

a *CAR WARS*® solo adventure

MEAN STREETS™

Battle and Intrigue in the Ruins of Houston



By W.G. Armintrout

STEVE JACKSON GAMES

Good agents don't stay dead...

You're a top agent for Texas Intelligence — and somebody just killed you. Now you've awakened as a Gold Cross clone, to finish the job your former self had started. Your assignment:

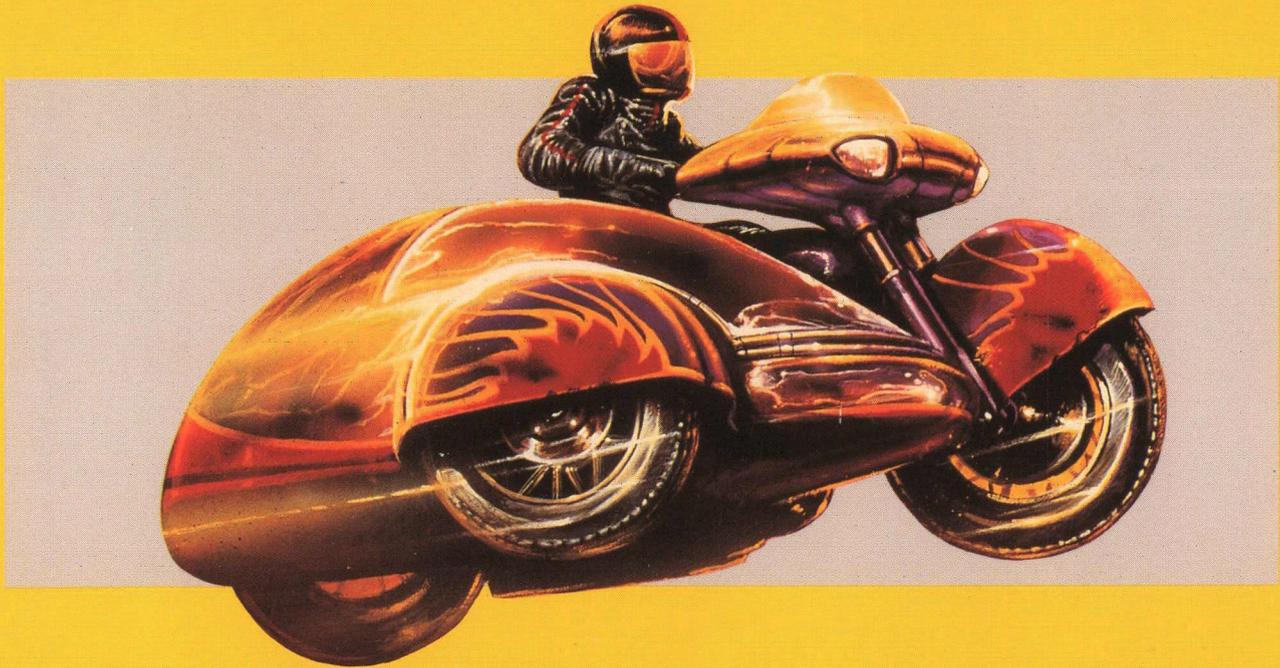
Penetrate Houston — a ruined, ravaged city of gangs, led by a dictator named Golden Moses;

Steal the detonators — vital devices, salvaged from a sunken nuclear sub, now about to be used to launch an atomic attack against the nation of Texas;

And escape — driving through the worst urban jungle in North America!

From the Psycho-Delics to the Slimes, every gang in the city will be out to kill you. Be ready to deal with hostile cars, choppers — maybe even tanks — to win your way to freedom through Houston's

MEAN STREETS



Mean Streets is a programmed adventure for *Car Wars*. You should have the *Car Wars Deluxe Edition*, or the *Car Wars Compendium* and a set of maps and counters. It can be played three ways:

- ★ As a solo adventure — no opponent needed.
 - ★ As a two-person game — one takes the part of the agent, and the other runs the gang vehicles.
 - ★ As a Game Master's guide to vehicles and encounters for a multi-player roleplaying adventure.
- Included are complete *Car Wars* stats for 18 different vehicles. Good luck, and drive offensively!

