

PLAY OF THE DUEL

BREACHED ARMOR

When the armor on one side of a player's car takes 12 or more points of damage, it is *breached*. The player should square the cards on that side of the car and turn them face down to show the breach.

The attack that creates the breach does not affect the driver, but any *further* attacks to that side will reach the driver unless stopped by armor. Armor *can* still be played on a breached side.

Place attack cards that affect the driver in a new stack outside the first breach.

ELIMINATING AN OPPONENT

When the driver takes 5 or more points of damage, he has been disabled and is no longer able to drive the car. All damage, armor and Special cards applied to that car, along with its owner's hand, go to the discard pile. The player whose Attack card took the driver out gets credit for a *kill*. A kill can only be scored with an Attack card – if a player is taken out by a *Skid*, the points go to whoever played the Attack card that player was swerving to avoid.

SCORING AND WINNING

The last player whose car is still in the arena and has not been killed is the winner of the duel. He scores 20 points. In addition, each player gets 10 points for each car he has killed.

If the duel ended in a tie, each player still in the duel at the end gets 10 points.

If one player does something especially good, the other players may award him a 5-point Prestige Bonus by majority vote. Prestige might be awarded for: winning a duel with all four sides of your armor breached; winning a duel with all your tires shot out; winning a duel with *no* breached armor; winning a duel with no kills; or doing anything that makes all the other players shout at once!

THE NEXT DUEL

When the scoring is completed, gather up the cards. The player to the previous dealer's right shuffles and deals the cards for the next duel. Each player starts the new duel with a fully healed driver.

Play a series of duels until one player reaches 60 points at the end of a round. (If two or more players reach 60 points, the player with the highest number of

ESCAPING

At the end of his turn, a player may announce that he is escaping from the arena (usually to avoid being eliminated). If his car is still operating at the beginning of his next turn and his tires have not been destroyed, he leaves the arena . . . and no one gets credit for eliminating him.

On the turn when he declares he is escaping, a player takes his turn normally. On the turn when he escapes, he does nothing else. If he cannot escape because his tires are now gone, he takes his turn normally.

RESHUFFLING

Sometimes the players will go completely through the deck without a winner. If this happens, reshuffle the discard pile and turn it over, making a new draw pile. If the players go through the deck a second time, do not reshuffle. All players still in the duel share equally in a tie.

points wins. If it's a tie, everyone continues playing until someone has broken the tie at the end of a duel.) That player is declared an ACE, and wins the game!

The Cards

The deck includes 110 cards:

● Attack Cards

14 regular attack cards for each of the four sides of a car – Front, Rear, Left and Right:

Two *Flamethrower*

Two *Autocannon*

Four *Missile*

Six *Machine Gun*

Six special attack cards:

Two *Called Shot – Missile*

Two *Called Shot – Machine Gun*

Two *Ramming* – one Right, one Left

● Armor Cards

Six for each of the four sides of a car.

● Special Cards

Two *Skid Into A Wall*

Six *Tire Shot*

Two *Spin*

Six *Swerve*

Two *Machine Gun Jams!*

Two *Fireproof Armor*

Two *Autocannon Backfires!*

Two *Dud Missile!*

There are also two bonus *Trample* cards. If you also have **Battle Cattle: The Card Game** (which, since we are very silly people, is fully compatible with this game, and lets you fight armored cows against your duel cars), these two cards are attacks that can be made only BY cows ON cars . . .

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CAR WARS®

THE CARD GAME

Designed by Creede and Sharleen Lambard
Editing and development by Steve Jackson

Car Wars: The Card Game is the game of car-to-car combat. In the near future, combat between armed and armored cars will be an arena sport. You shoot at the other cars, trying to destroy their tires and armor.

OVERVIEW

In each battle, or *duel*, the players play cards to damage each others' cars. When one side of a player's car is *breached* (the armor on that side is destroyed), the car's *driver* may be attacked! If a car's driver is disabled and unable to operate his car, the player who disabled him scores a kill. (Note that the driver will be

The last player with an operating car is the winner!
This game can be played by 2 to 6 players, ages 10 and up.

back for the next duel! Only the *car* is killed.) When only one car is left (or when time runs out), the duel is over.

New duels continue until one player has scored 60 points to become an *Ace!*

COMPONENTS

This game includes these rules; six large *Car Cards*; and 110 playing cards. There are three types of playing cards: *Attack*, *Armor* and *Special*.

