

CAR WARS[®]

COMPENDIUM

Second Edition



The Complete
Rules in
One Volume

STEVE JACKSON GAMES

CAR WARS COMPENDIUM

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COMPENDIUM

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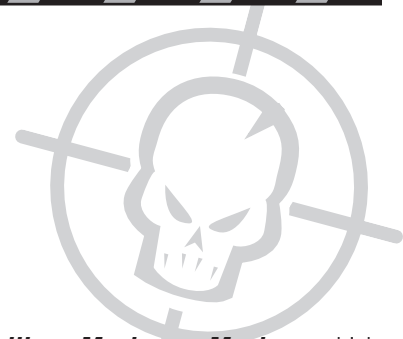
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INTRODUCTION



The *Car Wars Compendium* is a compilation of all the rules that have been published for *Car Wars* since its release 15 years ago. This book includes all the rules and equipment from *Deluxe Car Wars*, the first four *Uncle Albert's Catalogs* and *Dueltrack*, as well as vehicle and character information from *Boat Wars* and *Midville*. (All these products, by the way, are out of print except for *Deluxe Car Wars*, and the latest printings of that use this *Compendium* as its rulebook. This is the *definitive Car Wars* rulebook.)

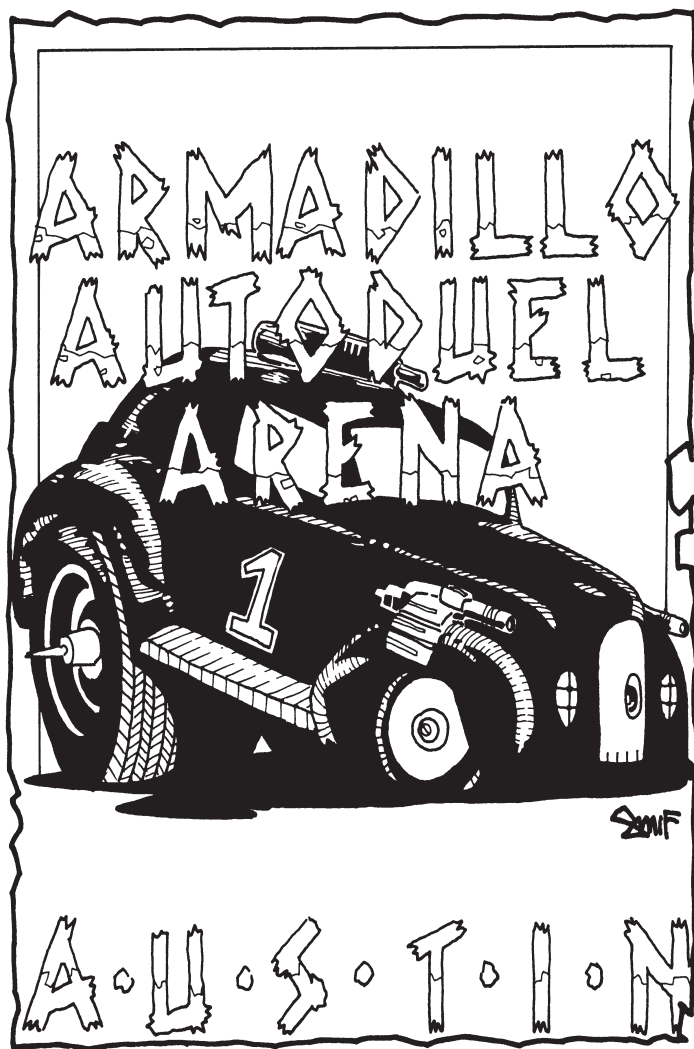
This book is *not* a complete game; you will still need a map and counters to play. The *Compendium* is intended for the dedicated player, who already has these things and doesn't need to buy them again. If you are new to *Car Wars*, you should put this book down and buy *Deluxe Car Wars* instead . . . or else supplement this book with

an expansion set, such as *Midville* or *Muskogee Mayhem*, which has game maps and vehicle counters. Check your local game store.

