

CAR WARS[®] TANKS

Military Vehicles for the Battlefields of the Future



*A Car Wars supplement
by Craig Sheeley*

STEVE JACKSON GAMES

HEAVY METAL

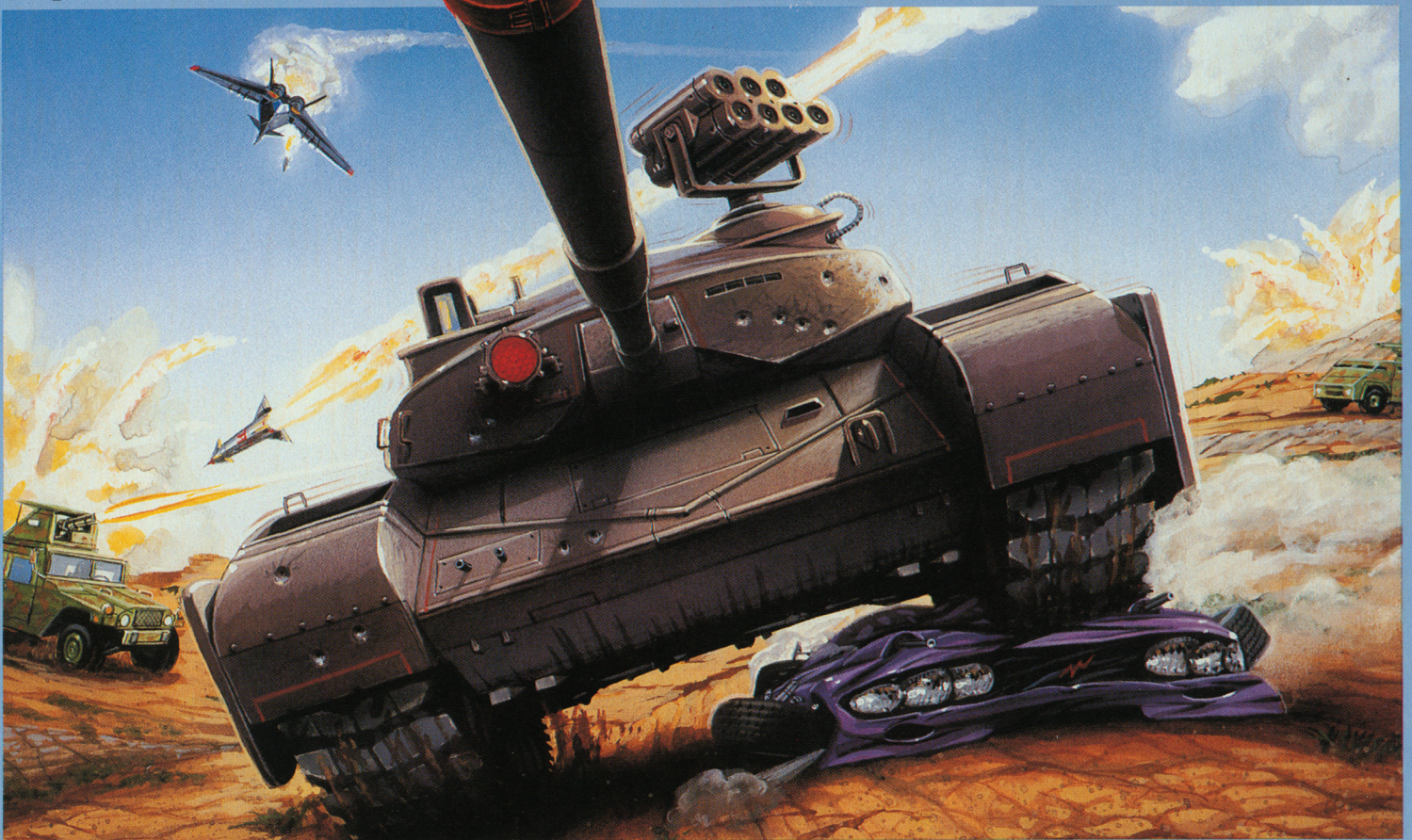
Huge. Invulnerable. Invincible. Awesome.
A moving mountain of metal and firepower, untouchable and unstoppable. This is an armored fighting vehicle on the move. Like the Juggernaut of old, the AFV crushes all in its path.

