

# CAR WARS™

## EXPANSION SET #3

### East Midville



A giant city map . . . and new vehicle counters . . . for the *Car Wars* fan who wants a truly BIG game.

This set contains 31 vehicle counters (including two more police cruisers, and a new tractor and trailer for you truckers), an 8" x 14" rule and scenario sheet, and two 21" x 32" map sections. These combine into the 32" x 42" map of "East Midville" . . . which in turn connects to the Midville map from *Sunday Drivers* to form a truly mammoth (42" x 64") *Car Wars* map!

*You do not have to have Sunday Drivers to use this expansion set — but the whole background and two of the scenarios are based on Sunday Drivers. Therefore, if you don't already have that supplement, we suggest you buy it first.*

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### INTRODUCTION

Welcome back to beautiful downtown Midville! *Car Wars* fans who enjoyed their visit to the "toughest little town in America," as presented in *Sunday Drivers*, now have twice as much town to play in.

The two new maps connect to the east side of the Midville map from *Sunday Drivers* to form a 42" x 64" (!!!) *Car Wars* map. (Or use them without *Sunday Drivers* as a "small" 32" x 42" town section.) When all four maps are joined, unless alignment is perfect (and, face it, it probably won't be) you will find a small patch of odd-sized squares in the middle of town. Treat these as though they were regular squares. Or, if you just don't like looking at them, park a wreck on Beech Avenue between Second and Third Streets; that will hide them.

Players who want to expand the town still further (and who have a really huge playing area) may want to get the *Car Wars Map Sheets* package and draw their own maps. See the *Sunday Drivers* rulebook, and issue number 1 of *Autoduel Quarterly*, for more on Midville.

### TOWN FEATURES

(13) contains the town grocery store and an apartment building. The store is 1 story, 5DP; normally there is no guard, but during times of trouble there will be at least one well-armed guard in body armor. The clerks are likely to be armed with pistols at any time.

The apartment complex actually contains three separate buildings sharing common walls; all are 2 stories and 5DP. Only the central stairway goes all the way to the roof. To the north is a walled garden accessible only from within the building.

The center of the block is a parking area connecting with both Fourth Street to the north and Third to the south.

(14) is another mixed block. To the west are a retail clothing store (2 stories, 4DP) and a restaurant/club (1 story, 5DP). The store is owned by the same family that owns the grocery store in Block 13, which is why that store has no separate office. At the beginning of each day a clothing store employee takes the grocery store its beginning change money; several times daily a grocery store employee brings grocery receipts back across the street. Normally these clerks are armed only with pistols and carry less than \$1,000. Occasionally more cash is involved; when this happens, the clerk usually notifies the police first.

The Acapulco Restaurant and Club is one of the few spots in Midville that stays open after dark; it serves tolerably good Mexican food and offers live entertainment, as well as a full-wall TV. It is neutral in the pedestrian/duellist feud; the bouncer carries a pistol, and the door guard and the manager both have shotguns (the guard's is in hand, the manager's is in his office). As a result, the Acapulco is usually peaceful . . . inside, anyway. The parking lot behind the club connects Third and Second Streets, and is sometimes used for pistol duels because the walls around it would stop most stray bullets. The Acapulco contains 3d6 patrons during the day, 6d6 at night; one in four has a light pistol but will not use it unless attacked.

The east side of the block holds one large house: 1 story, 7DP, with a walled garden. This is the Truman home. Andy Truman is a leading Midville citizen, currently on the city council; he is pro-duellist.

(15) is yet another mixed block. To the north are the county library and a barber shop; in the center of the west side is a small warehouse. This holds goods brought in by truck and destined for the town's stores, as well as goods in transit, dropped here to be picked up by another truck. All these are in a single building: 5DP, one story.

On the south side is Banduch's Auto N' Gun shop, otherwise known as B.A.N.G. (1 story, 7DP). The proprietor, Ed Banduch, is very pro-duellist but will sell to anyone; B.A.N.G. stocks all types of munitions and a full line of auto parts for the do-it-yourselfer. It is also one of the three public power stations in Midville (the other two are Bill's Garage and the 24-hour fortified truck stop — see *Sunday Drivers*). Two vehicles at a time can power up at standard rates by parking within 15' (1") of the northeast corner of the building.

