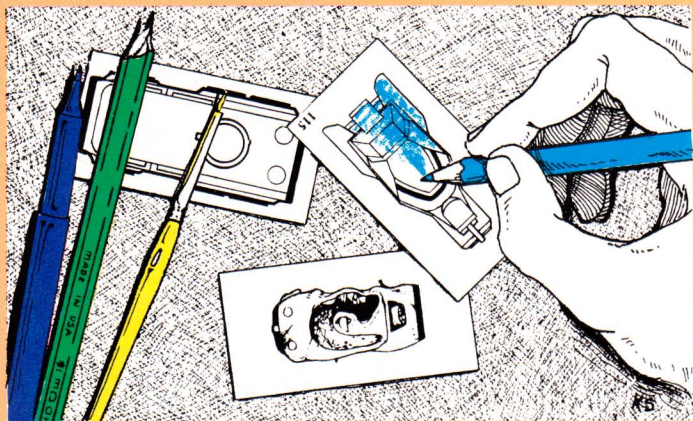


# Show Your COLORS!



Over 150 black-and-white, color-them-yourself counters, ready for action! Create autoduelling teams, corporate fleets, or vigilante groups . . . you can even put your personal colors on your favorite vehicles!

And there are plenty of vehicles to choose from. Counters for *every* vehicle in *The AADA Vehicle Guide*, and many of the variants — 153 in all! Everything from subcompacts to buses, with motorcycles, trucks, trailers, and helicopters, too. And this set also includes *trike* counters, for three-wheeled combat on and off the roads!

Should you come out second-best in a duel, each counter has a wrecked version of the same vehicle on the back. Just flip it over, and plot your revenge . . .

*Car Wars Expansion Set 6* contains four 4" x 7" black-and-white counter sheets, printed on both sides; an insert sheet, which includes coloring advice and a complete key, listing each vehicle's name and where you can find it in the *Vehicle Guide*; and the ziplock bag it all comes in.

*Vehicle Construction:* Kim Strombo, Jeff George, David Welling, C. Mara Lee, Denis Loubet, and Jeff Hayes. *Vehicle Demolition:* Kim Strombo, C. Mara Lee, and Dan Willems.

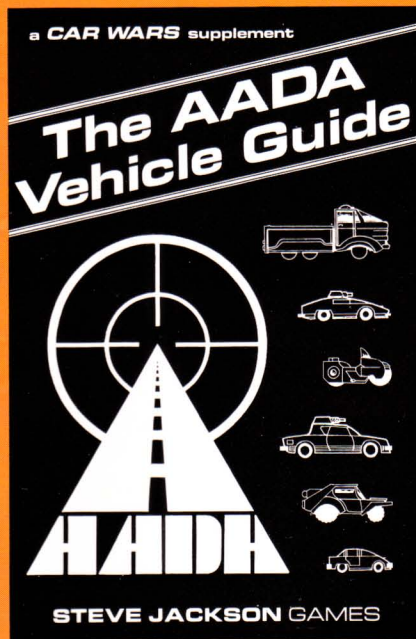
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# CAR WARS™

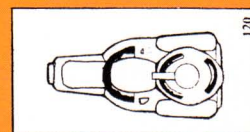
EXPANSION SET #6

## The AADA Vehicle Guide Counters



STEVE JACKSON GAMES

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FRONT



BACK

Color your  
own!

## The AADA Vehicle Guide Counters

**INTRODUCTION** *The AADA Vehicle Guide* gives duellists everywhere the inside scoop on hundreds of cars, trucks, cycles, helicopters, and trikes (yes, trikes) speeding down the highways and around the arenas of 2034. Now, here are *Car Wars* counters for *every* entry in *The AADA Vehicle Guide* — and many of the variants, too! A wrecked version of each vehicle is conveniently printed on its back; the counters are in black-and-white, so you can create an entire fleet in your own personal colors.

You don't have to have *The AADA Vehicle Guide* to enjoy this *Car Wars* Expansion Set, but the *Vehicle Guide* can definitely enhance your combats. Check your local hobby shop, or order it direct from Steve Jackson Games, Box 18957-A, Austin, TX 78760. The *Vehicle Guide* costs \$5.50 by mail (includes postage and handling). Texas residents please add 28¢ sales tax.

**COUNTER KEY** The Counter Key on the other side of this sheet gives you the counter number, the vehicle name, the vehicle type, and the page number in *The AADA Vehicle Guide* where it can be found. This counter set also includes three rocket counters (numbered, logically enough, R-1, R-2, and R-3) for the well-heeled autoduellist who uses radar-guided and wire-guided missiles. Manufactured by Herlitz & Sons ("Quality of the highest calibre"), these advanced weapons were advertised in *Autoduel Quarterly* Vol. 2, No. 1 (Spring 2034). Counters used by permission of Edna Mae Herlitz.

**COLORING INSTRUCTIONS** Some types of pens and pencils will work better than others on these counters. There are two different surfaces — the "matte" (dull) side, with all the unwrecked vehicles, and the shiny side, with the wrecks. You can use colored pencils, felt-tip pens, water colors, even crayons on the matte side; for the shiny side, felt-tips or water colors are your best bet. Some types of pens won't work on the shiny side; keep trying different kinds until you find one that works. When you're ready, hit the road — and keep on duellin'!