Chronology

Car Wars is set 50 years in the future. The “now” of the *Car Wars* world moves ahead as the real world does. It was 2031 when the game was first published. As these words are written, it is late 2045. It's a rough world . . . and “Drive Offensively” is its motto.

- 2000: Federal government moves to nationalize dwindling supplies of oil and natural gas production. Legislatures in Texas, Oklahoma and Louisiana react by seceding, and move to nationalize these resources themselves. Pitched battles with federal forces follow, resulting in the destruction of several oilfield sites on both sides of the newly-established border.
- 2003: U.S. forces stopped in the hills of central Texas, ending bloody “Gulf or Bust” campaign. Rebel forces begin to retake lost territory.
- 2004: Texarkana Accords are signed, ending the Second Civil War. Oklahoma, Texas and Louisiana become three separate sovereign nations, referred to as the Free Oil States.
- 2012: Grain blight breaks out in Nebraska, spreading rapidly to neighboring areas. A simultaneous blight takes root in the Ukraine. Accusations fly, charging deliberate biological war, followed by nuclear warheads. To everyone's surprise, satellite defenses stop most of the missiles. Meanwhile, the world's stock of grains, excluding barley and sesame, has been devastated. Severe food shortages spring up across the globe. The U.S. is in better short-term shape than most, since the blight apparently has no effect on foods with preservatives in them.
- 2016: The Food Riots. “Fortress” towns develop. National government fails to keep order throughout much of the U.S.
- 2018: Gangs rule most of the U.S. outside of the fortress towns. Country real estate becomes worthless; algae farms make up lost food production.
- 2020: Many large cities totally abandoned. National government regains authority but enforcement decentralized. Economy weak but stable, with food rationed and unemployment at 37%.
- 2022: Supreme Court decision decriminalizes manslaughter in arena games. “Death sports” become popular. Television becomes nation's number-two industry, just after food production.
- 2023: “Crazy Joe” Harshman wins Fresno destruction derby by mounting a surplus .50-caliber machine gun in his Chevy. Term “autoduelling” first used by sportswriters.



- 2024:** Armadillo Autoduel Arena opens on site of former shopping mall in Austin, Texas.
- 2025:** Autoduelling becomes most popular TV sport, edging out combat football and private wars. Eight more autoduel arenas open in North America. The American Autoduel Association (AADA) is formed.
- 2026:** Utah autoduellists form vigilante group to counter Badlands cycle gangs. AADA holds first sanctioned "National Championship" in Austin, Texas. AADA also begins issuing area advisories and helping duellists organize against cycle gangs and other hazards, upsetting local police forces.
- 2027:** Police admit inability to deal with duellist-armed vehicles in highway use. Informal duels increase in numbers.
- 2028:** Many localities legalize vehicular weaponry of a "defensive nature" – very loosely defined. Duelling outside city limits now legal in 14 states and tolerated in most others.
- 2029:** A variety of weapons becomes available as "factory options" on all U.S. makes of cars and several imports.
- 2030:** Statistics show "smash-and-grab" cycle and car gangs much reduced. Rural real estate begins to rise in value. Law-enforcement officials credit vehicular weaponry of private citizens, but most point out that "The gangs that are left are now better armed than we are . . ." Autoduelling now legal in 39 states, as well as the Free Oil States.
- 2033:** *Autoduel Quarterly*, "The Journal of the American Autoduel Association," is first published. Autoduelling now legal in all 47 states in the U.S., as well as Texas, Oklahoma, Louisiana, most Canadian provinces, the Republic of Quebec, Australia and Mexico.
- 2036:** Gas-powered racing and duelling events begin to grow in popularity.
- 2037:** People living on the coasts begin to arm and armor their boats. Piracy rises dramatically but drops again by the end of the year as more and more boats have "defensive" modifications added.
- 2038:** AADA recognizes boats and other watercraft events.
- 2040:** As jaded autoduelling fans grow tired of seeing the same old cars and motorcycles blow each other away in the arenas of the world, they start to look for new thrills. Any vehicle that can be armed – aquabikes, hovercraft, hang gliders, dirigibles and more – begins to compete for the entertainment dollar.
- 2042:** War between the US and the Japanese Protectorate. Oil States remain neutral. US government issues blanket letter of marque; many AADA members become "freelance soldiers." Massive insurgency backed by Texan and Japanese forces, combined with undisciplined citizen action against suspected targets and general looting, causes massive destruction in US.
- 2043:** Protectorate forces in US go underground, attacking economic and political targets. AADA and EDSEL volunteers perform heroically as anti-terrorist patrols. Japan suffers badly from bombing and orbital beam attacks.
- 2044:** Peace accords signed. Analysts estimate the U.S. and Japanese rebuilding efforts have been set back by 10 to 15 years, with smaller but significant damage to the Oil States economies. Many once-clear roads are again owned by gangs.