Car Wars Tanks provides complete rules for these vastly potent war machines. Build any kind of AFV, from humble mini-personnel carriers to giant hundred-ton supertanks. Weapons and armor too massive for simple cars and trucks

make these plated horrors more than a match for anything in any arena. Tanks are the *true* rulers of the road — and anywhere else!

The military battlefield is incredibly lethal and complex. Infantry equipment, hidden movement and spotting, electronic warfare and artillery rules portray a battlefield where the average *Car Wars* car has a lifespan measured in seconds. Only the mighty survive — *Tanks*.

Car Wars Tanks is a supplement to *Car Wars*. You must have the *Car Wars* rules to play.



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Edited by Michael Hurst
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By Craig Sheeley

Based on an idea by Jeffrey D. Jonsson and Andrew W. Otto

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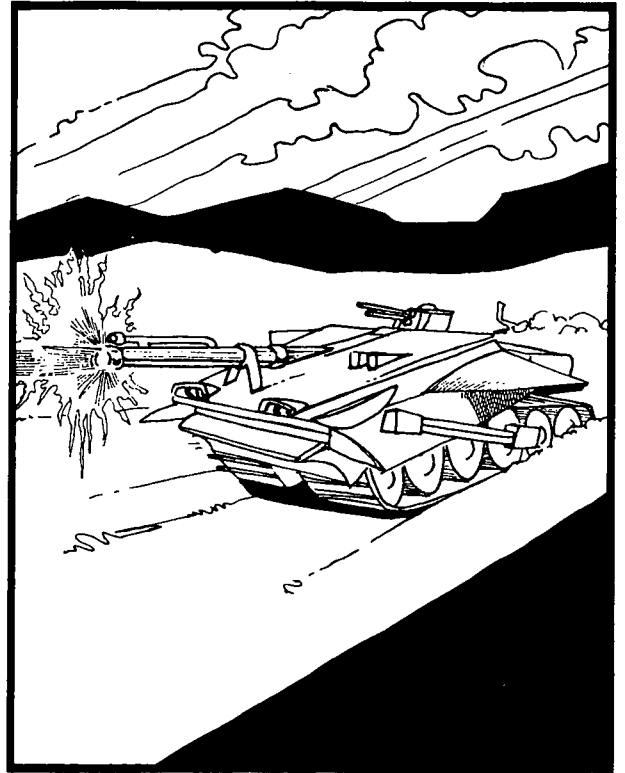
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Tanks in 2040

