

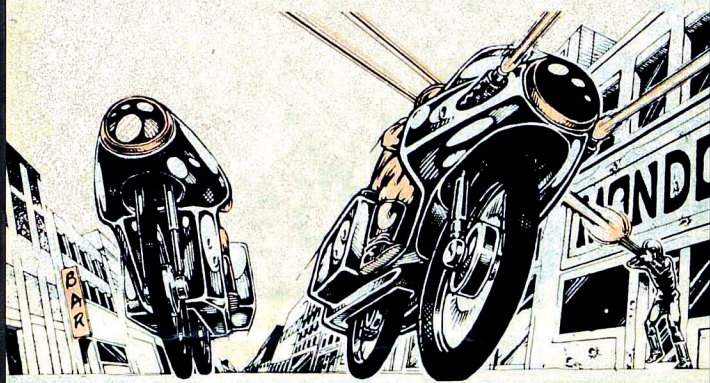
# **CRASH CITY™**

A ROLEPLAYING SUPPLEMENT FOR **CAR WARS**



**STEVE JACKSON GAMES**

**IF YOU DON'T LIKE  
THE WAY WE DRIVE,  
GET OFF THE STREETS.  
AND THE SIDEWALK . . .  
AND THE LAWNS . . .**



**MORE CAR WARS ACTION!**

There's never a dull moment in Midville. Between the local auto-duellists, the trigger-happy pedestrian group called the MONDOs, and the heavily-armed police, life can get pretty exciting. As if that weren't enough, the local cycle gang — Black Jesse's Crusaders — would like nothing better than to burn the town to the ground.

SUNDAY DRIVERS is a *Car Wars* supplement (you will need the original *Car Wars* rules to play). The game goes best with three to six players. Two scenarios are supplied, and players can easily invent their own scenarios using the 42" x 32" Midville street map.

Game components include 160 full-color counters painted by Denis Loubet (police cars, the Ambunaught, cyclists, pedestrian, chain, police, MONDOs, and more); two 21" x 32" map sections, 24 pages of rules; ziplock bag for counters, and the plastic Pocket Box.

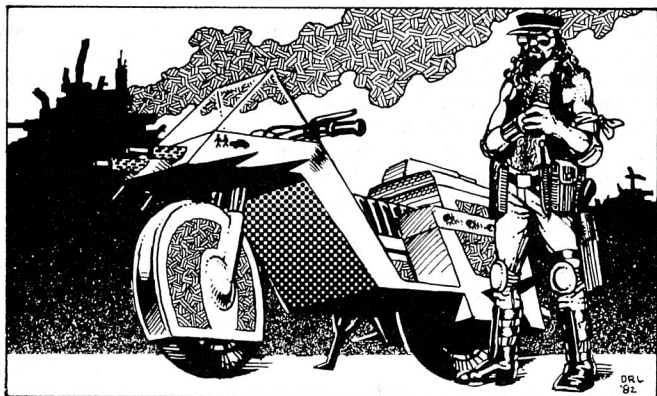
*Designed by Aaron Allston and Stefan Jones*

**STEVE JACKSON GAMES**

*Box 18957, Austin, Texas 78760*

7101

# CRASH CITY



*A Car Wars Supplement*  
*by Aaron Allston and Stefan Jones*  
*Art by Denis Loubet*  
*Map graphics by Elisabeth and Chris Zakes*  
*Second Edition*

All rights reserved. Copyright ©1982 by Steve Jackson Games.  
 Earlier versions of this material appeared in *Space Gamers* 49 & 50.

