

CAR WARS[®]



DELUXE EDITION



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STEVE JACKSON GAMES

ON THE HIGHWAYS OF THE FUTURE, THE RIGHT OF WAY GOES TO THE BIGGEST GUNS!

HE TRIGGERED THE ROCKET-LAUNCHER AGAIN.
A DIRECT HIT! THE BLUE CAR SKIDDED AS THE DRIVER
LOST CONTROL THEN FLIPPED AND CAUGHT FIRE.
THAT WOULD TEACH HIM NOT TO TAILGATE!

Car Wars is a game of combat on the free-ways. Choose your vehicle – complete with weapons, armor, power plant, suspension, and even body style. Then take it out on the road. You'll come home an "ace" – or you'll crash and burn. If you survive, your abilities will improve, and you can accumulate money to buy bigger and better cars. Advanced rules let you design your own cars, cycles, three-wheelers, vans, trucks, 18-wheel tractor-trailer rigs, buses, boats, hovercraft and even helicopters!

Car Wars – Deluxe Edition includes a 144-page rulebook, the *Car Wars Compendium*, for building, arming and driving your own vehicles; full combat rules, including and introductory "quick-start" version; and all the skills you need to create your own "auto-duellist" character. Here are all the rules

from the original *Car Wars* minigame and many of its supplements, edited and reorganized, plus sections on off-road travel, gas engines, jumping and falling, and more!

Car Wars – Deluxe Edition also gives you hundreds of full-color counters, a giant 32" x 42" map of the fortress town of Midville, a 21" x 32" map of a fortified truck stop of 2048, a 21" x 32" map of the Double Drum Arena, improved road sections (straight and curved), two "turning keys" that make maneuvering easy, and a 4" x 7" ziplock bag for counters.

Game design by Chad Irby
and Steve Jackson
Deluxe Edition development
by Scott Haring

CAR WARS[®] DELUXE EDITION

Car Wars has been named to the "Ten Best Games of the Year" by *Omni Magazine*. It won the Origins Award for Best Science Fiction Game, and has several times made the *Games Magazine* "Games 100" list!

STEVE JACKSON GAMES

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— . . . — READ THIS FIRST! — . . . —

Art in this booklet is by C. Bradford Gorby.

What's In This Box?

Everything you need to become an autoduellist in the world of *Car Wars*. This set includes a rulebook, scenarios, cardboard playing counters, maps, road sections and turning keys. At the back of the book are *Vehicle Record Sheets* for photocopying.

Jump-Start Rules

Pages 2-5 of this booklet have “jump-start” introductory rules. If you're new to autoduellling, 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 and fire its weapons, and – if you lose the battle – how your vehicle crashes, rolls and burns.

Rulebook

The rulebook in this set is the second edition of the *Car Wars Compendium* – the last word in *Car Wars* rules.

This book brings together all the latest, official rules from the original *Car Wars* game and several supplements. You can design and build your own cars, motorcycles, trucks, trailers, helicopters and “trikes” (three-wheelers). Not to mention boats, hovercraft and racing cars! There are also detailed rules for character creation and roleplaying.

The book is easy to use. A complete index is on pages CWC142-144, and a list of abbreviations used in the game is on p. CWC125. Page references in this booklet that begin with CWC refer to the *Car Wars Compendium*; otherwise, the reference is to this booklet.

Counters

The *Car Wars Deluxe Edition* includes one 4” × 7” sheet and one 8” × 10” sheet 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 (a copy is on p CWC140) and use them to indicate the speeds of their corresponding vehicles.

Sheet 2 includes numerous small counters representing pedestrians, cycles and lengths of chain suitable for stringing across roads. There are four more paint clouds. The yellow vehicles numbered 1 through 4 (with accompanying wrecked versions) 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 labeled “BREACH,” will be most useful in the “Wheels vs. Walkers” and “Crusaders” games described on pp. 8-9. Oversized vehicles include buses, semi-tractors and trailers, with their corresponding wrecks and marker counters. Two helicopters, three news vans and numerous other wrecks, as well as “ON FIRE” counters, are

also available. Lastly, the artillery piece and the two “door” counters (the thick black lines) can be used with the truck stop map, described below.

Even more counters are provided on the road sections (see below). Also included is a ziplock bag to hold the counters.

Road Sections

The cardboard road sections will probably be the sites of your first few *Car Wars* duels. The road section sheet also includes 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 Chapter 2, *Movement*.

Maps

There are two 21” × 32” mapsheets, with maps printed on both sides. 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, with buildings, streets and a park.

The backs of these maps are two other areas for duelling. One, labelled “Truck Stop,” shows a typical fortified truck stop of 2041. The other is the “Double Drum” arena, for organized duelling action (as described on p. 6). The maps are described in detail under *Scenarios*.