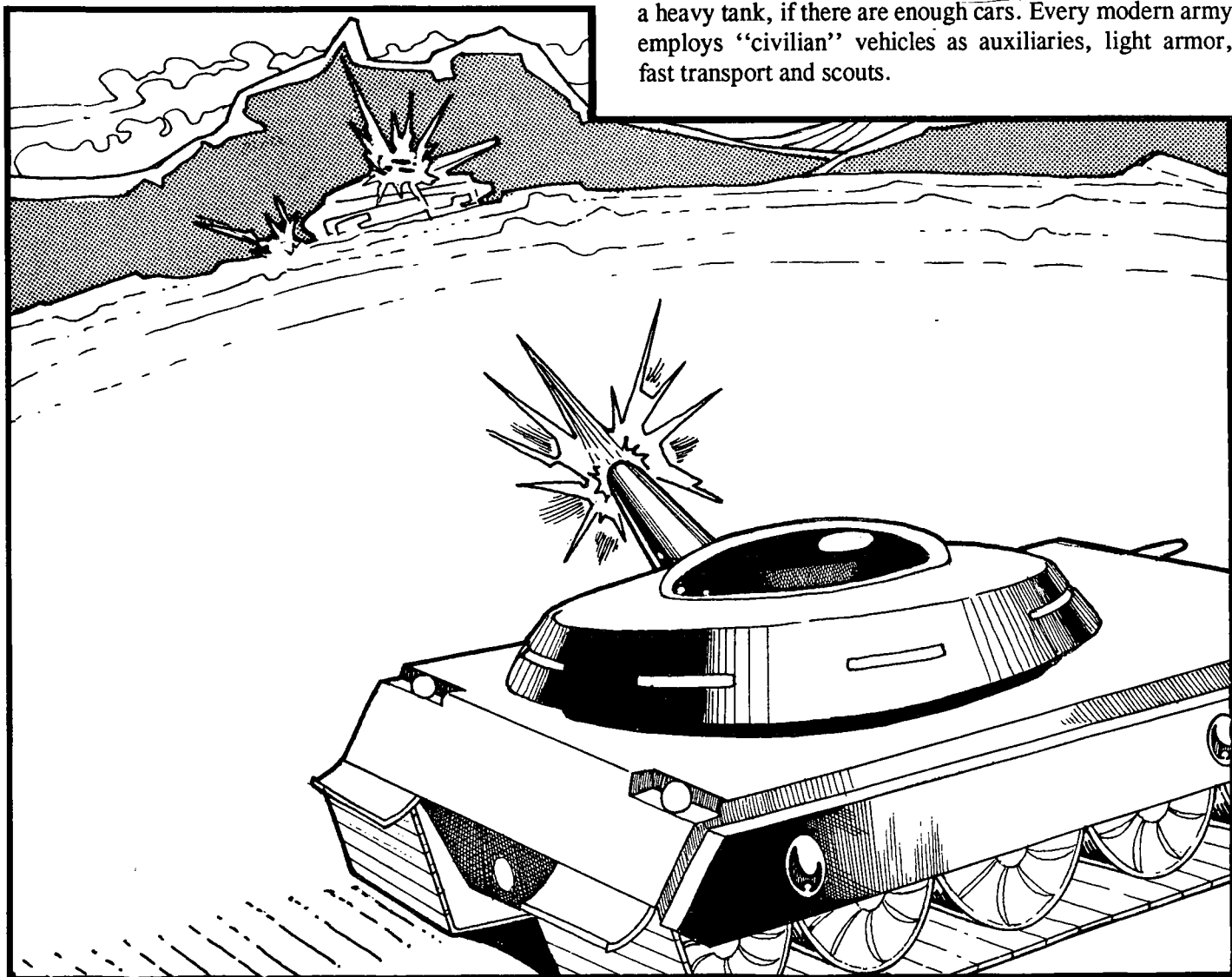
Welcome to the world of 21st-century military hardware. This is a world where pizza delivery requires automatic weapons; where suburban matrons arm their rocket launchers before hauling the kids to school. Any compact on the road can spray death at thousands of rounds a minute. Long-haul trucks carry as much firepower as a WWII company. What, then, do the soldiers use? *Car Wars Tanks* provides the answers, with rules for constructing and using military armored fighting vehicles (AFVs), along with additional rules for artillery, infantry, halftrack vehicles, and detection in combat conditions.

This hardware overpowers anything any autoduellist has seen before. In *Car Wars*, a 50-point plastic armor facing is formidable. In *Car Wars Tanks*, 50 points of plastic armor has less life expectancy than one beer at a fraternity picnic. Referees, be warned! If only one side in a game has tanks, it will probably be a short and one-sided affair. Of course, that may be just the challenge jaded aces are looking for.

Who's Got the Tanks?

Wealthy (or lucky) people are the only non-government or non-corporate forces that have AFVs. Big armor is expensive to buy, costly to maintain, short-ranged, slow and difficult to hide. Aircraft are better fast-response strikers; cars, cycles and trikes are better scouts and pursuit vehicles; trucks and hovercraft make cheaper and faster transports. Tanks, armored cars and APCs are heavy assault vehicles, too valuable to risk losing in anything but the most important ventures. The average autoduellist or trucker has as much chance to see an AFV in action as a sport fisherman has of hooking a whale — and about the same chance of surviving.

This is not to say that cars are obsolete, even in full-scale war. Tanks and their heavily armored brethren seldom venture into combat without plenty of infantry or light armor support — two infantrymen can tote a missile launcher that can destroy almost any tank, and it's been proven more than once that a gang of cars can destroy even a heavy tank, if there are enough cars. Every modern army employs "civilian" vehicles as auxiliaries, light armor, fast transport and scouts.



Artillery

"Sierra Four Seven calling Alpha Bravo Seven. Come in, Alpha Bravo Seven, over."

"Alpha Bravo Seven here. Over."

"Report fire mission, single unit heavy armor, over."

"Coordinates, over." Silence. "C'mon, Joe, get on with it. What are the coordinates, over."

