

THE 18-WHEELERS ARE COMING.

TRUCK STOP™

A **CAR WARS** ROLEPLAYING SUPPLEMENT



STEVE JACKSON GAMES

KNIGHTS OF THE ROAD

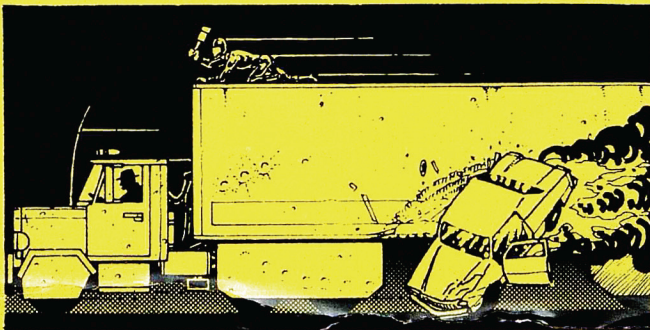
"Junction Base to Crazy Eddie. You read me, Eddie?"

"Ten-four, Junction. Read you loud and clear. 'Scuse me for not answering you before. Got a little dust-up here."

"You in trouble, Eddie?"

"Nothing we can't handle. Half-dozen cycles and a couple of cars. Steamrolled one of them, smoked three more so far. Bunch of amateurs."

"Okay, Eddie. See you when you get in. "



Since the publication of the original *CAR WARS* game, autoduellists everywhere have been demanding rules for the big trucks. Well, wait no longer. Here they are.

TRUCK STOP is a *Car Wars* supplement; you will need the original *Car Wars* rules to play. *TRUCK STOP* gives you movement and combat rules for 18-wheelers . . . regular and wreck counters for a variety of big rigs . . . and a map of a typical fortified truck stop in the America of 2033.

Components include 37 full-color counters painted by Denis Loubet, 24-page rulebook, 21" x 32" map, ziplock bag for counter storage, and the plastic Pocket Box.

Designed by Steve Jackson

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TRUCK STOP®



A Car Wars Roleplaying Supplement

Designed by Steve Jackson

Our special thanks go to David Ladyman, first editor of Autoduel Quarterly, for development of the character-generation system, and to Gordon Griffith for data on the "big rigs."

Playtesters: Norman Banduch, Chris Smith, David Ladyman, Jim Gould

Cover by Dave Martin

Counters, back cover, and rulebook art by Denis Loubet

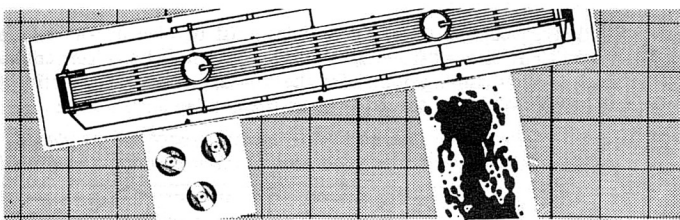
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INTRODUCTION

The roads are rough. Cycle gangs, highwaymen, barricade operators, random duellists . . . all take their toll. Most of the interstates haven't seen a repair crew in years. But somebody still has to take the big loads from city to city. And the big rigs are still rolling.

The truckers have quite a reputation. They're professionals. They're as skilled with their weapons as they are with their rigs . . . or they don't last long. A trucker, they say, never takes the first shot – but he always gets the last one. (Not always true, but it makes a good story.) The men who make their living on the dangerous intercity runs aren't interested in starting fights . . . only in finishing them. It's not a good idea to mess with the 18-wheelers. And their cousins, the armored buses, are every bit as formidable.

But if you just want to meet their drivers, and hear stories about life-and-death road duels in places the TV cameras never see, drop in at the truck stop . . .



