

# CAR WARS<sup>®</sup>



DELUXE EDITION



OVER  
250,000  
SOLD!

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<sup>®</sup> 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).

# CAR WARS<sup>®</sup>

## COMPENDIUM

Second Edition



The Complete  
Rules in  
One Volume

STEVE JACKSON GAMES

CAR WARS COMPENDIUM

STEVE JACKSON GAMES

# CAR WARS

## COMPENDIUM

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# INTRODUCTION



The *Car Wars Compendium* is a compilation of all the rules that have been published for *Car Wars* since its release 15 years ago. This book includes all the rules and equipment from *Deluxe Car Wars*, the first four *Uncle Albert's Catalogs* and *Dueltrack*, as well as vehicle and character information from *Boat Wars* and *Midville*. (All these products, by the way, are out of print except for *Deluxe Car Wars*, and the latest printings of that use this *Compendium* as its rulebook. This is the *definitive Car Wars* rulebook.)

This book is *not* a complete game; you will still need a map and counters to play. The *Compendium* is intended for the dedicated player, who already has these things and doesn't need to buy them again. If you are new to *Car Wars*, you should put this book down and buy *Deluxe Car Wars* instead . . . or else supplement this book with

an expansion set, such as *Midville* or *Muskogee Mayhem*, which has game maps and vehicle counters. Check your local game store.

## Chronology

*Car Wars* is set 50 years in the future. The “now” of the *Car Wars* world moves ahead as the real world does. It was 2031 when the game was first published. As these words are written, it is late 2045. It's a rough world . . . and “Drive Offensively” is its motto.

- 2000: Federal government moves to nationalize dwindling supplies of oil and natural gas production. Legislatures in Texas, Oklahoma and Louisiana react by seceding, and move to nationalize these resources themselves. Pitched battles with federal forces follow, resulting in the destruction of several oilfield sites on both sides of the newly-established border.
- 2003: U.S. forces stopped in the hills of central Texas, ending bloody “Gulf or Bust” campaign. Rebel forces begin to retake lost territory.
- 2004: Texarkana Accords are signed, ending the Second Civil War. Oklahoma, Texas and Louisiana become three separate sovereign nations, referred to as the Free Oil States.
- 2012: Grain blight breaks out in Nebraska, spreading rapidly to neighboring areas. A simultaneous blight takes root in the Ukraine. Accusations fly, charging deliberate biological war, followed by nuclear warheads. To everyone's surprise, satellite defenses stop most of the missiles. Meanwhile, the world's stock of grains, excluding barley and sesame, has been devastated. Severe food shortages spring up across the globe. The U.S. is in better short-term shape than most, since the blight apparently has no effect on foods with preservatives in them.
- 2016: The Food Riots. “Fortress” towns develop. National government fails to keep order throughout much of the U.S.
- 2018: Gangs rule most of the U.S. outside of the fortress towns. Country real estate becomes worthless; algae farms make up lost food production.
- 2020: Many large cities totally abandoned. National government regains authority but enforcement decentralized. Economy weak but stable, with food rationed and unemployment at 37%.
- 2022: Supreme Court decision decriminalizes manslaughter in arena games. “Death sports” become popular. Television becomes nation's number-two industry, just after food production.
- 2023: “Crazy Joe” Harshman wins Fresno destruction derby by mounting a surplus .50-caliber machine gun in his Chevy. Term “autoduelling” first used by sportswriters.