Ed is a "militant pacifist." If he or his employees think they are threatened, they will shoot first, but they are peaceful otherwise. Nobody but employees is supposed to go armed on the premises, but Ed routinely overlooks this rule for old friends. Employees never carry anything heavier than a sidearm, but have access to the store's ample stocks in an emergency. In any scenario where this store is attacked by surprise, the store player can pick a large amount (\$10,000 is good) of hand weapons, tripod-mounted MGs and RRs, etc., as store stocks. In a scenario where the town is besieged, Ed will pass out his property where it does the most good, accepting IOUs from the city council, and the store will be effectively empty. In a civil-war scenario like "Wheels vs. Walkers," Ed and his employees will button up tight and protect their property.

The east side of the block comprises two one-story houses — one 6DP and one 7DP. The southern house is the Adair residence; the Adair family has been prominent in Midville politics for years and is pro-pedestrian. A 7DP wall surrounds this house on four sides (and the northern house on three). The gate leading to the Adairs' private parking area is open about 50% of the time during the day, but is always closed at night or during times of threat. Like the walls, it is 7DP; it opens and closes by remote control from within the house, which takes about two seconds. The northern house is neutral.

(16) is a residential block. Of the two houses that appear on the edge of the map, one is 2 stories and 5DP; one is one story and 5DP. Both are neutral.

(17) is an entire block of apartments. It is divided into two parts, each of which is divided by interior walls into three separate buildings. The center of the block is a garden area. Sidewalks connect it with the outside, but they are crooked (to stop stray bullets) and blocked by 7DP chains like those at the town mall. Of the six stairways at the apartments, four go only to the second floor, but the other two reach the roof. There are dozens of individual apartments in this building and the complex to the west in Block 13. The population is mixed (though mostly neutral or pedestrian), and will be inclined simply to hide out in case of attack.

(18) is a residential block. Three of the houses are not walled, or even fenced; they are, respectively, 2 stories and 7DP, one story and 7DP, one story and 5DP. The fourth house, on the southeast corner of the block, is 1 story, 6DP, and totally surrounded by a 6DP wall. There is no gate at the driveway — just an opening in the wall. This house is pro-pedestrian; the other three are neutral.

(19) is another residential block. The northeast corner is a vacant lot, often used as a playground under peaceful conditions. The northwest and southeast houses are 1 story, 5DP, and 1 story, 6DP, respectively. They are surrounded by chain-link fence (treat like chain: 7DP against vehicles, but no obstacle to weapon fire). The southwest house has no fence of its own and is two stories, 5DP. Both the southeast and southwest houses are pro-pedestrian; the others are neutral.

(20) is also a residential block; the part shown on the map contains portions of two houses, both 1 story, 6DP, with chain-link fence. Both are neutral.

(21) is the long strip of ground east of Maple Street. A sidewalk separates Maple from a public parking area. Vehicles must slow down and actually drive over the sidewalk to reach the public parking area; this discourages speedy entrances or exits which might alarm a trigger-happy passer-by. On the far side of the parking area are open fields with a few trees. A chain-link fence separates the parking area from the fields. A vehicle that breaks through the fence can drive on the field as though it were the Midville park or other grassy area.

Just even with Third Street, the public parking area is broken by a small (18' x 30') lot reserved for city vehicles. At almost any time, there will be one Midville police cruiser parked there, motor running and crew fully alert, to keep an eye on Third Street and Maple Avenue. The sides of this lot are protected by 6DP walls three feet high. Thus, in case of combat, any cruiser there is in a "hull-down" position. It can fire its turret weapon over the wall, but not the front MGs. While a car is behind the walls, an enemy firing over the wall may target its turret (at the regular -2 to hit) or the body of the car (in which case there is a 50% chance that any hit will actually be taken by the wall, unless it has already been breached at that spot). Tires, of course, cannot be targeted on a vehicle behind the wall.

### SPECIAL CIRCUMSTANCES

**Houses.** Most houses are one story tall; a few are two stories. Unlike public buildings, most houses do not have a stairway to allow access to the roof. If there is no roof access, assume the house has a slanted roof which cannot easily be traversed.

