

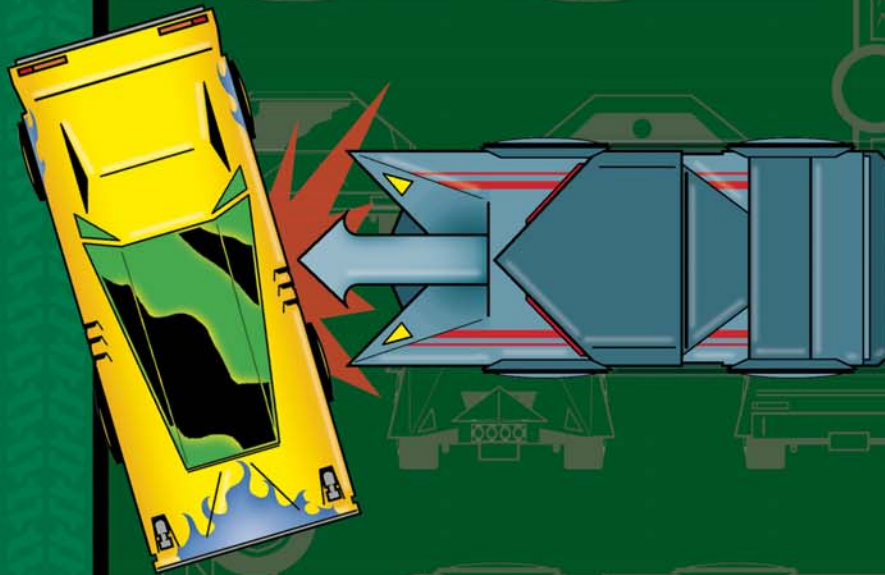
# CAR WARS®

DIVISION 5  SET 3

# NAPALM

VS.

# DAGGER



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**DRIVE OFFENSIVELY!**

FOR TWO PLAYERS, AGE 12 AND UP.  
PLAYING TIME 1 HOUR OR LESS.  
FOR BIGGER, LONGER GAMES,  
ADD MORE *CAR WARS* SETS.

# STEVE JACKSON GAMES

AFTER THE GRAIN BLIGHT . . .  
AFTER THE MUTANT PLAGUE . . .  
AFTER THE CITIES TURNED INTO FORTRESSES . . .  
AFTER THE COUNTRYSIDE TURNED INTO A WAR ZONE . . .  
AFTER EVERYTHING FELL APART . . .

THE ROADS BELONGED TO NO ONE,  
AND THE RIGHT OF WAY WENT TO THE BIGGEST GUNS.

# CAR WARS®

## DIVISION 5 SET 3

# NAPALM

VS.

# DAGGER

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### CONTENTS:

GETTING STARTED	2
MOVEMENT	3
COMBAT	7
THE REFEREE	12
PEDESTRIANS	13
CONTINUING CHARACTERS	14
SCENARIOS	15
VEHICLES	16

OTHER CONTRIBUTORS: WHERE DO WE BEGIN? THIS EDITION IS THE PRODUCT OF LITERALLY THOUSANDS OF COMMENTS FROM TWO DECADES OF CAR WARS PLAYERS. BUT VERY SPECIAL THANKS GO TO JAY ADAN, CHRISTOPHER J. BURKE, ERIC FREEMAN, AND ROB DEIS, FOR DETAILED PLAYTEST, RULES READING, AND COMMENTARY; TO DAVID LADYMAN, SCOTT HARING, AND AARON ALLSTON FOR THEIR SEMINAL CONTRIBUTIONS IN THE EARLY DAYS; AND TO KEITH E. CARTER FOR THE TURNING KEY THAT FREED US FROM THE GRID!

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# STEVE JACKSON GAMES

# GETTING STARTED

The only thing better than a fast car is a fast car with a gun.

In *Car Wars*, professional autoduellists battle for glory in the arenas. Cycle gangs haunt the roads, Fortress Towns stand off all comers, and if you cut someone off on the highway, you could be in a duel to the death.

Welcome to *Car Wars*. Drive offensively.