"It's a doozy of a target, Alpha Bravo Seven. But you've got to be patient, over."

"Sierra Four Seven, what the heck are you talking about, over."

"I've spotted a heavy tank. It's parked on top of my foxhole. So wait a while, OK? Over."

(With apologies to Bill Mauldin)

In *Car Wars*, most units are so mobile that they can evade artillery bombardments, but there are always stationary and slow-moving targets that can be hit. Furthermore, guided/seeker rounds fired from miles away can hit rapidly moving targets — and generally the size of the round is so great that it destroys the target. The destructiveness of artillery is due to the large size of the shells fired — AFV crews dread being immobilized, for a stationary tank is a sitting duck for a spotter and a decent-sized artillery piece — and to the immense amounts of fragmentation created when the shells explode. A single artillery battery is capable of laying waste to an entire *Car Wars* map!

Explanation of Weapons Terms

Burst Area — Artillery weapons usually fire burst-effect, high-explosive shells, although they may fire other types of ammunition (see below). The burst radius is given in inches, with the damage done to all non-pedestrian targets immediately following the radius. Pedestrian targets only take 1d damage from being in the burst area of a shell,

due to the fact that they are not large enough to sustain greater fragmentation damage. Infantry caught in the burst area of an indirectly-fired shell only take damage on a roll of 6 or better on 2 dice. Prone infantry in such a situation only take damage on a roll of 8 or better on 2 dice.

Crew — This is the minimum crew needed to supply the weapon in action. One of the crewmen is the gunner; the others are shell-loaders. Crew requirements can be significantly reduced with the addition of an *autoloader* (see below).

ROF — Short for Rate-Of-Fire, this indicates how many shots the artillery piece may fire in one turn. A fractional ROF indicates that the piece can fire one round every number of turns indicated. For instance, the 120mm gun fires one round every two turns (ROF ½).

Shots/Space — Artillery rounds are large and take up a lot of space. This figure indicates how many shells can fit in a single space. Artillery pieces with autoloaders may have 1 space magazines containing the number of shells that fit in one space, for the normal cost and weight (+\$50 and 15 lbs. per magazine). For instance, a 50mm gun has ten shots per space. Rounds taking up one space per shot are carried without need for the 15-lb./\$50 magazine requirement.

Artillery magazines do *not* add to artillery weapon DP. Artillery pieces do not have "Loaded Cost and Weight," as each piece is bought without rounds. This is due to the extreme variety of artillery rounds.

Rockets — Rockets are mounted in individual tubes. These tubes may be and often are mounted in linked clusters, typically in open mounts (see p. 15). These clusters are gang-fired, bombarding an area with a single salvo.

Artillery Weapons

Weapon	Abbv.	Burst	To Hit	Dam	DP	Cost	Wt.	Spc	Crew	Shots	Spc	CPS	WPS
Large-Bore Projectile Weapons													
50mm	A5	1", 1d	9	3d	5	1,000	400	3	2	1	10	40	10
75mm	A7	2", 2d	9	8d	10	6,500	800	10	4	1	10	100	20
105mm	A10	2", 3d	9	10d	20	35,000	1,500	14	8	1	5	250	70
120mm	A12	3", 4d	9	12d	30	100,000	2,000	16	10	½	1	500	100
150mm	A15	4", 5d	9	15d	35	200,000	3,000	20	10	¼	1	750	150
175mm	A17	6", 6d	9	18d	40	500,000	6,000	30	15	⅙	1	1,000	200
200mm	A20	10", 8d	9	20d	50	750,000	11,000	50	20	⅛	1	2,500	250

Glossary

Aeroduel is a *Car Wars* expansion dealing with fixed-wing aircraft and aerostats.

Boat Wars is a *Car Wars* expansion dealing with boats and hovercraft.

Car Wars (CW): *Car Wars* is the basic game of which *Car Wars Tanks* is an expansion. Page references in *Car Wars Tanks* which are preceded by *CW* are to the “small-box” version of *Car Wars*, which was first published in 1990. The rules are compatible with earlier editions of *Car Wars*, but the page references are not always the same.

