

CAR WARS®

SIXTH EDITION

Lethal Lineup™

Deranged drivers! Grossly gratuitous gunners! This 32 card expansion for *Car Wars Sixth Edition* adds new crew, gear, sidearms, structures, and upgrades to your game. There are also tokens for arena terrain and getting out of your car – if you dare.

COMPONENTS

Includes 20 counters:

- (6) Drivers
- (6) Gunners
- (4) Barrel Tokens
- (2) Barrier Tokens
- (2) Wall Tokens

Includes 32 cards:

- 9 Drivers
 - (1) Alpine
 - (1) Bandit
 - (1) Mamba
 - (1) Medusa
 - (1) Possum
 - (1) Ranger
 - (1) Rockwolf
 - (1) Scorpion
 - (1) Wingnut

- 4 Gear
 - (1) Driving Boots
 - (1) Driving Gloves
 - (1) First-Aid Kit
 - (1) HUD Goggles



- 9 Gunners
 - (1) Fang
 - (1) Grendel
 - (1) Hound
 - (1) Hyperion
 - (1) Machete
 - (1) Max
 - (1) Monarch
 - (1) Vandal
 - (1) Whiplash

- 4 Sidearms
 - (1) Bug Zapper
 - (1) Concussion Grenades
 - (1) Killstreak
 - (1) Thermite Grenades
- 1 Structure
 - (4) Ballistic Shell
- 2 Upgrades
 - (1) Stability Controller
 - (1) Off-Road Tires



CREW TOKENS

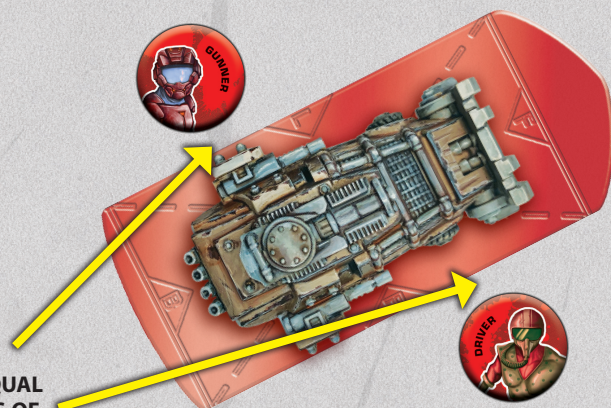
The cards and tokens included in this pack all work with the *Car Wars Sixth Edition* core game rules, with the exception of the driver and gunner crew tokens. If you choose to use the optional rule that crew members can exit the car, place the driver and gunner crew tokens that match your player color on their corresponding cards in your crew area.

Crew tokens are **light obstacles** and follow the *pushing light obstacles* rules outlined in the core game rules. There are new rules, however, regarding on-foot crew movement and combat.

EXITING YOUR CAR

One or both crew members can exit the car at the end of any movement point, or at the end of the movement phase (if your car is stopped, for example).

Take the corresponding token from its crew card and place it adjacent to either the left or right side of your car base (you choose). Your crew members may exit from the same side of the car, if you choose.



LEAVE GAP EQUAL TO THICKNESS OF TURNING KEY

Leave a gap equal to the thickness of the turning key between the car base and the crew token.

A crew member may not exit the car if doing so would cause the crew token to overlap any other obstacle or hazard.

Each time a crew member exits the car, roll 1d6 equal to the speed of the car. That crew member takes damage equal to the number of ★ results rolled.

A crew member may die as a result of taking damage when exiting the car. In this case, remove the token from the game after all damage is resolved.

If a player is eliminated from the game in this way, that player must resolve all remaining movement points before replacing their car with a wreck token (see **Remaining Movement Points**).

Crew members cannot move on the same turn they exited the car. If both of your crew members have exited the car, see **Everybody Out!**

REMAINING MOVEMENT POINTS

After a crew member exits your car, you must still resolve any remaining movement points for the car.

If there is still a crew member in the car, continue driving normally.

If there is no one left in the car, return all of your remaining CONTROL and tokens to the supply.

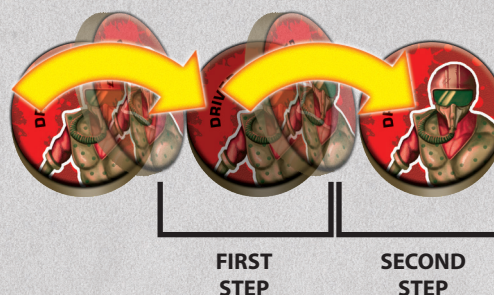
Your car must drive straight for all remaining movement points. Resolve any collisions per the normal rules.

CREW MOVEMENT

You now have an extra step during your *Movement* phase – *Crew Movement*, which occurs just before your *Adjust Speed* step. Your on-foot crew members move during this step.

