

CAR WARS®

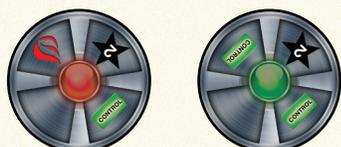
SIXTH EDITION

DROPPED WEAPONS PACK

This is a 4-player expansion for *Car Wars Sixth Edition* that allows you to drop items from your car, littering the arena with devious gadgets and deadly weapons!

52 counters:

(32) fire/concussion mine tokens



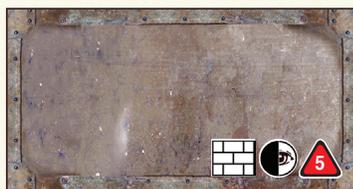
FRONT

BACK

(16) foam tokens



(4) slab tokens



COMPONENTS

Includes 108 cards:

- 1 sidearm:
- (4) Paint Grenades
- 1 structure:
- (4) The Slab
- 1 upgrade:
- (4) Punchbumper
- 1 status:
- (16) Paint
- 2 hazards:
- (16) Spikes/Wreckage
- (32) Oil/Smoke
- 7 weapons:
- (4) Fire Mine Dropper
- (4) Concussion Mine Dropper
- (4) Smoke Emitter
- (4) Spike Dropper
- (4) Oil Jets
- (4) Foam Nozzle
- (8) Grapeshot Cannon



These components and rules are optional and can be added into your *Car Wars Sixth Edition* game as you see fit.

STATUS CARDS

Status cards are kept in the supply until needed. There is only one type of status card in this set (*Paint*), but these rules apply to all status cards.

Status cards affect a specific side of a car. Only one status card is allowed per side of the car, but a car can have up to 4 status effects at any one time (one per side).

To apply a status card, take the specified card from the supply and place it next to the affected car's dashboard on the targeted side (similar to equipping a weapon on that side).

If there is already a status card on the affected side, replace it with the new status card and return the old status card to the supply.

Each status card will have rules printed on the card to explain its effects and how to remove it. When a status card is removed, return it to the supply.

DROP CARDS

The "DROP" restriction that appears on some cards means that the card cannot be equipped to the *front* firing arc.

Some cards instruct you to take additional tokens or cards. These items represent the "stockpile" for that card. Place the stockpile near that card when constructing your car. Do not allow stockpiles to mix, as they also represent the maximum number of times that item can be used.

If an item with a stockpile is destroyed, its card is flipped face-down and its remaining stockpile is removed from play.

A stockpile is associated with an equipped card, but the stockpile itself is not equipped to your car. This is different from, for example, *Heavy Rockets*, which instruct you to *equip* the additional card.

USING DROPPED ITEMS

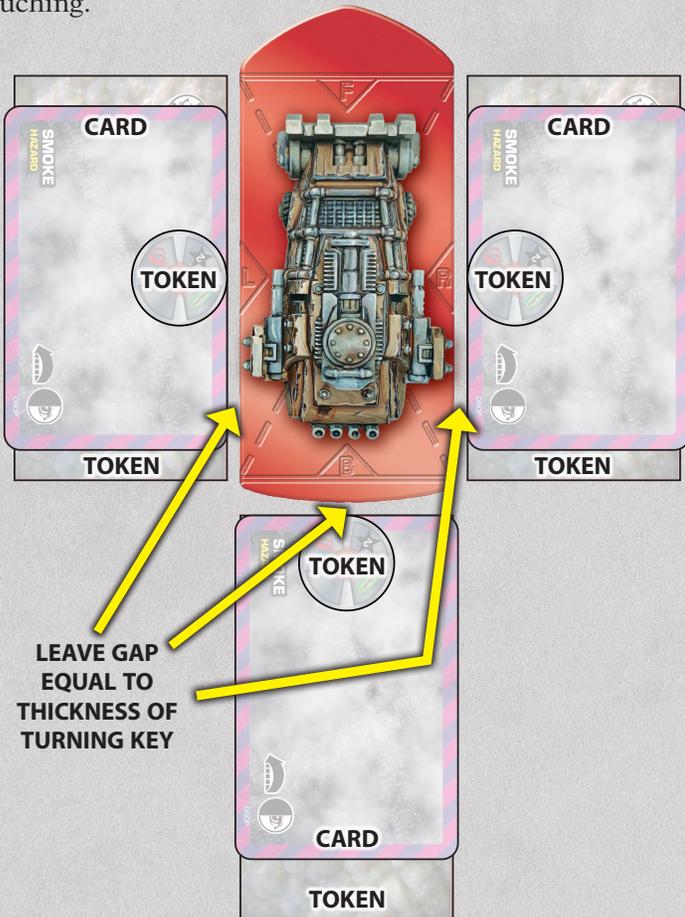
Cards with the DROP restriction give you the ability to drop cards or tokens next to your car.

Weapon cards with the DROP restriction are used during the combat phase, just like any other weapon. Any other card with the DROP restriction will have text explaining how and when it can be used.

A DROP card uses the cards or tokens in its stockpile, and cannot be used if its stockpile is depleted.

When you drop a card or token, place it next to your car in the same firing arc where the DROP card is equipped.

A dropped card or token is placed adjacent to the car base, directly in line with the firing arc indicator on the car base. Leave a gap equal to the thickness of the turning key – the item should be directly adjacent to the car base, but not touching.



You cannot drop an item if doing so would cause the dropped item to touch anything other than the arena surface. There must be a gap equal to or greater than the turning key thickness between the dropped item and any other obstacle. The item cannot be dropped on top of another obstacle (this includes hazards).



DROP ITEMS & ON-FOOT CREW

Crew tokens and rules are available in the *Crew Pack* expansion.

The rules for crew movement do not change when playing with DROP items. If a DROP card affects on-foot crew in a specific way, the text for that card will clarify how it works.

MINES

The moment your car touches a mine (or pushes an obstacle into a mine), stop moving and leave the turning key in place. The remaining portion of that movement point is lost. Hitting a mine is *not* a collision.

Mines have their effects printed directly on the token:

- For each **CONTROL** icon shown on the mine, pay 1 **CONTROL** token.
- When a ★ icon is shown on the mine, the car takes damage (equal to the number shown in the icon) on the side touching the mine.
- When a 🔥 icon is shown on a mine, a fire starts on the side touching the mine.

For example, fire mines show a **CONTROL** icon, a ★ icon, and a 🔥 icon. This means that the player controlling the car that hit the mine must pay 1 **CONTROL** token, and then the car takes 2 damage AND a fire starts on the side touching the mine (following the normal rules for fires).

Once the effect of a mine is resolved, remove the mine token from play and resolve the driving roll. If the mine was hit during a maneuver, now resolve that maneuver based on where the car *stopped* over the turning key.

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