Any house with a driveway will have a garage. Garages have overhead doors the width of the driveway; these doors are normally closed and are the same strength as the house walls, so they are not shown on the map. A door can be opened automatically from within the house or from inside the owner's car; it takes two seconds to fully open, one second to fully close. Note also that some driveways reach the street, while others require vehicles to go over the sidewalk to get in — depending on whether the homeowner values personal convenience, or wants to discourage strangers from pulling into his driveway for no reason.

**Apartment blocks.** Block 17 and the east side of Block 13 are apartments; each apartment building is actually composed of three sub-buildings divided by heavy walls. Destruction of one building will not bring down the whole block.

**Walled yards and gardens.** Walls enclosing yards are always the same height, and have the same DP value, as the building they protect. If a wall joins two buildings, use the greater height and better DP value.

If a wall is breached enough times it will collapse, but will not bring down the building it is attached to, and vice versa.

You cannot shoot over a wall and hit a building behind it unless you are higher than the top of that wall. A pedestrian on top of a building can fire over its garden wall, but cannot hit a target behind the wall within 1" of a one-story wall or 2" of a two-story wall.

**Parking lots.** For any scenario except one in which the town has been evacuated, there should be several cars, parked diagonally, in the public parking area in Block 21, and one or two in each other lot (either alongside the buildings or nose-in to them). If there is a referee, he should be the one to place the cars. Mostly, these will be passive obstacles, but one or two may play some part in the scenario . . .

## SCENARIOS

**Wheels vs. Walkers II** (Requires *Sunday Drivers* to play)

Change the *Sunday Drivers* setup as follows: Use all four map sections. The duellists still start behind Bill's Garage, but the MONDOS now start in the Block 13 parking lot. The duellist player gets three to seven characters and \$65,000 with which to build either three or four cars. The MONDO player gets 30 characters and \$25,000.

The duellist player also controls Ed and his three B.A.N.G. employees. They behave pretty much like the crew at Bill's Garage in *Sunday Drivers* — they don't leave the building, but they snipe at any MONDOS they see. They have a tripod-mounted MG, scoped rifles, all the ammo they want, and an unlimited amount of grenades. However, this gear cannot be shared with the autoduellists. A duellist who is legitimately escaping a wrecked car will be admitted to B.A.N.G. and supplied with his choice of scoped rifle or SMG. If the duellist player attempts to "take advantage" of B.A.N.G.'s armory in any other way, the referee may declare B.A.N.G. neutral, take them over himself, and let them fire on *everybody* except police.

Homes and apartments also contain possible combatants. Each neutral home contains 1d-2 adults, armed with one hand weapon each (referee's choice). These will defend their homes but take no other actions. Pro-duellist and pro-pedestrian homes contain 1d-2 adults, each armed with one hand weapon and a full load of grenades. The Adairs (Block 15, SE) own their own tripod-mounted MG with two extra clips, but it is not available if it turns out no Adairs are at home. As soon as enemy forces come within 6" of, or fire on, an aligned home, roll to see who is at home and place those forces under the appropriate player's control.

In the apartment buildings, almost nobody is home except the neutrals. The only way to find anyone in the apartments is to breach a wall. At this point, roll 1d-3 to determine how many adults are at home. Then roll 2 dice to determine sympathy: on a 2 through 9, they are neutral and will fire on anybody in sight except other apartment-dwellers. On a 10 they join the forces of the side that did *not* breach the wall (or go neutral, if the police breached the wall). On an 11 or 12 they will join the force that breached the wall — IF someone from that side spends 5 seconds, taking no other action, to talk to them. The referee makes the roll in secret and does not tell what it was — except on a 10, he notifies the enemy player, in secret, that he has a new recruit. All this means that it is sometimes safest to shoot at everyone you don't know — but it can cost you friends and points.

Victory points are awarded as in the original scenario; B.A.N.G. employees are worth 3 points to the MONDOS if killed, and gun-toting civilians of unfriendly sympathies are worth 1 point to their foes. Neutrals are worth -2 points to the side that kills them; if a pedestrian is eliminated before his orientation is learned, assume he was neutral. The total point value of the duellists is now 150, rather than 100.