- 2024:** Armadillo Autoduel Arena opens on site of former shopping mall in Austin, Texas.
- 2025:** Autoduelling becomes most popular TV sport, edging out combat football and private wars. Eight more autoduel arenas open in North America. The American Autoduel Association (AADA) is formed.
- 2026:** Utah autoduellists form vigilante group to counter Badlands cycle gangs. AADA holds first sanctioned "National Championship" in Austin, Texas. AADA also begins issuing area advisories and helping duellists organize against cycle gangs and other hazards, upsetting local police forces.
- 2027:** Police admit inability to deal with duellist-armed vehicles in highway use. Informal duels increase in numbers.
- 2028:** Many localities legalize vehicular weaponry of a "defensive nature" – very loosely defined. Duelling outside city limits now legal in 14 states and tolerated in most others.
- 2029:** A variety of weapons becomes available as "factory options" on all U.S. makes of cars and several imports.
- 2030:** Statistics show "smash-and-grab" cycle and car gangs much reduced. Rural real estate begins to rise in value. Law-enforcement officials credit vehicular weaponry of private citizens, but most point out that "The gangs that are left are now better armed than we are . . ." Autoduelling now legal in 39 states, as well as the Free Oil States.
- 2033:** *Autoduel Quarterly*, "The Journal of the American Autoduel Association," is first published. Autoduelling now legal in all 47 states in the U.S., as well as Texas, Oklahoma, Louisiana, most Canadian provinces, the Republic of Quebec, Australia and Mexico.
- 2036:** Gas-powered racing and duelling events begin to grow in popularity.
- 2037:** People living on the coasts begin to arm and armor their boats. Piracy rises dramatically but drops again by the end of the year as more and more boats have "defensive" modifications added.
- 2038:** AADA recognizes boats and other watercraft events.
- 2040:** As jaded autoduelling fans grow tired of seeing the same old cars and motorcycles blow each other away in the arenas of the world, they start to look for new thrills. Any vehicle that can be armed – aquabikes, hovercraft, hang gliders, dirigibles and more – begins to compete for the entertainment dollar.
- 2042:** War between the US and the Japanese Protectorate. Oil States remain neutral. US government issues blanket letter of marque; many AADA members become "freelance soldiers." Massive insurgency backed by Texan and Japanese forces, combined with undisciplined citizen action against suspected targets and general looting, causes massive destruction in US.
- 2043:** Protectorate forces in US go underground, attacking economic and political targets. AADA and EDSEL volunteers perform heroically as anti-terrorist patrols. Japan suffers badly from bombing and orbital beam attacks.
- 2044:** Peace accords signed. Analysts estimate the U.S. and Japanese rebuilding efforts have been set back by 10 to 15 years, with smaller but significant damage to the Oil States economies. Many once-clear roads are again owned by gangs.

### System Support

Over 50 **Car Wars** products have been produced in the past 17 years; not all of them are still in print, so you should check your local hobby store.

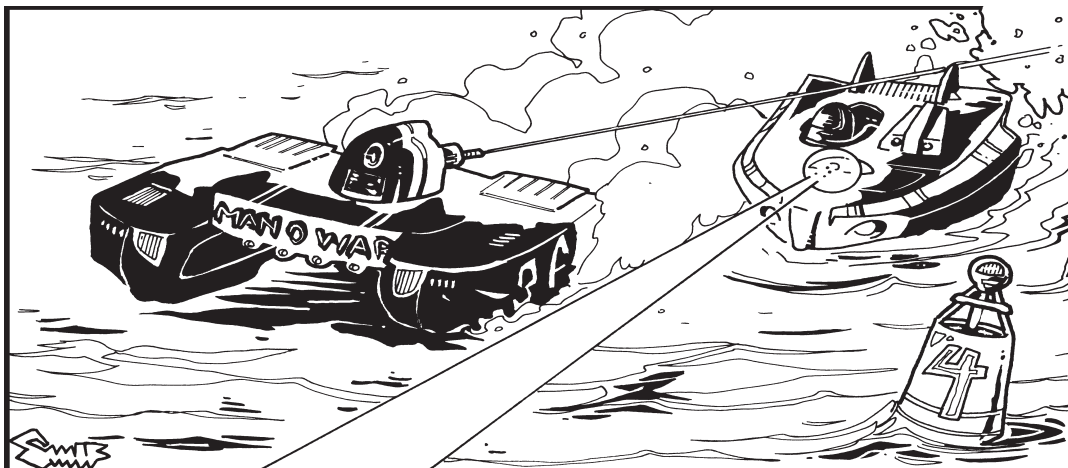
But this new printing of the **Car Wars Compendium** is just the beginning – look for **Car Wars 3-D** sometime soon, with greatly simplified rules and miniature vehicles and terrain, all at twice the original **Car Wars** scale. Where else is the world of **Car Wars** going? Computer games, online gaming – the sky's the limit!