Primary thanks go to Steve Jackson, who did a truckload of the development work for this thing, and our playtesters Norman Banduch, David Ladyman, Chris Smith, Scott Haring, Jim Norman, Rob Kirk, David Heiligmann, and Ken Uecker. Acknowledgements also go to Fritz Leiber, author of "X Marks the Pedwalk," the main inspiration for this supplement. Gentlemen, start your engines . . .

|                                |    |                                     |    |
|--------------------------------|----|-------------------------------------|----|
| 1. Introduction . . . . .      | 2  | 9. Variants . . . . .               | 17 |
| 2. Components . . . . .        | 2  | 10. To the Referee . . . . .        | 17 |
| 3. Terrain Effects . . . . .   | 3  | 11. Car Wars Rule Changes . . . . . | 18 |
| Terrain Chart . . . . .        | 3  | 12. "To Hit" Modifiers . . . . .    | 19 |
| 4. Town Features . . . . .     | 5  | 13. Vehicles                        |    |
| 5. Movement . . . . .          | 7  | Police Cruiser . . . . .            | 20 |
| 6. Scenarios . . . . .         | 8  | Ambunaught . . . . .                | 21 |
| 7. Special Equipment . . . . . | 10 | Killer RV . . . . .                 | 22 |
| 8. Special Rules . . . . .     | 11 | 14. Midville Map . . . . .          | 24 |

*Car Wars*, *Crash City*, *Autoduel*, the AADA logo, the all-seeing pyramid, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. *Crash City* is copyright © 1982 by Steve Jackson Games Incorporated. All rights reserved.

## 1. INTRODUCTION

Cycle gangs tearing into Midville usually got shot to pieces. If it wasn't the cops doing the shooting, it was the armed civilians' protection group, the Midville Organization for Neighborhood Defensive Ordnance (MONDO). And if it was neither cops nor MONDOs, it was the town's few die-hard pro autoduellists. Sometimes it was all three.

Once it was none of the three, and that's when the trouble started.

On July 23, Black Jesse's Crusaders ripped through the city and out again before any guns could be brought to bear on them. In passing, they shot down an overhead crosswalk and the six pedestrians on it. The citizens blamed the duellists and cops for the lack of protection.

On July 25th, a casual remark by an autoduellist ignited tempers, resulting in the bloody Beer Brawl. Joe's Oil Pump, a tavern which catered to duellists and their fans, was burned to the ground.

On the morning of the 29th, a pitched battle in the Midville Duel Arena parking lot resulted in several deaths and the destruction of one vehicle. There were now three camps: wheels vs. walkers, with the police trying to ignore the whole thing and concentrate on "real problems."

The next day was Sunday. The churches stayed mostly empty. The sporting goods stores did pretty good business that morning . . .

\* \* \*

*Sunday Drivers* is a *Car Wars* supplement for several players and a referee. Scenario One (Wheels vs. Walkers) and Scenario Two (Crusaders) require a minimum of two players plus referee, though sometimes more players are preferred.

In Wheels vs. Walkers, one side operates the autoduellists, and the other side plays the MONDOs. The referee governs the whole thing and plays the town's other important forces — armed police, weapons emplacements, etc. The Crusaders scenario postulates a second attack by the cycle gang. In both scenarios, the main scene of action is downtown Midville.