**Crusaders II** (Requires *Sunday Drivers* to play)

Change the *Sunday Drivers* setup as follows: Use all four map sections. The townspeople get all five police cruisers, plus the duellist and MONDO setups from *Wheels vs. Walkers II*. The Crusaders get \$150,000, and may buy up to three cars or vans in addition to their cycles. Other rules are the same. Victory points are as for the original scenario. There are no non-combatants in town.

**The Battle of B.A.N.G.** (Requires ONLY the basic *Car Wars* game)

A vital shipment of electronics, in transit through Ohio, has stopped at B.A.N.G. Unknown to the driver, the secrecy of his mission has been broken by an enemy group. (Terrorists? Business competitors? A foreign power? EDSEL? It's up to the referee.) Unwilling to attack a fully-armed truck on the highway, they decide to strike when it is parked in Midville — just because the town is so well-patrolled they know the driver will relax his guard. Sure enough, when the truck stops to charge up, both the driver and gunner go inside the building for coffee and conversation . . .

**Refereeing.** Ideally, none of the players should be allowed to read all of the information below. Both sides should see the Midville map. The attackers know their own setup, and the victory points and loot they can earn. The defenders know their own setup, and that they will get victory points for killing attackers, but *nothing* else — including the attackers' numbers or motivation.

This scenario can be used as part of a continuing campaign. The players can be hired to eliminate the truck — or they can be given the truck to drive and told to make a stop in Midville. (This works better if players have *Truck Stop*; see the second version of the scenario.)

If you don't have *Sunday Drivers* . . . there are a few things you will need to know about driving in town. Following are condensed versions of a few of the most important rules:

Buildings are +10 to hit. Each has a DP value indicating its strength. Any weapon doing this much (or more) damage to the wall will create a ½" "breach" through which characters may move and fire. Hits that do less damage have no effect! When a building accumulates a number of breaches equal to its DP value, it collapses, killing everyone inside.

Sidewalks are like debris-littered road. Any maneuver involving crossing from road to sidewalk or vice versa, or driving half on the road and half on the sidewalk, is at +D1.

Various objects litter the map. Try not to run into them. Mailboxes and newspaper racks are a D2 hazard to hit. Lamp posts (black dots at corners) are a D3 hazard. Trees, buildings, and parked cars are D4.

**Setup.** Use the two East Midville maps only. The defenders get Ed Banduch, his three employees, and the truck driver and gunner;

all are inside B.A.N.G. They also get three cars, each built with \$10,000 or less, parked in any street or parking lot (but not in such a way as to block traffic). These cars belong to the employees; for simplicity, assume that any of the B.A.N.G. personnel who reaches one of these cars can open and drive it. (Remember that it takes one second to open a car door, one second to enter the car, and three more seconds before it can move or fire.)

The attackers get four men and \$20,000 with which to buy weapons and one or two vehicles; they may set up anywhere outside Block 15 (the streets adjoining Block 15 are legal setup areas). The attackers move first. The defenders cannot move or fire until (a) the attackers fire on them, or (b) an attacker enters Block 15 or the sidewalk surrounding it.

**B.A.N.G. Weapon Stocks.** Each defending character starts only with a loaded heavy pistol as a sidearm. However, B.A.N.G. not only has extensive stocks of weapons on the shelves . . . the office (the 1" square room on the east side) also holds a gun-case with five fully-loaded SMGs, ready to go, and several boxes of grenades. For game purposes, assume the defenders can load up on grenades any time they are in the office. There are many hand weapons elsewhere in the store, but the only way a character can get one is to go to the cross-shaped rack in the middle of the store and (if an employee) spend five seconds unlocking the trigger-guard and another five seconds loading in ammo.

**Body Armor.** The truckers have body armor. There are four sets of body armor in the office for the employees, but it takes an employee 15 seconds in the office to don armor (and the game may not last that long). The attackers can have body armor if they buy it.

