

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.

Designed by Steve Jackson; playtested by the Texas AADA, with special thanks to Keith E. Carter.

STEVE JACKSON GAMES

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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.

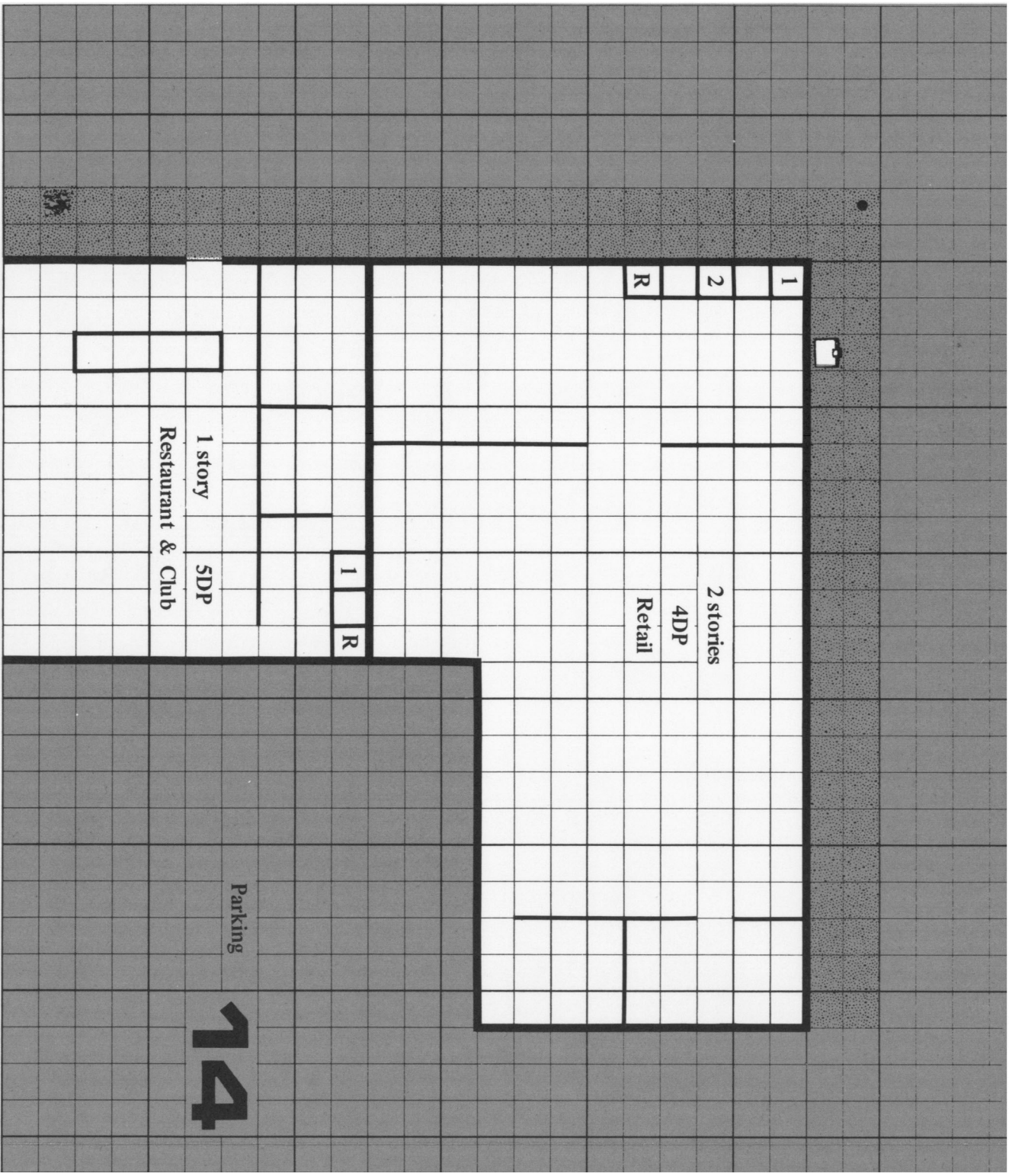
The center of the block is a parking area connecting with both Fourth Street to the north and Third to the south.

(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.

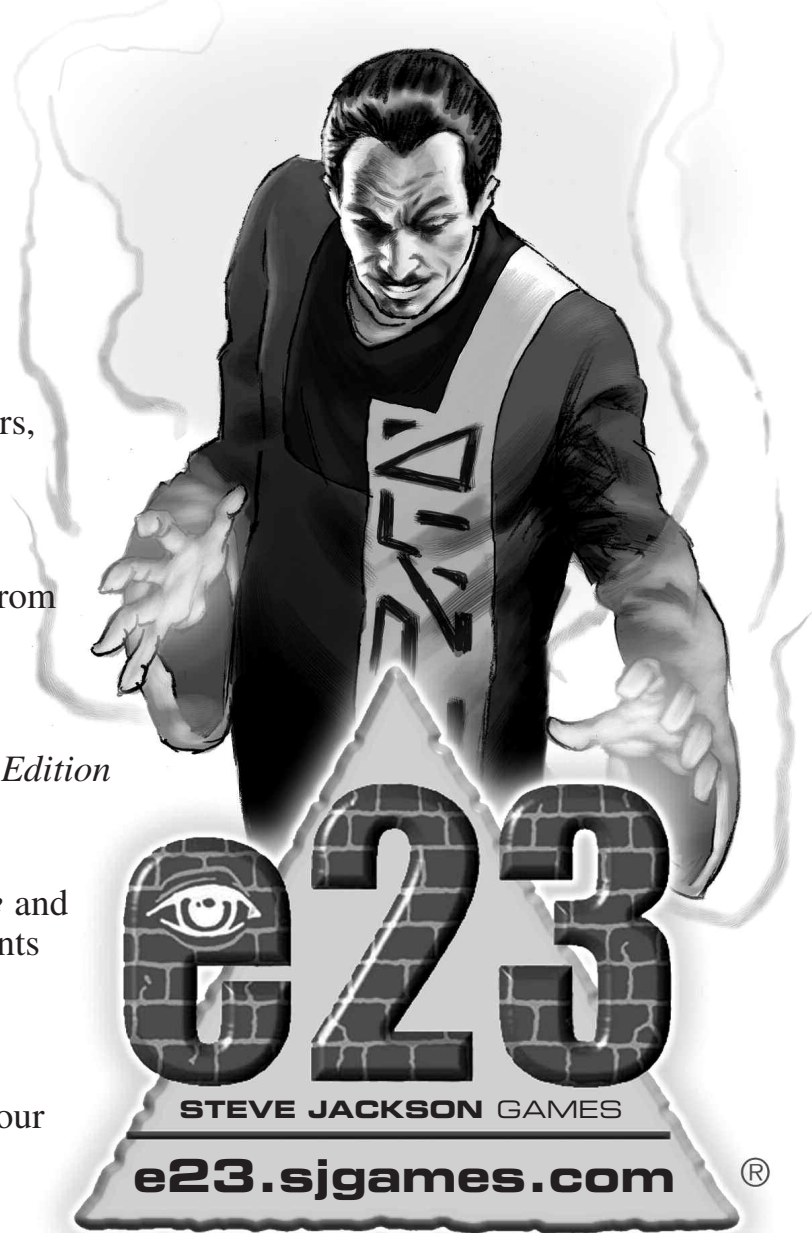
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