Car Wars Compendium, Second Edition (CWC II): *Car Wars Compendium* is a compilation of all the official rules, vehicles and accessories available for *Car Wars* up to the time of its publication. It is a fully-compatible expansion of the *Car Wars* basic game. Page references in *Car Wars Tanks* which are preceded by *CWC II* are to the second edition of *Car Wars Compendium*, first published in 1990. An update article bringing *Car Wars Compendium*, First Edition, to the same standards is available from Steve Jackson Games Incorporated for an SASE.

Armored Car: A wheeled, as distinct from tracked, armored vehicle. Usually light compared to tanks, they are as heavy as a large truck and much better armed and armored. In *Car Wars*, almost every car carries armor, but the term armored car is restricted to military and police vehicles.

Armored Fighting Vehicle (AFV): Technically, any military armored vehicle. In practice, tracked or wheeled armored vehicles with comparatively heavy weapons such as tanks, Armored Personnel Carriers (qv) and Infantry Fighting Vehicles (qv). In *Car Wars Tanks*, AFV usually means a *tracked* armored fighting vehicle; armored cars are specifically described as such to avoid confusion.

Armored Personnel Carrier (APC): A military armored

vehicle designed to carry troops inside armored protection, but from which they are expected to dismount to fight.

Coaxial mount: A mount in which one weapon is mounted on a parallel axis to another so that both can use the same fire control, traverse and elevation gear.

Halftrack: A vehicle which combines wheels and tracks. Usually the tracks are at the rear for drive and the wheels are at the front for steering.

Infantry Fighting Vehicle (IFV): An armored vehicle with heavy armament and troop-carrying capability. Troops within it are expected to remain mounted as much as possible, and only dismount to fight if this is not feasible.

Light Battle Tank (LBT): Smaller and more agile tanks that act as scouts and skirmishers, provide support to light forces, serve as convoy escorts and generally spare the MBTs from as much less important work as possible. They are also easier on roads, easier to maintain, easier to air-transport and significantly cheaper.

Main Battle Tank (MBT): Large tanks designed to fight other tanks, overrun fortifications, destroy infantry at close range and generally act as “tanks of the line.”

Organic: Organic assets are part of a unit's TO & E (qv), as distinct from things that are *attached* for a limited time or give *support* but are not assigned as part of the unit.

Self-Propelled Artillery (SP): Artillery support weapons mounted on a self-propelled vehicle. Most also have armor, and many have secondary weapons for self-defense.

Table of Organization & Equipment (TO & E): The official statement of how a military unit is organized and what equipment it is authorized to have.

Towed Artillery: Artillery weapons with no power for movement integral to the weapon's mount. They must be moved by (usually towed behind) a vehicle called a *prime mover* (but cannot be fired while attached it.)

Abbreviations

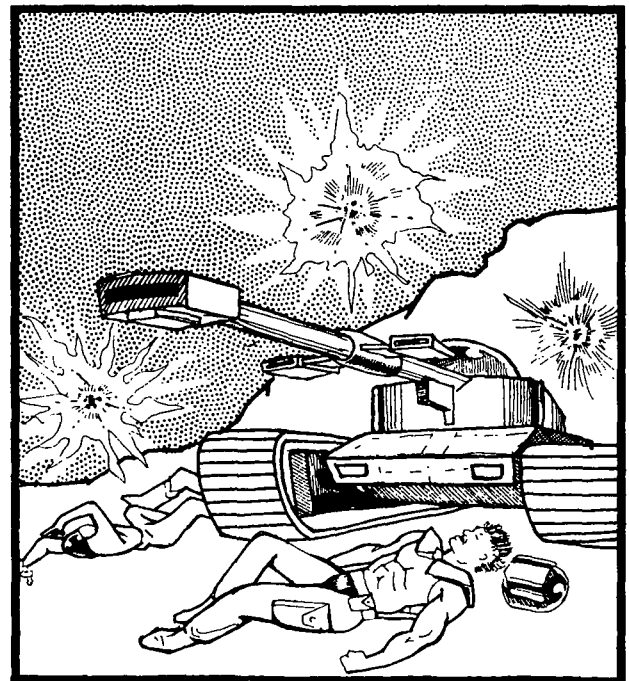
A(n) — Artillery Gun
AC — Auto Cannon
AFT — Auxiliary Fuel Tank
AFV — Armored Fighting Vehicle
APC — Armored Personnel Carrier
AStab — Auto-Stabilizer
CBR — Chemical, Biological, Radiological
CCZ — Commercial Combat Zone
Coax — Coaxial Mount
CW — *Car Wars*
CWC II — *Car Wars Compendium*,
Second Edition
EWP — External Weapons Pod
FS — Flash Suppressor
GC — Gatling Cannon

