damage by rolling the number of dice shown in the Damage column of the Weapons Chart. The result is the number of hits taken by the target.

Each component of a vehicle (armor, power plant, or occupants) can take a certain amount of damage. Armor is lost a point at a time, and when the last point of armor on a side is destroyed, the weapons on that side of the vehicle are destroyed, too. Top armor protects weapons in the turret (if any) in the same way. The power plant has damage boxes ("DP") listed on the Stock Car List and will work at full efficiency until all of its DP are gone. Humans are wounded by the first hit, knocked unconscious by the second, and killed by the third. Wounding a driver forces him to make a roll on the Control Table.

Location Of Damage

Damage is taken first by the armor on the side hit. When this is gone (destroying the weapons on that side), remaining damage has an equal chance of hitting the driver (on a roll of 1 or 2 on one die), the gunner (3 or 4), or the power plant (5 or 6). If there is further damage, or if you roll a component that is missing or destroyed, the weapons on the opposite side of the car are automatically destroyed; then the armor on that side takes all the remaining damage. Exception: When all top armor is destroyed, turret weapons are eliminated, but any further damage passes over the car without effect.

If the power plant is destroyed, the driver may still steer and maneuver, but the car must decelerate by at least 10 mph each turn. If a vehicle's driver is unconscious or dead, it will continue in a straight line, decelerating at 10 mph per turn. If there is a gunner, he may continue to fire weapons, but he may not control the vehicle in any way.

Smokescreens

A smokescreen is fired like any other weapon, but only produces a cloud of dense smoke that obscures vision, lasting 60 turns. Any vehicle tracing a line of fire through a smoke cloud subtracts 2 from the "to hit" roll for each cloud in the way. Lasers *cannot* fire through smoke. When smoke is fired, place a smoke counter behind the vehicle, as shown:
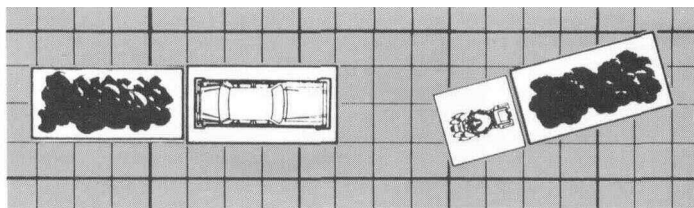
The smoke counter does not move.

Example Of Combat

Our friend Roadie (from the previous example) has managed to turn his left side to his opponent, but he's not out of the woods yet. His opponent, "Killer" Carter, in a Courier with option (b), going 60, has charged up to within 5" of Roadie, facing him head-on (see diagram).

At this point, both players decide to fire. Roadie fires his left-side MG at the front of Carter's Courier, hoping to take out Carter's weapons. Modified for range (4" to 7.99": -1) and for firing at the front (-1), Roadie needs to roll a 9 or more to hit, so that the modified roll is 7 or better. Roadie rolls an 11, and hits easily. Machine guns do 1 die of damage, and Roadie rolls a 2. This is written down on a scratch piece of paper, to be applied to the front armor on Carter's car after everyone has fired. Unfortunately, Carter has a lot of front armor left, so 2 hits won't penetrate. Roadie's gunner fires the rear MG (the left MG can't be fired again this turn) at the same target, and rolls a 7, which is modified to a 5, missing.

Carter returns fire with the two linked lasers in his car. He fires at the left side of Roadie's Courier. Modified for range, Carter's lasers need a 7 to hit. Carter rolls an 8 for the first laser, and a 7 for the second, so both hit. The first laser does 11 points of damage, and the second does a phenomenal 17 points (on 3 dice).