Scenarios

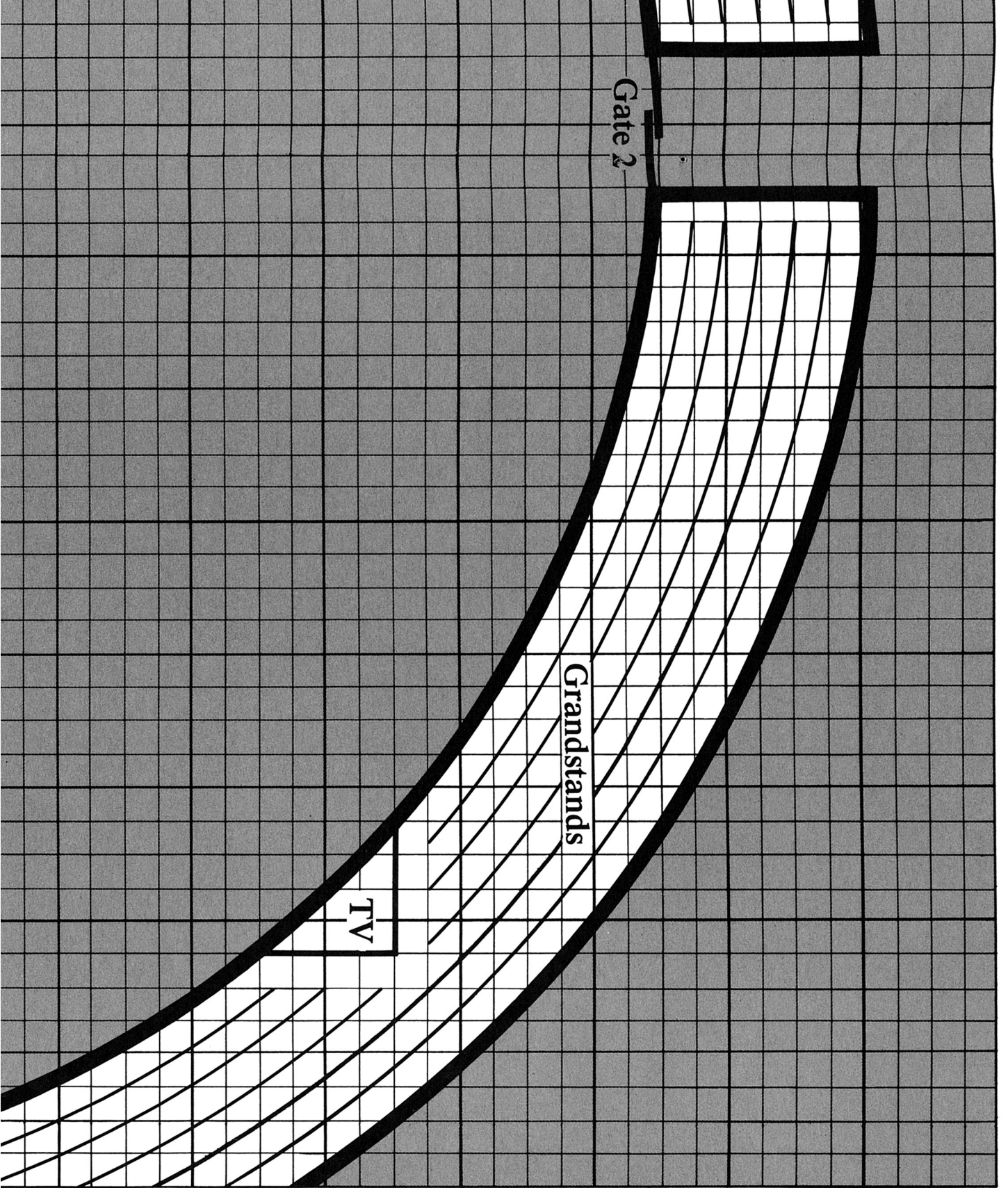
The different scenarios you can play and the explanation of the maps starts on p. 6. In addition, this section tells you how to create your own scenarios. It also gives guidelines for “official” *Car Wars* tournaments, using the American Autoduel Association (AADA) rules. These tournaments can take you from a local club competition all the way to the annual AADA World Championships!

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! Steve Jackson Games gives permission to photocopy all charts, tables and record sheets included in this game, and this complete booklet, for personal and tournament use only.

For the Expert Duellist

If you're a veteran *Car Wars* player, you'll want to check the revisions and improvements introduced in the new *Compendium*. In particular, long-time *Car Wars* fans should investigate the new rules about *handling classes* (p. CWC7), continuing characters and their skills (especially the *speed of pedestrians* – p. CWC59), a new treatment of *weapons links* (p. CWC45), new *targeting modifiers* based on a target's speed (p. CWC39), expanded *car trailer* rules (p. CWC77), and new statistics for *helicopter power plants* (see the table on p. CWC92).



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