This book is a complete starter set for *Car Wars*: the basic rules, counters and components, and two cars. There are nine Starter Sets, with two cars each. When you get them all (or even most of them), you'll have enough for a *big* game, giving every player his own rulebook and Turning Key. Further supplements won't repeat the basic rules, but will add new weapons, gadgets, scenarios, and special rules.

To play *Car Wars*, you need the rules (this book), counters (from this book or any expansion set), and:

- ✦ Table space: at least 2' x 4'. More is better!
- ✦ Masking tape or grease pencils to mark on the table, or a large sheet of paper to draw on.
- ✦ Several 6-sided dice.
- ✦ Pencil and paper to make notes.
- ✦ A yardstick or tape measure.

The game can be played solo, but is more fun with an opponent. It is probably best with 4 to 6 players, but two-player games can be very challenging. A game with over 8 players will take longer than one with fewer cars.

## TAKING THE BOOK APART

This book is designed to be taken apart! The inside front cover is the Crash Chart. The back cover has the Vehicle Sheets. You can laminate these to mark directly on them, if you like. (You also have permission to photocopy the covers for your own use, if you just hate taking your books apart.) The center sheet has the Turning Key (which includes the Control Table) and lots of counters.

## DICE

*Car Wars* uses 6-sided dice. You always want to roll *low* . . . except, of course, when you roll damage!

In these rules, "2d" means "2 dice." "2d-1" means "roll 2 dice and subtract 1 from the result." "3d+2" means "roll 3 dice and add 2." And so on.

Some rules refer to a 1/6 chance or a 50% chance. Roll these on one die. A 1/6 chance comes up only on a 1; a 50% chance comes up on a 1-3, and so on.

## BEGINNING THE GAME

Turn to p. 15 and pick a scenario. Then:

- (a) Create the game map with masking tape, or use markers and a large sheet of paper (see below).
- (b) Select your vehicle (p. 16) and equip your driver (p. 13). Take a Vehicle Sheet for your car and a counter to represent it.
- (c) Place all vehicles in starting position – and go!

## FAST PLAY

If time is short, here are some tips to speed play.

Don't keep track of ammo fired. Single-shot weapons, such as a Heavy Rocket, still have only one shot.

Instead of the regular collision rules (p. 5), pick up the counters and drop them from 6" over the table, repeating if they land atop some other counter. Adjust speeds after the collision as described on p. 5.

Determine the first move by rolling a die, and continue around the table, regardless of vehicle speed.

## CREATING A HIGHWAY

The more tables you can put end to end, the better. Use masking tape to mark lanes and shoulders. Each lane is 2" (10 feet) wide. Four- or six-lane roads are best, since they give plenty of room for maneuvers. Obstructions and potholes make a road interesting.

Define what happens if a car leaves the road – does it bounce off a mountainside, plunge over a cliff, crash through a fence . . . ? The referee may play opposing traffic which shoots impartially at all players.

When any car reaches the edge of the table, move all the cars back the same distance. If this puts a car on, or within its next move of, any obstruction of any kind, it may be ignored.

## DESIGNING AN ARENA

The edges of the table can represent the arena walls, which are considered solid. Mark the starting gates or other entry areas.

Most arenas contain walls or buildings to block lines of sight and force the drivers to maneuver; use masking tape or model buildings to show these.

Define the damage that internal walls can take (unless they are unbreakable) and the degree of hazard caused by various obstacles. The referee may add features to surprise the players, such as spikes or oil slicks.

For sample arenas, see p. 15 and *Car Wars* books to come . . . or visit [www.sjgames.com/carwars/](http://www.sjgames.com/carwars/).

## VEHICLE SELECTION

This rulebook includes specifications and rules for two vehicles (see p. 16) . . . plus at least one variant, and some options, for each one. More can be found in other *Car Wars* books; [www.sjgames.com/carwars/](http://www.sjgames.com/carwars/) shows what's currently available. Once you have some autoduellling experience, you may want the *Car Wars Vehicle Design Kit* to construct your own vehicles.

## PHASES OF A TURN

- Set speeds (p. 3)
- Movement Phases 1, 2, and 3 (p. 3)
- Last-chance shots – use any remaining firing actions.
- Check for fire and explosion (p. 10)
- Reset handling status to current HC (p. 3)

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