Now that everyone has fired, damage is applied to the sides hit. Carter's car loses 2 points of front armor. The first laser does 11 points to the left armor of Roadie's car, and the second eliminates the 9 remaining armor points (destroying the left MG in the process). This leaves 8 points of damage, which penetrate to the interior. Carter rolls one die to see what internal component is hit. He rolls a 2, indicating the driver. Bye, bye, Roadie! Roadie takes 3 hits and dies. The remaining 5 points of damage continue through, flying out the unarmored right side of the car. At this point, Roadie's Courier is uncontrolled, and his gunner is having second thoughts about the whole affair.
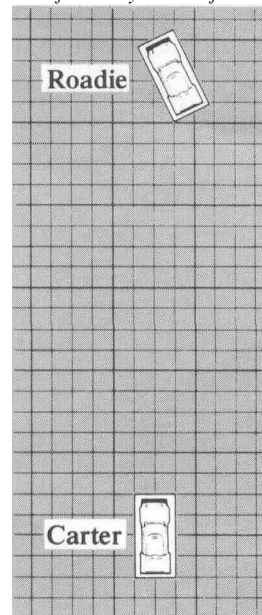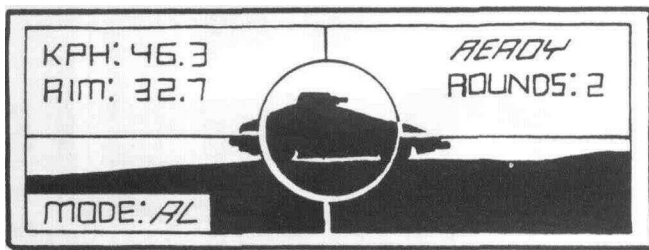
9. SCENARIOS

Mini Car Wars offers a great variety of possible games. Before any game, *you* must make certain decisions about the "scenario":

(a) Which vehicles will be used? For example, you might give each player a large budget (say $40,000) and allow him to outfit as many or as few vehicles as he likes.

(b) Where will the vehicles start, and at what speed?

(c) Will the players get to see each other's record sheets before play, or will they find out "the hard way" what their opponents have?

Some sample scenarios:

ROAD DUEL: Two-player road combat — one car each. Each player gets a fixed budget ($10,000 and $15,000 are both good) to pick a car with whatever options and accessories the budget allows. Players roll randomly to see which car starts in front. Roll again (2 dice) to determine starting distance: 2 to 12 inches. Both cars start out going the same direction at 60 mph. Winner is the survivor.

PACK ATTACK: Two-player road combat. One player gets $17,000 for one car from the Stock Car List. The other player gets $25,000 and must pick at least 5 cycles from the Stock List. The lone vehicle starts with a 12" lead with all vehicles going 80 mph. The cycles win if they destroy the lone vehicle, and the car wins if all the cycles are destroyed, or if he increases his lead to more than 30".

To add a little spice to the above scenarios, try the following ideas: (1) Each time a new road section is placed, roll one die. On a roll of 6, use a debris-littered road section. This debris represents any kind of junk or potholes in the road. Any vehicle which runs over debris must make a roll on the Control Table. (2) Vehicles may leave the road. However, the surrounding terrain is very rough. Thus, any vehicle which leaves the road must make a roll on the Control Table during each movement phase it spends either partially or completely off the road.

Other scenario ideas include town, parking-lot, or arena scenarios. For such scenarios, a layout will need to be drawn showing roads, curbs, debris, etc., and

any terrain that might limit movement (shoulders, sidewalks, walls, buildings, etc.). Any graph paper ruled in 1/4″ squares will work, or *Car Wars* blank map sheets and ready-to-use arenas can be purchased at your local hobby store or directly from Steve Jackson Games.

STOCK CAR LIST

KILLER KART: Subcompact; 8DP power plant; armor F6, R4, L4, B4, T0; driver only; mounts one MG firing forward; costs $3,750.

MINI SHERMAN: Compact; 10 DP power plant; armor: F35, R25, L25, B33, T0; driver only; mounts 2 linked MGs firing forward, and a smokescreen in back; costs $7,500.

Options: (a) Replace both MGs with one RL (Front), and 25 points of armor anywhere; saves $1,500. (b) Replace one MG with one HR (F) and add 16 points of armor; saves $1,250.

ROCKET SPECIAL: Mid-size; 12 DP power plant; armor: F40, L35, R35, B35, T30; driver and gunner; mounts one RL forward and one MG in a turret; costs $12,250.

Options: (a) remove the RL, the MG, and the gunner; add a laser in the turret; costs $4,250 extra, (b) Remove the MG and the gunner; add 3 HRs (2F, 1B) and 25 points of armor; saves $1,500.

COURIER: See Vehicle Selection for the description.

SHOGUN 100: Cycle; 2 DP power plant; armor F6, R0, L0, B6, T0; driver only; mounts one MG forward; costs $3,000.

SHOGUN 220: Cycle; 3 DP power plant; armor: F20, R0, L0, B20, T0; driver only; mounts one RL forward; costs $4,000.

FIRELIGHT DELUXE: Cycle; 5 DP power plant; armor: F6, R0, L0, B6, T0; driver only, mounts one laser forward, costs $11,250.

