

CAR WARS®

DIVISION 5 VEHICLE GUIDE



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HIT THE ROAD!

A DOZEN DIVISION 5 DUEL VEHICLES WITH COUNTERS FOR REGULAR AND VARIANT VERSIONS, PLUS THEIR DROPPED WEAPONS.

THIS IS A SUPPLEMENT. YOU NEED AT LEAST ONE *CAR WARS* STARTER SET TO PLAY.

STEVE JACKSON GAMES

CAR WARS®

DIVISION 5

VEHICLE GUIDE

BY PAUL CHAPMAN AND PHILIP REED
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INTRODUCTION

You can always use more cars! This *Division 5 Vehicle Guide* is packed with 12 new cars and a host of variants for each, giving you over 20 different vehicle designs for use in your next *Car Wars* session.

How to Use This Book

Like the *Car Wars* Starter Sets, this book is designed to be taken apart. The back cover and bound-in counter sheet include counters for all of the new vehicles in this book. The inside front cover includes two blank vehicle record sheets which may be photocopied so you can create special record sheets for the text variants included in this book.

This book describes 12 new Division 5 cars, each with a Division 5 Pro variant. Also included is a brief description of the AADA (see below), some tactics for all of our Division 5 duellists out there (see p. 3), and a sample arena (see p. 16).

Autoduel Times and the Web

Catch the latest *Car Wars* news and developments at the *Car Wars* web HQ at www.sjgames.com/carwars/. For even more in-depth autoduellling action, surf to www.autodueltimes.com.

AADA SCHEDULE

The American Autoduel Association, founded in 2042, has become an umbrella organization representing and serving all segments of society “that have cause to use vehicular weapons in a legal manner.” This includes everybody from the richest arena superstars and the cross-country trucker to the freelance cycle courier.

The most visible AADA activity is the organization and operation of the sanctioned autoduellling circuit. The

AADA inspects new arenas (see p. 16 for a sample arena) for spectator safety and fairness to duellists before approving them for tournament use. Arenas already approved are periodically checked to make sure standards are kept up. The AADA also enforces vehicle design limits and other rules to ensure the fair, competitive autoduellling that fans expect. Broadcast fees from the TV network help pay for these services. AADA-sanctioned events follow a rigid “divisional” system (see below).

It is estimated that over 60% of the adult driving population has an AADA membership card, although most of them join just for the AADA road advisories.

Although it champions the right to bear arms, the AADA does not condone the activities of outlaw gangs and extremist groups.

AADA BEHIND THE SCENES

The “behind-the-scenes” activities of the AADA actually take up more of the organization’s time and money than running the autoduellling circuit.

The AADA employs full-time lobbyists in every national and state capital to make sure the rights of all citizens to bear vehicular arms are protected.

The AADA also provides members with up-to-the-minute reports on road conditions, gang activity, and even weather in most major cities. This service is free to members, and never further than a phone or radio call away — though if confidentiality is necessary, you’d better go in person.

The AADA publishes newsletters that keep its members apprised of the latest technological developments, offer in-depth features on new trends in duelling, and relate the exploits of fellow duellists from around the globe.

THE ENEMIES OF MY ENEMIES . . .

You can’t be one of the largest institutions in the world without developing some enemies, and the AADA has opponents aplenty. They include:

Amazons, a brutal cycle gang composed of man-hating women. The Amazons operate primarily in southeastern Georgia and take particular pleasure in torturing male opponents. See *Road Wolves* for more information about the Amazons.

Anarchist Relief Front (ARF) is the newest and most unpredictable group, by far. ARF will strike any time, any place, and for any reason that may further its cause — maintaining anarchy’s hold on America. ARF has no problems with the AADA itself, unless its members are shooting at ARF members.

Big League Unlimited Duelling (BLUD) isn’t really an organized group but more of a collection of “good ole’ boys.” BLUD is composed of disgruntled former AADA members who don’t like the AADA’s stuffy rules and regulations.

Kill-Joys are a crazed cycle gang living in the Alabama forests. Like most cycle gangs, they are a disorganized mob, always looking to cause as much death and destruction as possible, to everyone they encounter. For more information about the Kill-Joys, including vehicle specs, see *Road Wolves*.

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