**The Truck.** This begins the game in the Block 15 parking lot. Since this scenario is designed to work using only the basic *Car Wars* rules, assume that the truck is locked with a combination-type lock that would take 15 or 20 seconds to open. Therefore, no trucker in his right mind will try to get into it, and the truck will not move or fire in this scenario. As the diagram shows, the trailer has 50 points of armor on each side, 40 in front, and 60 behind. The attackers will have to shoot or blow this armor off before getting into the trailer.

**Ending the Game.** The game is over when all attackers are dead or have escaped by leaving the map. They may escape on foot through the fields east of Maple, or drive off to the north or south on Maple. They may not leave the map any other way. Players may agree in advance to continue the game off the map (laying out road sections to continue Maple) if the defenders are in "hot pursuit" (say, within 5 seconds) of the defenders when they escape.

**Victory Points.** The attackers score no points until they breach the trailer and fire vehicle weapons *into* it (or throw grenades inside). For each point of damage done to the trailer's contents after it is breached, up to a maximum 100 points damage, the attackers score one victory point. They also score 5 points each if they kill the driver or gunner. The defenders score 15 points for each attacker killed, plus a 20-point bonus for getting all four. More than a 40-point lead is a total victory; more than a 20-point lead is a significant victory; more than a 10-point lead is a marginal victory, and 10 points or less is effectively a tie.

**Loot.** Those attackers that escape will split a bounty of \$500 for every victory point they earned (regardless of the score the defenders got). The surviving defenders will receive a \$30,000 reward from the trucking company if the trailer was not breached; they can also split the value of any vehicles or weapons captured.

**The Battle of B.A.N.G. II** (requires *Sunday Drivers* and *Truck Stop*)

**Setup.** Use all four maps. The defenders get the same setup as above, plus two police cruisers (see below). The attackers get four men and \$40,000 to buy weapons and equip two or three cars.

**Police.** The Midville police may be played by the defending player, or by a third player who shares victory/defeat with the defender. Two Midville police units are idling and ready to roll. Cruiser 2 is parked in the Third and Maple lot; Cruiser 4 is parked in the police station lot. One cruiser (owning player's choice) may roll as soon as gunfire is heard. The other may roll five seconds after the first, or immediately if it is attacked.

**The Truck.** In this scenario, the truck may move and fire if its driver or gunner can get into it; time to enter and start the truck is the same as for any other vehicle. If the truck leaves the map pursued by enemies, just lay down *Car Wars* road sections and continue the battle along the highway until one side is eliminated.

**Magnum Motors "Bruiser"** — a top-of-the-line tractor. Sleeper-style long-nose cab; extra-heavy chassis; super power plant; 10 solid tires. Armor: six 10-point wheelguards, plus F60, B40, R50, L50, T30, U50 — all fireproof.\* Mounts a heavy laser in front, and machine-guns to the right and left. Carries driver and one gunner, each with a hi-res computer. Long-distance radio (\$600) and sleeper compartment (2 spaces, 50 lbs., \$200) are standard. Weighs 16,070 lbs.; costs \$119,040.

**Magnum Motors "Behemoth"** armored trailer. This is a very well protected (but not disguised) semi-trailer van, suitable for valuable cargoes. 40-foot van body; eight solid tires; standard kingpin. Armor: four 10-point wheelguards plus 50 in each top, bottom, and side position, F40, B60 — all fireproof.\* Mounts one spikedropper, one minedropper, one oil jet, and one smokescreen to rear; laser in front turret, RR in rear turret. 70 cargo spaces. Weighs 15,035 lbs. empty; costs \$73,500.

**B.A.N.G. Weapon Stocks.** In addition to the weaponry described above, B.A.N.G. has two tripod-mounted weapons on display: a RR, and a MG with laser scope. Both have fully-loaded clips attached (with several extras nearby), but both also have locked trigger-guards (5 seconds for an employee to unlock). They are in display cases; place the weapon counters anywhere along the store's north wall.

**Victory Conditions and Loot.** These are the same as for the first version of the scenario. Police characters do not share in confiscated loot, but will get an equal share of the \$30,000 reward if the truck is not breached — Midville treats its police officers well.

\*Fireproof armor (See *Autoduel Quarterly* no. 3) costs twice as much as regular armor, but weighs the same. Costs three times as much as normal armor to repair. No matter how much damage it takes from lasers, FTs, etc., it will not catch fire.