System Support

Over 50 **Car Wars** products have been produced in the past 17 years; not all of them are still in print, so you should check your local hobby store.

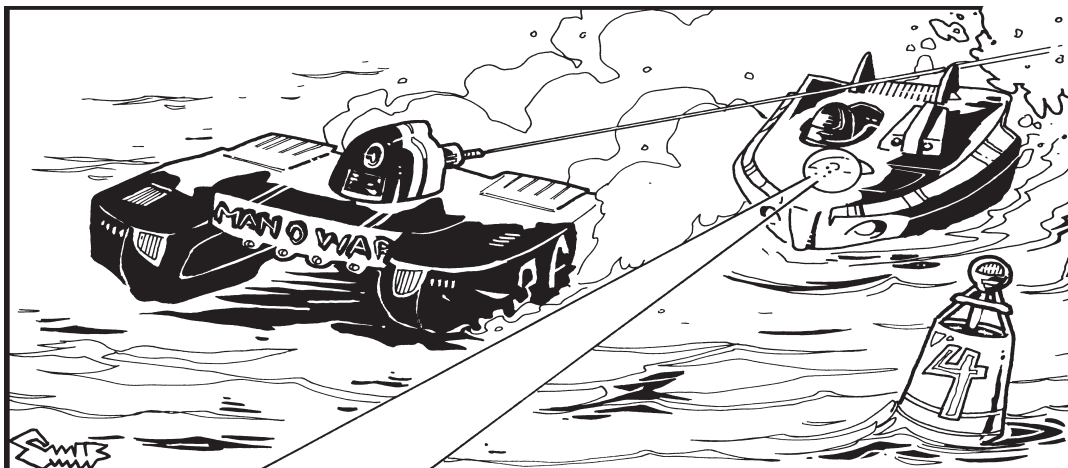
But this new printing of the **Car Wars Compendium** is just the beginning – look for **Car Wars 3-D** sometime soon, with greatly simplified rules and miniature vehicles and terrain, all at twice the original **Car Wars** scale. Where else is the world of **Car Wars** going? Computer games, online gaming – the sky's the limit!

We also cover **Car Wars** in *Pyramid*, our online gaming magazine. Subscriptions are only \$15/year, but articles about our own games – including **Car Wars** – are free for everybody! Check us out at www.sjgames.com/pyramid/.

There are lots of other resources for **Car Wars** on the Internet, including our official web pages at www.sjgames.com/car-wars/. There you can find the latest **Car Wars** and AADA news, links to other **Car Wars** pages all over the web, the latest errata and more. And you can join Usenet discussion of **Car Wars** at rec.games.board.

Errata for **Car Wars** products are also available free from Steve Jackson Games; please enclose a stamped self-addressed envelope with your request. If you find any new errata, let us know!

And the American Autoduel Association, an international network of official **Car Wars** clubs, is still going strong, running World Championships in both duelling and racing every year. Check *Pyramid* for the latest AADA news.





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