Attack cards let you attack another player. Each Attack card shows a weapon and the side it hits – front, back, right, or left. In addition, there are four *Called Shot* cards which will let you attack *any* side. The bullet-holes at the top of the Attack card, and the number on the skull, show how much damage it does.

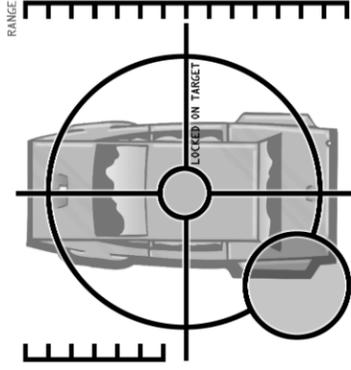
Armor cards let you reduce the damage done when someone plays an Attack card on you. You cannot play an Armor card before you are attacked. Each Armor card shows one side, and can only be used to reduce damage from that side. For

instance, a *Right Armor* card, played after your right side is hit, will reduce the damage from that attack by 3 points. An Armor card must be played immediately when you are hit, or it doesn't count.

Armor can also be used to reduce damage from any Specials that do damage: *Autocannon Backfires*, *Skid Into A Wall*, even trampling by cows (see below!).

It is perfectly legal to play two Armor cards at once if you have them. Two Armor cards would stop all damage from any attack.

Special cards let you do a variety of things. Some (like *Tire Shot*) may be played only on your turn. Some may be played at any time, including the moment the duel starts. Some may only be played in response to a card played by an opponent. Follow the instructions on each card.



STARTING THE GAME

Each player starts with a Car Card (the large cards with the pictures of cars). These are used to keep track of damage, and of how much damage each part of your car can take. “Right 12,” for instance, means your right-side armor can take 12 points of damage before it is *breached* – it has taken enough damage that the driver is exposed to attacks.

Shuffle the playing cards and deal five to each player, face down. Set the deck face down in the middle of the table. This is the *draw pile*. The *discard pile* will be next to the draw pile.



DRAWING AND PLAYING

Each player picks up his cards and arranges them to suit himself. The player to the left of the dealer plays first. In his turn, a player draws enough cards to bring his hand up to six cards. He must then either:

- Attack;
- Play a Special;
- or Discard.



Attack – A player may attack any other player by placing an Attack card in front of him. If the attacked player can reply to the Attack card (by playing an Armor card or an appropriate Special), he may do so immediately.

Special – A player may play a *Fireproof Armor* (subject to the rules below) or *Machine Gun Jams!* card rather than playing an Attack card or discarding. (Other Special cards can only be played on someone else’s turn.)

Discard – If he cannot attack or play a Special, or just doesn’t want to, the player *must* place one or more cards in the discard pile in the center of the table. These cards are out of play until the deck is reshuffled. A player may not discard at any other time.

The next player to the left now brings his hand up to six cards and attacks, discards or plays a Special. Play continues to the left.

ATTACK

The attack is the basic move of the game. To attack an opponent, just play an Attack card (*Flamethrower*, *Autocannon*, *Missile*, *Machine Gun*, or *Ramming*) card on him.

Note: In a two- or three-player game, remove one of each of the following cards from the deck: *Machine Gun Jams!*, *Fireproof Armor*, *Autocannon Backfires!*, *Dud Missile!*.

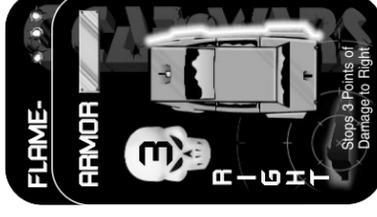
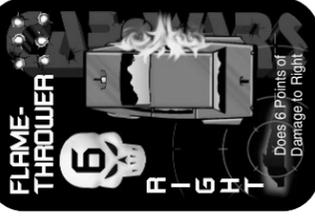
OBJECT OF THE GAME

The object is to have the last operating car in the game. A car is still operating if it has not *escaped*, and its driver has not been disabled. It is possible for two or more players to have operating cars at the end of a duel – this is a *tie*.



Attack cards do from 3 to 6 points of damage to one side of the target car. This may be modified by a Special, or by an Armor card. If the target player holds any Armor cards for the side of the car which was hit, he may play them *immediately*. (He may not play an Armor card later to reduce damage already taken. The armor card must be in his hand at the time the Attack card is played.) Each Armor card immediately stops 3 points of damage.

