

CAR WARS®

SIXTH EDITION

Gonzo™
Gear

Introduce a bit of chaos to your games of *Car Wars Sixth Edition*! These 40 cards add wild new parts for customizing your car and expand your roster of crew.

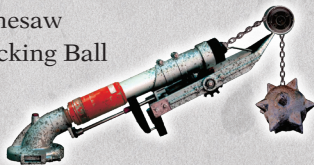
COMPONENTS

Includes 40 cards:

- 1 Accessory
 - (1) Boost Cell
- 3 Drivers
 - (1) Slick
 - (1) Smokey
 - (1) Hoon
- 1 Gear
 - (1) Crash Suit
- 3 Gunners
 - (1) Blitz
 - (1) Photon
 - (1) Rowdy
- 5 Sidearms
 - (1) Blender
 - (1) Micro-Rocket Launcher
 - (1) Katana
 - (1) Rocket-Propelled Grenade
 - (1) Sawed-Off Shotgun
- 1 Status
 - (4) Shaken



- 4 Structures
 - (1) Cast Iron Plate A
 - (1) Cast Iron Plate B
 - (1) Cast Iron Plate C
 - (1) Cast Iron Plate D
- 5 Upgrades
 - (1) Fake Passenger
 - (1) Advanced Targeting Computer
 - (1) Sticky Rubber
 - (1) Racing Slicks
 - (1) Defibrillator
- 7 Weapons
 - (2) Mako
 - (2) Roman Candle
 - (2) Fake Machine Gun
 - (2) Armored Particle Beam
 - (2) Flail
 - (2) Flamesaw
 - (2) Wrecking Ball



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STATUS CARDS

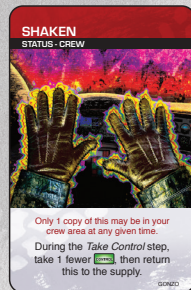
Status cards are kept in the supply until needed. There is only one type of status card in this set (**Shaken**), but these rules apply to all status cards.

Status cards can affect an entire car or a specific side of the 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) and any number of status cards in the car's crew area.

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 or in your crew area, following the rule that applied that status card.

If there is already a status card on an affected side, replace it with the new status card and return the old status card to the supply. If there is already a status card in the affected car's crew area, add the new status card unless it matches an already applied status. A car's crew area can only have one of each status card.

Each status card explains its effects and how to remove it. When a status card is removed, return it to the supply.



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