We also cover **Car Wars** in *Pyramid*, our online gaming magazine. Subscriptions are only \$15/year, but articles about our own games – including **Car Wars** – are free for everybody! Check us out at [www.sjgames.com/pyramid/](http://www.sjgames.com/pyramid/).

There are lots of other resources for **Car Wars** on the Internet, including our official web pages at [www.sjgames.com/car-wars/](http://www.sjgames.com/car-wars/). There you can find the latest **Car Wars** and AADA news, links to other **Car Wars** pages all over the web, the latest errata and more. And you can join Usenet discussion of **Car Wars** at [rec.games.board](http://rec.games.board).

Errata for **Car Wars** products are also available free from Steve Jackson Games; please enclose a stamped self-addressed envelope with your request. If you find any new errata, let us know!

And the American Autoduel Association, an international network of official **Car Wars** clubs, is still going strong, running World Championships in both duelling and racing every year. Check *Pyramid* for the latest AADA news.





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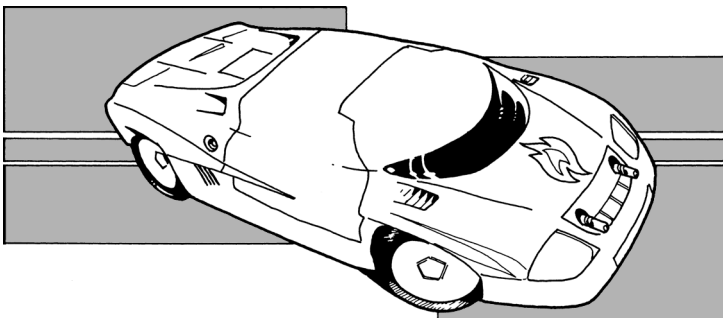
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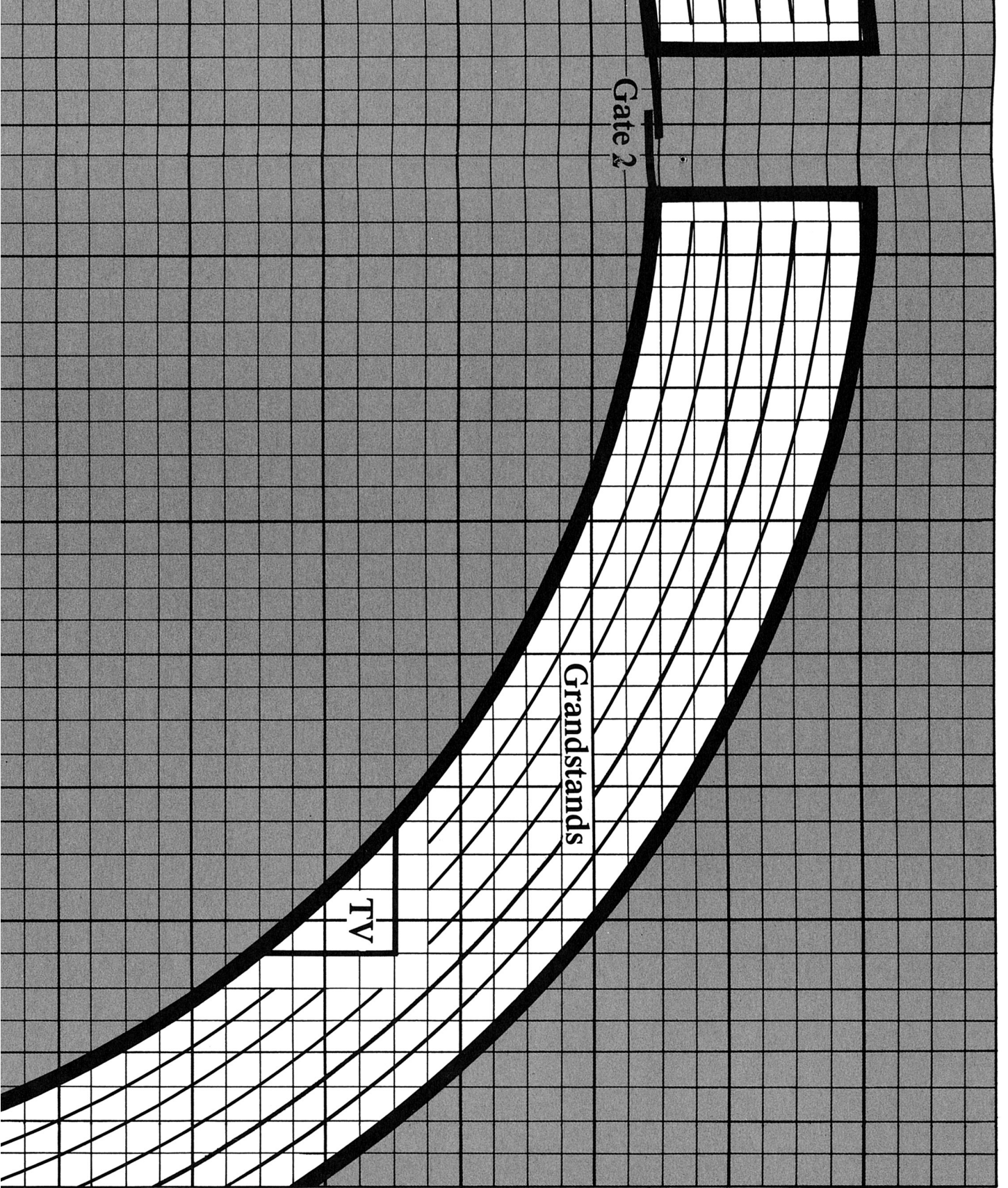
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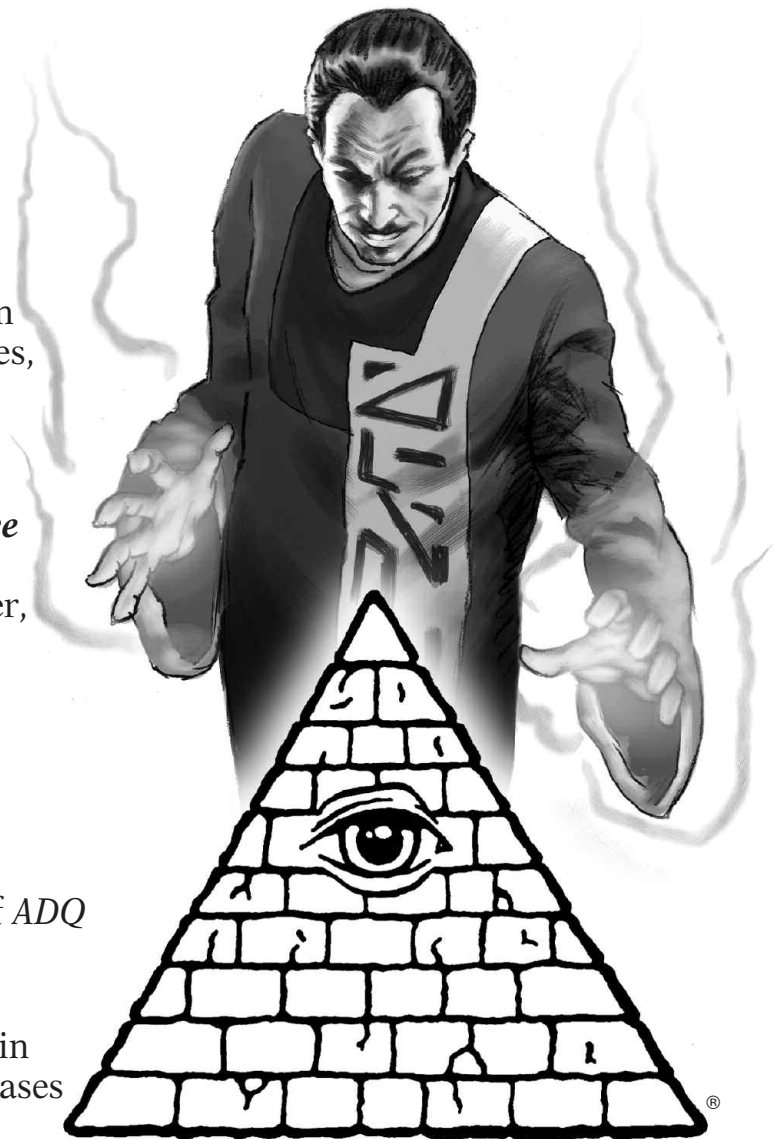


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