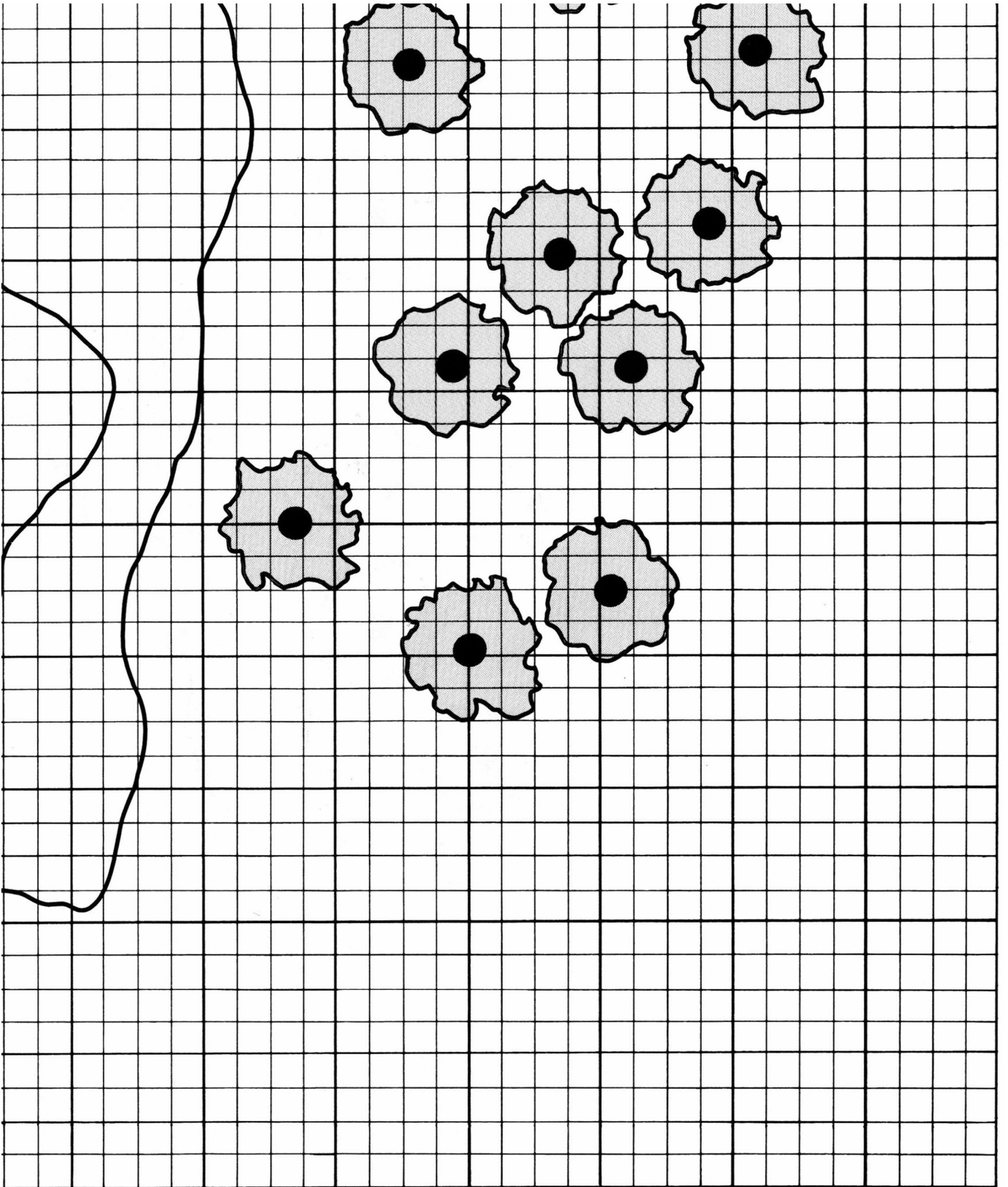
HAC — Heavy Auto Cannon
HC — Handling Class
HLAW — Heavy LAW
HS — Hot Smoke
HSP — Hot Smoke Projector
IFV — Infantry Fighting Vehicle
IMG — Infantry Machine Gun
IRRF — IR Laser Rangefinder
IRSH — Infrared Shielding
ISH — Integrated Systems Helmet
Light Amp — Light Amplification
LB — Long Barrel
LBT — Light Battle Tank
LOF — Line of Fire
LOS — Line of Sight
LRF — Laser Rangefinder