Limpet mine. Not a vehicle weapon, but an anti-vehicle device. A limpet mine looks much like a grenade and explodes in just the same way; it can be used as a grenade if desired. However, it can be armed with a delay of up to 15 minutes and attached to any fairly smooth surface (it does not stick magnetically, but by a sort of superglue in plastic beads that break and adhere). When an emplaced limpet mine goes off, it does grenade-type damage to everything within its 2" burst radius, and 1d+1 damage to the armor below. If it is put on or over a weapon port, the damage goes directly to the weapon! However, a limpet mine will not stick if thrown; it has to be placed by hand. Arming and placing a limpet is a pedestrian "firing action" like arming and throwing a grenade. Cost \$60; weight 1 grenade.

5. COMBAT RULES FOR OVERSIZED VEHICLES

When oversized vehicles are involved in a combat, use the following additional modifiers:

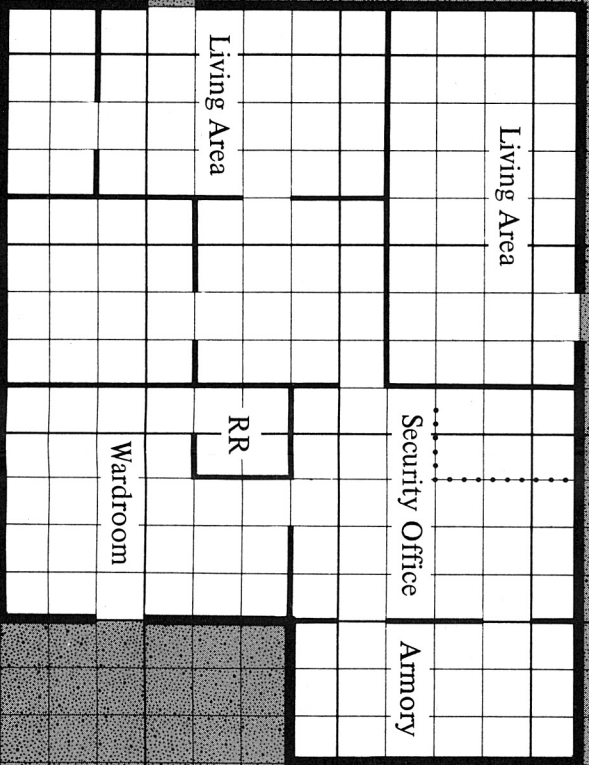
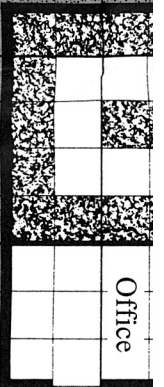
Firing at front or rear of any oversized vehicle	no modifiers
Firing at side of tractor.	+1 to hit
Firing at side of trailer, bus, or RV	+2 to hit
Targeting any tire.	-3 to hit (as always)
Targeting legs of semi (while they are down)	-5 to hit
Targeting fifth wheel of a tractor	-6 to hit

Turret field of fire: Because an oversized vehicle is so tall, a turret mounted on its roof cannot fire on any target (except another oversized vehicle) within 1½" of the center of the turret. If a smaller vehicle is at least 1½" and less than 6" from the center of the turret, though, the turret can fire at its *top* (as well as any sides that present a line of fire) if its owner wishes. This can be devastating if the smaller vehicle has little or no roof armor.

Note also that a turret on a tractor cannot fire over its own trailer, unless that trailer is a flatbed. It *can* fire over any small vehicle within 6", if necessary. A turret on a bus, trailer, or RV can also fire over a small vehicle within 6".

Front and rear weapon locations: Weapons and armor for a tractor are located as for regular *Car Wars* vehicles. Note that the "fifth wheel" is exposed – not protected by armor – and can be targeted at -6 by any opponent that can get a line of sight on the black dot, whether or not a trailer is attached. The fifth wheel will never be hit by gunfire unless it is being targeted.

When an opponent fires at the top, underbody, or side of a bus or trailer, he must specify whether he is firing at the front or back half, and trace a line of sight to the half that he is attacking.



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