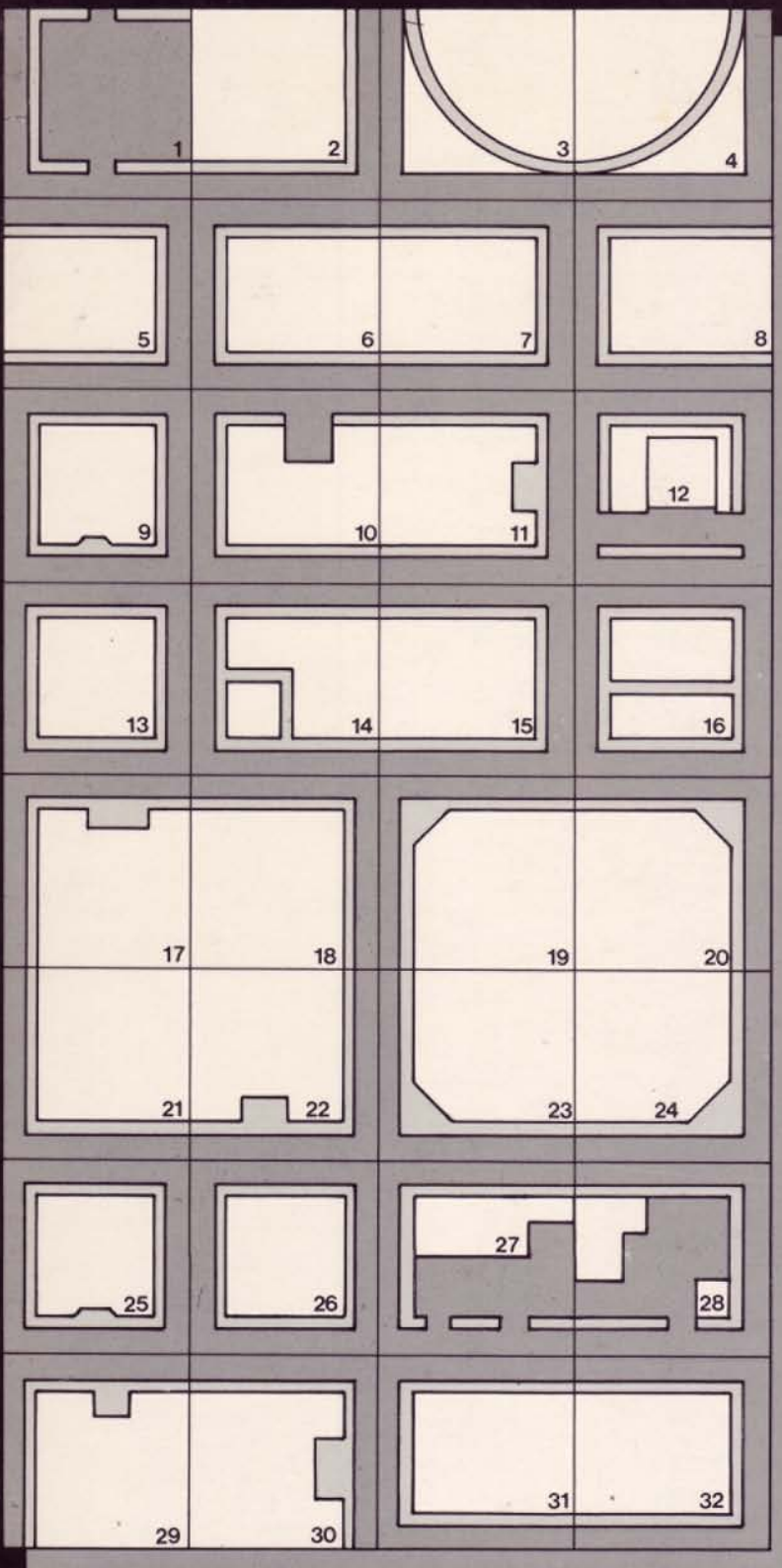


a *CAR WARS* supplement

# CITY BLOCKS 2



**STEVE JACKSON GAMES**



## ENTER AT YOUR OWN RISK . . .

It's *Car Wars City Blocks 2*—fully compatible with the original *City Blocks*. Life in 2038 can be downright ugly and dangerous. Why not give your duellists the thrill of blasting through the less glamorous parts of town . . . where crazies lurk around every corner. Where disaster waits for the unwary and the next street could be your last. Can you make it through the rubble unscathed? Or will you be just another AADA statistic? Add challenge to your life; just cross the river . . .



Create your own city or follow this diagram.

Trim away the white borders from the 8" x 8" blocks. Separate the road sections, waterways and extra counters—and let your imagination run wild!

### Contents of this set:

32 – 8" x 8" city blocks; extra craters, oil slicks and smoke counters; additional road sections and waterways.

Developed by Steve Jackson  
 Edited by Charles A. Oines  
 Art by Guy Burchak and M.E. Roome

# STEVE JACKSON GAMES

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# CITY TERRAIN

**Sidewalks.** Any maneuver involving crossing from road to sidewalk is at +D1; driving half-on and half-off is also +D1.

**Chains.** Hitting a chain is a D3 hazard and does 1 point of damage to both chain and car for every 5 mph the car is moving. 7 points of damage in a single crash or 14 points of cumulative damage will shatter the chain. If a vehicle hits the chain and does not break it, it stops where it is. You can only break a chain by ramming it. Pedestrians can walk across the chains without slowing.

Chain is put up between metal posts. Ramming a chain post is as hazardous as ramming a chain and a light post (see below) at the same time, and would require the normal 7 points of instant damage or 14 points of cumulative damage to destroy the chain. A collision doing more than 2 points, but less than 7, will break the post off but leave the chain intact. However, chain lying on the ground (because one post has been broken off) has no effect.

**Light Posts.** Hitting a light post is a D3 hazard and does 1 point of damage to both the post and the ramming vehicle for every 5 mph the vehicle is moving. However, a post will yield to 3 points of damage in one crash (not cumulative).

Thus, a car moving 15 mph or more will knock down a light post; one going less than 15 will hit it and stop. A post may be destroyed by any weapon but a hand weapon, but it is -6 to be hit.

**Trees and Hedges.** Most trees have 20 to 30 DP. A vehicle doesn't collide with the tree unless the vehicle counter touches the tree trunk. A hedge can take 1 DP, and is a D2 hazard to drive through.

**Flower Box.** Flower boxes have 2 DP, and are a D2 hazard.

**Playground Equipment.** Hitting playground equipment is like hitting light posts (see above), except that the playground equipment can take 5 hits before collapsing.

**Diving Board.** The diving board is a tall concrete structure, and has 15 DP.

**Power Cells.** The power cells at the recharge station have 15 DP per ¼" square of cells.

**Water.** Is 1' deep out to ½" from the edge, and 3' deep in the center. Driving into water is a D2 hazard. Traveling in water automatically reduces your speed by 5 mph per turn. No maneuver over D3 can be attempted while in water. There is no additional penalty for those maneuvers that *can* be performed. Vehicles without OR suspension cannot cross standing water more than 1½' deep. Vehicles with OR suspension can enter water up to 3' deep. Vehicles in deep water short out (gas engines drown) — the effect is if the power plant had been destroyed. The power plant takes no actual damage, and will dry out in 1-6 hours once it's out of the water.

Dropped weapons may be used in water, to mixed effect. See *Boat Wars* for details.

Tires cannot be targeted in water.

