

a **CAR WARS**® supplement

COMBAT SHOWCASE™

Vehicle Designs from the 2037
New Car Exposition



JW/86

STEVE JACKSON GAMES

THE LATEST AND GREATEST

Vehicle manufacturers from across the world meet at the National Fair of Texas to exhibit their latest designs at the Combat Showcase! Thousands of autoduelling fans saw the cutting edge of automotive technology in person at the National Fair, but folks who couldn't make the trip were out of luck — until now.

This commemorative book captures all the glamour, excitement, and most importantly, the vehicle designs of the 2037 Combat Showase. See —

- 103 new, innovative design ideas for cars, cycles, trikes, and trailers!
- Designs of the actual vehicles used in the AADA 2036 World Championship Tournament, plus comments from the participants and an interview with the World Champion!
- The Lone Star Limo — Texas President Duke Buchanan's personal vehicle!
- And each vehicle is presented in **schematic** form — ready for play, with all the information you need at your fingertips. Just pick a design, and go!

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COMBAT SHOWCASETM

Vehicle Designs from the 2037 New Car Exposition

by David and Martha Ladyman

Front Cover by John Waltrip

Interior Art by Dan Carroll, C. Bradford Gorby, Kyle Miller, and Jason Waltrip
Production by Melissa Snell and Kyle Miller

And special thanks to the River City Autoduel Association, whose corporations operate out of Hexworld: ConTexCo (David Seagraves), Faster-Than-Light Florists (Kenneth Scott), Yankee Express (Earl Cooley III), Metrotech Transports (Stephen Beeman), Speedy Wombat Courier Service (Tim Ray), and Vengeance, Inc. (Charles Ray Morriss).

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Austin, Texas
13 September 2036

Howdy Friends!

Let me wish you a big Texas welcome to the Combat Showcase at the National Fair of Texas!

This year's exposition is exciting, believe you me! With our newly expanded facilities you'll be able not only to examine the new offerings up close, but also preview them *in action* at the Mandingo Memorial Arena and on the West Wall munitions range.

I know you're eager to see the vehicles on display from the 2036 World Championship, especially the Navigator, designed and driven by Mike Montgomery. Mike is from Texas' own River City ADA (of which I have the honor of being a member) and we're Texas-proud to present our home-grown reigning World Champion during this Bicentennial Exposition.

For your less fortunate friends who are unable to be here personally, pick up extra copies of this fact-filled commemorative program guide at one of the sales booths near the exits.

Enough talk, though. You're here for the cars, not a speech.

Duke Buchanan

President
Republic of Texas

HOW TO USE THIS GUIDE

For the most part, the vehicle diagrams in this guide are straightforward. Each vehicle type has its own distinctive outline. Most components with damage points (DPs) will have that many boxes in which to record damage. However, vehicular armor damage is marked opposite the appropriate armor location (T(28): III means that there were 28 points of top armor, of which 3 have been shot off); guard, hub, and component armor damage is recorded in the same box that lists its initial value.

There is a "weapon readout" in the corner of each diagram, listing each weapon, the amount of ammunition it has, its "To Hit" number, and the dice of damage it does. Thus, MG(a) (20*7/1) indicates Machine Gun a, with 20 rounds, requiring a 7 to hit, and doing 1 die of damage. FOJ (25*dr/1-2) is a Flaming Oil Jet, with 25 rounds, that is a dropped weapon, doing one die minus 2 of damage. All "To Hits" for laser-guided rockets are listed as "5" or "6"; without the guidance, these revert to an "11."

Extra magazines are indicated three ways: the weapon picture (or "icon") has an extra box, set off by a thicker line; also, the amount of ammunition listed for that weapon is twice the normal load, and there is one asterisk per extra magazine following the weapon description. In a few cases, weapons do not have complete ammunition loads, because of a cost or weight restriction; in each case, the correct ammunition load is given in the weapon readout.

Most links are shown by a distinctive dashed line; laser guidance links, however, are simply shown with an "LG" by the appropriate rocket. In a few very complicated cases, links are not shown in the diagram itself; instead, links are listed in the weapon readout. In those cases, each link is numbered; each weapon that has a particular link number listed next to it is part of that particular link.

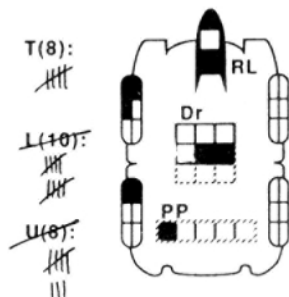
The Flap: When preparing for combat, fold the flap extending from the cover over the sidebar text so that it is adjacent to the combat diagram you want to use. (If you've photocopied the diagram, be sure to include the flap in the photocopy.) On the flap, list the weapons available, assigning to each the appropriate amount of ammunition. Record the initial speed and handling status on the first line of each of those two sections.

During combat, each time you change speed or change (or recover) handling status, cross out the old speed or handling status and record the new number on the next line. And each time you fire a weapon that uses ammunition, mark off a shot. This will keep you completely up-to-date on the status of your fighting vehicle at any moment.

Only a few no-weight, no-space items are included in these designs, especially during the first half of the Guide. That leaves you the freedom to add what you want, without the complication of subtracting out what you don't want. The most commonly useful additions are listed in the description of each design.

Speed	30 35 40
Handling Status	3 X -X 2
Ammo RL(2) 10	a: IIII II b: III
Ammo MG 30	IIII IIII IIII IIII II
Ammo	

Above: Use the flap to keep track of speed and handling changes, and ammunition expended.
Right: Use the schematic to mark off damage as it is incurred.



Compact
\$7625
4440 lbs.
Acc: 2.5/5
HC: 3
Metal (out) &
Plastic Armor

T(0 M):
(5 P):
F(8 M):
(6 P):
L(8 M):
(6 P):
R(8 M):
(6 P):
U(4 M):
(6P):
B(8 M):
(6 M):
AT (10-8/3)

CATAPULT Crane Industries

Break down their defenses with the Catapult! The anti-tank gun on this baby is guaranteed to take out the biggest guys in the arena with ease. So, smash your way into the winner's circle. Use the Catapult. X-Hvy. Ch/Hvy. Susp/Sm. PP (HD Trans)/PR Tires/35 pts. Norm. armor; 36 pts. Metal armor. A single weapon computer, improved body armor, and personal weapons round the Catapult out for Div. 10 duelling.

Heavy Cycle
\$7090
1300 lbs.
Acc: 10
HC: 3

F(12):
B(8):
VFRP (15-9/2)

'37 COMET Neldon Cycles

Once again, Nelson Cycles shows its commitment to you, the duelling customer, in quality at a low, low price. Hvy. Susp/Lg. PP/Pr Rad. Tires/20 pts. Norm. armor/add. pow. 1100. Armor piercing rounds, improved body armor, a single weapon computer, and hand weapons are all good buys for the Comet cyclist in Div. 10. Designed by Scott Haring, RC.

Heavy Cycle
\$6518
1300 lbs.
Acc: 10
HC: 3

F(19):
B(15):
FG(b) (14-6/1+1)
FG(b) (14-6/1+1)
SD(expl) (10-dr/1+1)

THE SABRE Indra Motors

In days gone by, Russian nobles fought duels for personal honor and fame. Their weapon of choice? The sabre — swift, sleek, and easy to handle. Cycle: Hvy. Susp/Lg. PP/ PR Rad. Tires/34 pts. Norm. armor. A single weapon computer and body armor are recommended. Also note that each FG has only 14 rounds of ammunition. Designed by Nighthawk Smyth.

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