If the amount of damage stopped equals or exceeds the amount of damage on the Attack card, the Attack card and Armor card(s) are discarded. Otherwise, the Attack card is placed next to the Car card, on the damaged side. Any Armor cards are placed to cover the amount of damage they stopped.



Example: In the first diagram, the player has just taken 6 points of damage from a flamethrower blast to his right side.

In the next diagram, the defending player has offset 3 points of damage with an Armor card.

A player may not draw cards at any time except the beginning of his turn. At that time, he draws enough cards to bring his hand up to six.

Ramming

The ramming attack is unique. After you ram an opponent, then on that same turn you may also play another Attack card in order to shoot him as well. The follow-up Attack card *must* be for the same side you rammed him on!

If your target plays a *Spin* after you ram him, making you hit him on a different side, you may still follow up with a weapon attack, but it must be against the side where you actually rammed him.

If your target plays a *Sswerve* after you ram him, your ram missed and you may not follow up with a weapon attack. If he does not announce a *Sswerve* after you ram, he *cannot* then swerve to avoid your follow-up attack . . . you are firing at point-blank range!

Ramming does not damage your own car, but you may not ram an opponent if your own front is breached or if you have lost your tires.

SPECIALS

Some of these cards allow special attacks. Others can be used to cancel an appropriate Attack card.

The *Machine Gun Jams!* and *Fireproof Armor* cards must be left in front of the player in the “Specials” area (at the lower right hand corner of his Car card) as long as he is in the duel. If his car is eliminated, they are gathered up with his other cards and discarded. Specials which do damage are placed on the appropriate side of the target car. All other Special cards are discarded after use.

Fireproof Armor

Fireproof Armor cards may be played at any time during the duel – not just during the holder’s turn. A player may *only* play a *Fireproof Armor* card on himself if he has not yet taken any damage from a *Flamethrower* card. If he avoided damage on a previous turn by playing two *Armor* cards at once, or a *Sswerve* (when the *Flamethrower* card would be discarded), he may still play *Fireproof Armor*.

Fireproof Armor also protects the *driver* against *Flamethrower* damage, even after the armor has been breached.

A *Fireproof Armor* card even protects against *Flamethrower* damage to tires. This is an exception to the general rule on the *Tire Shot* card.

Machine Gun Jams!

Machine Gun Jams! cards may be played at any time during the duel – not just during the holder’s turn. A player may play a *Machine Gun Jams!* card on any foe at

any time. If that foe had just played a *Machine Gun* attack on anyone, that attack fails and his turn is over.

The only way for the victim of the *Machine Gun Jams!* card to “unjam” his guns is to discard *all* the cards in his hand on his turn, doing nothing else that turn. He can then draw six new cards at the beginning of his next turn.

Autocannon Backfires!

This card can only be played when you have just been attacked by an autocannon. Instead of affecting you, the autocannon explodes, damaging the attacker on the side he was trying to hit. He cannot avoid this damage with a *swerve* or *spin*. If he is eliminated by the backfire, *nobody* gets credit for the kill.

Tire Shots

You may target an opponent’s tires with a *Tire Shot* card. Play this card simultaneously with any Attack card. The damage is then applied to the tires rather than to the original hit location. Cards showing tire damage are placed at the lower left corner of the car card.

A player who uses a *Sswerve* card to avoid an opponent’s attack will do 1 point damage to his *own* tires.

A player’s tires are treated as a single unit. They are destroyed if they take 9 or more points of damage; this is not considered a breach. Armor cannot be used to protect your tires.

A player whose tires are destroyed may no longer use *Ramming*, *Sswerve*, or *Spin* cards, nor may he Escape. However, he may still shoot – and he can still win!

Sswerve and Skid

If a player plays a *Sswerve* card immediately after he is attacked, he may discard the Attack card – it missed! Instead, he takes one point of damage to his tires (place the *Sswerve* card in the “Tires” damage area). If an opponent plays a *Skid Into A Wall* card on *him*, however, his *swerve* ended in a collision. He takes 3 points of damage to whichever side the opponent chooses! Armor can be used to protect against this damage.

Spin

This card lets you move damage from one side to an adjacent side, by maneuvering your car to control where you are hit. You may play more than one *Spin* at a time, if you have them, to move the damage to the *opposite* side of the car. Armor can be used to reduce the damage on the side where it finally ends up.