Option: Replace the laser with one MG and 2 HRs firing forward, and add 17 points of armor; saves $6,000.

Armor on stock vehicles may be rearranged to suit the player, but cycles never have side or top armor.

ACCESSORIES

These items may be added to any stock vehicle — at extra cost:

Targeting Computer. A computer works for one person in a car or cycle, and adds 1 to all "to hit" rolls when that person fires the vehicle's weapons. These cost $1,000 each.

Hi-Res Targeting Computer. Just as above, except that it costs $4,000 and adds 2 to all "to hit" rolls.

Body Armor. Woven plastic-cord body armor costs $250. It takes 3 hits of damage before it becomes useless — thus, it effectively doubles a person's DP from 3 to 6.

Charts

Weapons Chart

Weapon	To hit	Damage
Machine Gun (MG)	7	1 die
Rocket Launcher (RL)	8	2 dice
Laser	6	3 dice
Smokescreen	—	smoke
Heavy Rocket (HR)	9	3 dice

Notes: The laser cannot be fired through smoke; the heavy rocket can only be fired once.

To-Hit Modifications

All modifiers are cumulative. For example: firing at the front (-1) of a moving compact-size (-1) car, at a range of 7" (-1), while your vehicle is stationary (+ 1), works out to a total modifer of (-1) + (-1) + (-1) + (+1) = -2.

This modifier is added to your die roll. If you were firing a machine gun in the example above, you would need to roll a 9 to hit your target rather than the machine gun's normal 7 "to-hit," because of the -2 modifier.

A roll of 2 always misses, regardless of modifers.

Point-Blank Range: If range (measured from the edge of the firing vehicle to the edge of the target counter) is less than 1", the player adds 4 to his to-hit roll.

Long Range: Subtract 1 from the roll for every full 4" of range. Below 4" is no subtraction; 4" to 7.99" is -1; 8" to 11.99" is -2, and so on.

Target: Subtract 1 if firing at the body of a compact or sub-compact. Subtract 1 if firing at a vehicle's front or rear (as opposed to the right or left side). Subtract 2 if firing at a cycle or a car's turret.

Stationary Vehicles: Add 1 if the firing vehicle is not moving, 1 if the target is not moving, or 2 if neither is moving.

Smoke: Subtract 2 for each smoke cloud your line of fire passes through.

Computer: This can add 1 or 2 to your roll — see "Accessories," above.

Control Table

Roll	Effect
2-10	No effect
11	Fishtail
12	Skid
13	Fishtail and Skid
14 or more	Crash and Burn

Roll 2 dice and add 1 for every full 20 mph of the vehicle's speed. If the vehicle is a motorcycle, add another 2 to the roll. Results are as follows:

No effect: Nothing happens, continue normally.

Skid: The car counter is moved 1" in the direction it was going at the beginning of the phase. The skidding vehicle skips its next phase of movement.

Fishtail: While holding one front corner down, move the corner diagonally opposite two squares to the side. Roll randomly to see whether to move the vehicle's rear left or rear right.

Fishtail and Skid: Execute a fishtail *and* a skid, as described above.

Crash and Burn: The vehicle stops where it is and is replaced by a wreck counter. All occupants are killed. You lose.
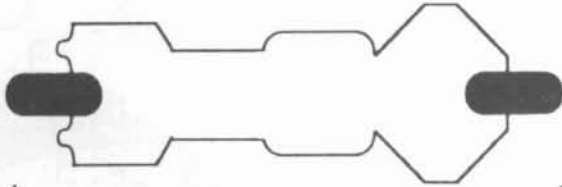
CYCLE RECORD SHEET

Vehicle _____ Driver _____

Back armor _____

SPEED ⬭

Front armor _____

Size _____ Cost _____

Extras _____

Notes _____

CYCLE RECORD SHEET

Vehicle _____ Driver _____

Back armor _____

SPEED ⬭

Front armor _____

Size _____ Cost _____

Extras _____

Notes _____

VEHICLE RECORD SHEET

Vehicle _____ Driver _____

Left armor _____ Right Armor _____ SPEED

Top armor
_____

Back armor
_____

Front armor
_____

Size _____ Cost _____

Extras _____

Notes _____

VEHICLE RECORD SHEET

Vehicle _____ Driver _____

Left armor _____ Right Armor _____ SPEED

Top armor
_____

Back armor
_____

Front armor
_____

Size _____ Cost _____

Extras _____

Notes _____