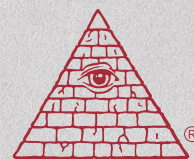
You choose which crew member moves first. Crew members cannot move on the same turn they exited the car.


Crew tokens move by flipping end-over-end. Each complete flip of the token is 1 *step*.



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On-foot crew members can each move a number of steps equal to the durability printed on their corresponding crew card. **Reduce each crew member's movement by 1 step for each  token on their crew card.**

Unlike movement points for your car, you are *not required* to move your on-foot crew members the full number of available steps, and you can choose to not move a crew token at all. Once you declare that your crew movement is complete, any remaining steps are lost.

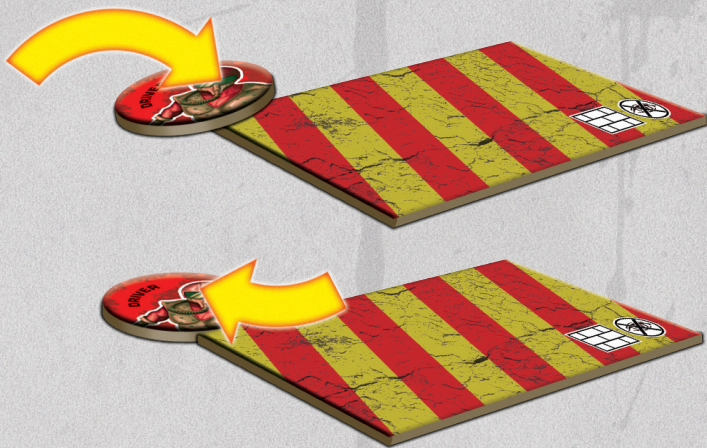
There are no driving rolls associated with crew movement.

TERRAIN, HAZARDS, & OBSTACLES

Generally speaking, if the obstacle is represented by a card, on-foot crew may walk across it. If the obstacle is represented by a token or anything taller, on-foot crew must walk around.

On-foot crew benefit from cover provided by terrain and hazards, but they ignore any effects that modify driving rolls.

If taking a step causes your crew token to lean against or overlap an obstacle other than a card, pull the token back (in the direction it came from) until it lies flat on the table. The obstacle does not move or otherwise affect the crew member. If that crew member has steps remaining, they may continue moving normally in a different direction.



If your crew token overlaps your car base AND your car is at speed 0, see **Entering Your Car**.

Light obstacles, including crew members, cannot cause a collision. Resolving an overlapping token does not count as a collision.

ENTERING YOUR CAR

Your dashboard must be set to speed 0 and the car must be stopped at the start of your movement phase in order for a crew member to enter your car.

The crew member must take a step so that the token overlaps the car base (any part of the base). Instead of pulling the token back as you would with other obstacles, return the crew token to its associated card in your crew area. That crew member is now inside the car.





Crew members cannot enter another player's car or a wreck.




ATTACKING AND DEFENDING WITH ON-FOOT CREW


During the combat phase, your on-foot crew members *and* your unmanned car are valid targets for your opponents. Range and cover rules apply normally.

On-foot crew members have no firing arcs and are able to attack in any direction using only their equipped sidearms and gear. On-foot crew ignore the SIDE ARC FIRE restriction on sidearms.

On-foot crew members can be attacked from any direction.

When a weapon deals , , or  to an on-foot crew member, treat it as 1  result instead.

All on-foot crew members roll 1  when defending. Each  result rolled negates 1  result.


When a crew member takes damage, place the appropriate number of  on their corresponding crew card.



When a crew member has taken damage equal to their durability, that crew member is killed. Remove that crew token from play and flip the corresponding card face down. Any damage dealt to that crew member in excess of their durability has no effect.

EVERYBODY OUT!

If there is no crew aboard your car, your sequence of play changes a bit:

During the *Check Speed* step, adjust your dashboard to speed 0.

Your car takes  for each point of speed lost in this way. If your tires are at 0, additional tire damage is ignored.

During the *Take Control* step, you do not take any  or  tokens.

Your on-foot crew members move during the *Crew Movement* step, which occurs just before your *Adjust Speed* step. You choose which crew member moves first.

During your *Adjust Speed* and *Drive* steps, you cannot adjust your car's speed or move the car if there is no crew aboard.

During your combat phase, your on-foot crew members have access to their equipped sidearm and gear cards, but may not attack using any of the cards equipped to your car.

Each on-foot crew member can attack once during the combat phase. Unmanned cars cannot attack.

If your unmanned car is attacked, you may still roll for defense. Any cards equipped to the car that affect your defense rolls still function. However, special rules on your crew cards that affect your defense rolls do not apply to an unmanned car.

The cards in this set were originally published in the **Crew Pack** and **Playmat #1**.

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