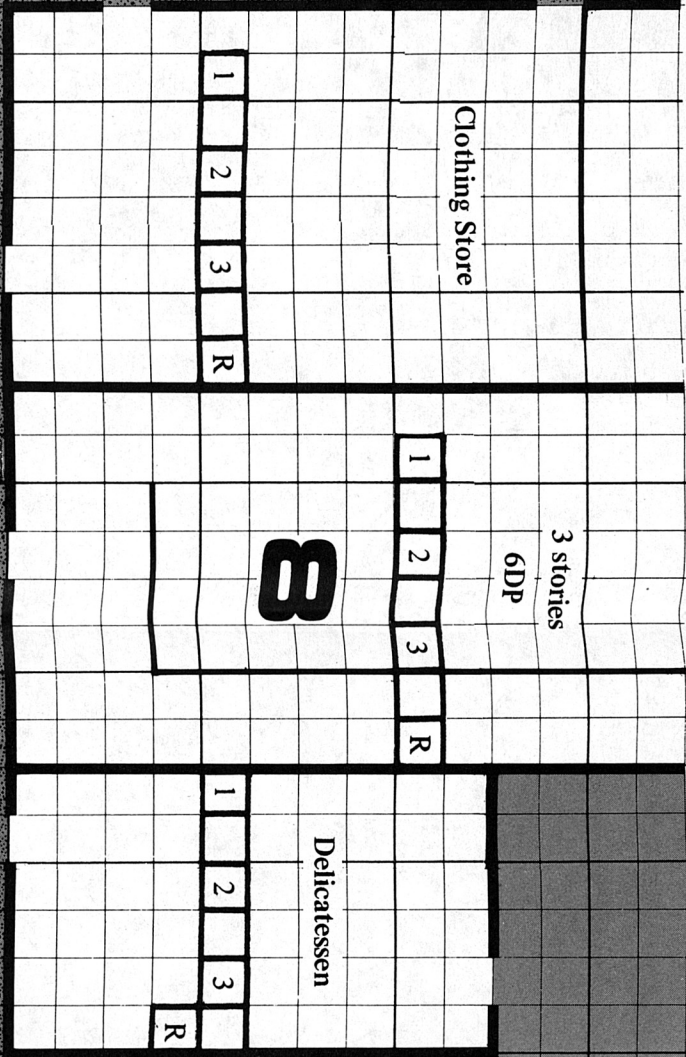
## 2. COMPONENTS

*Sunday Drivers* comes with the following components:

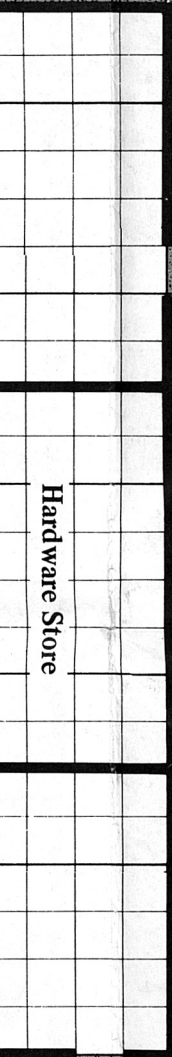
1) The map of the main scene of action, downtown Midville. The map is in two parts, which overlap on the edges which are not bounded by a heavy border.

2) The rulebook, also known as the thing you're looking at.

3) A counter sheet with 160 counters. The counters are: 16 chain sections, explained under **Terrain Effects** and under the "Crusaders" scenario; 24 counters representing MONDOs; 24 counters representing vehicle-mounted Crusaders, numbered 1-24; 24 Crusader miniature counters for the speed chart; 20 "breach" counters (explained under **Special Rules: Building Damage**); 14 policemen (P1-P14); 18 civilians (A-R); 2 tripod-mounted weapons; 3 police cars; 3 wrecked police cars; 1 Ambunaught (described under **Town Features: Building 2**); 1 wrecked Ambunaught; miniature counters of the police cars and Ambunaught for the speed track; and six "on fire" counters (explained under **Special Rules: Building Damage**).



**Second**



# STUCK FOR AN ADVENTURE? NO PROBLEM.

---

**e23 sells high-quality game adventures  
and supplements in PDF format.**

- Get complete sample adventures free for *GURPS*, *In Nomine*, and *Traveller*!
- PDFs from the major players in online publishing: Ronin Arts, Ken Hite, Atlas Games, and 01 Games.
- New gems from up-and-coming publishers, like Atomic Sock Monkey Press and Expeditious Retreat Press.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Original material for *Transhuman Space* and *In Nomine*, with new *GURPS* supplements from Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Buy it once, have it always. Download your purchases again whenever you need to.



**Download ● Print ● Play**

---

## STEVE JACKSON GAMES

e23 is part of Warehouse 23, the online store at Steve Jackson Games.  
Warehouse 23 is also the official Internet retailer for Atlas Games, Ninja Burger, and many other publishers.  
Visit us today at [www.warehouse23.com](http://www.warehouse23.com) for all your game STUFF!