M — Mortar
MBT — Main Battle Tank
MC — Magnetic Cannon
NBC Shielding — Nuclear/Biological/Chemical Shielding
R(n) — Artillery Rocket
RRF — Radar Rangefinder
SP — Smoke Projector
SR — Super Rocket
TG — Tank Gun
TG(n) — Larger Tank Gun
TML — Tripod Missile Launcher
TPC — Tank Personnel Carrier
TS — Tread Skirts
WStab — Weapon Stabilizer

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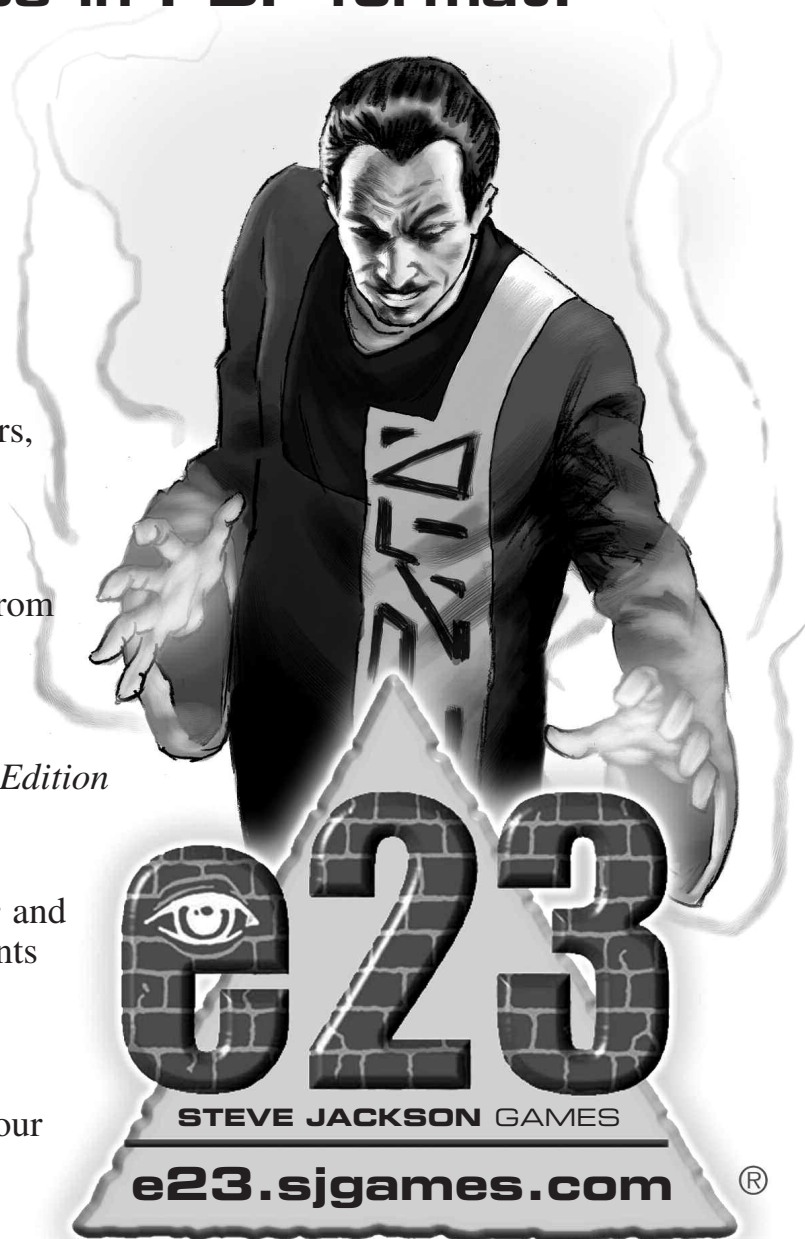




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