Written by W.G. Armintrout
Adapted for *Car Wars* by Dave Searle
Edited by Steve Jackson
Cover by Bob Eggleton
Illustrated by Dan Carroll



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Made in the U.S.A.

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To **Patrick J. Carey**, commander of the *Eagleer II*, and to my beloved **J.N.O.A.**



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Instructions

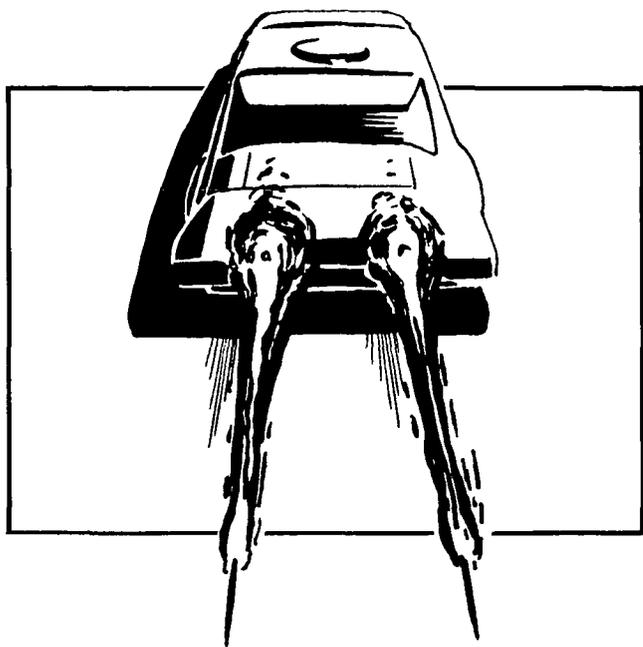
Welcome to the world of 2040 . . . where adventure is everywhere, and the right of way goes to the biggest guns. This is the fast-paced world of arena combat, highway battles, cycle gangs, and unstoppable 18-wheelers . . . the world of **Car Wars!**

This is an adventure book in which *you* are the hero. When you begin the book, you will make certain choices. Each choice will send you to a different paragraph. For instance, you might read; "You can drive straight ahead (60), turn left (234), or turn around and go back (18)." You must choose *one* option. If you choose to go straight ahead, turn to paragraph 60 to see what you find next.

DO NOT just read through the book from paragraph to paragraph . . . it won't make any sense, and it will spoil your fun.

Each choice you make will have consequences – fame and fortune, or deadly danger. The object of the game is to survive and finish your adventure. If you don't succeed the first time . . . try again and make different choices. Because of the variety of choices and encounters, you can play through **Mean Streets** several times before you learn the town. Once you know one way to solve the adventure, you can start to explore other ways – picking and choosing other paths to see where they lead.

Good luck!



Starting the Game

Before you begin, make sure you have everything you need to play; this book, a copy of the **Car Wars** or **Deluxe Car Wars** game, (or a copy of the **Car Wars Compendium** plus maps and counters), pencil, scratch paper and at least one six-sided die.

You do not need an opponent, because this is a "solo" adventure – you can play it by yourself. You will roll the dice for both yourself and the foes you meet. However, if you want to play with a friend, one of you can take the part of the hero, and the other one can play the foes!

Multi-Player Adventuring

This book can also be used as part of an ongoing roleplaying campaign. A creative referee can use this book as source material to run roleplaying adventures in the city, throwing out any encounters he does not like and adding new ones of his own devising!

As a bonus for this kind of adventure, we've included game stats for a Texas Coast Guard cutter – see p. 55. This ship doesn't come into the solo version of the adventure, but if you are running a roleplaying campaign and using the **Boat Wars** rules, it can come in handy!

Character Creation

Set up a record sheet for your character. You have a very experienced character – a secret agent for the Texas Rangers – with 130 character points to spend on skills as you wish. All the skills listed in the **Car War Compendium** are available: Archery, Blade, Boat Pilot, Bodybuilding, Cyclist, Driver, Gunner, Handgunner, Boat Pilot, Hover Pilot, Martial Arts, Mechanic, Paramedic, Pilot, Running, Swimming and Trucker.

As a Texas Ranger, you *must* take Running, Driver, Handgunner, Gunner and Martial Arts at base level or better. No more than 40 points may be added to any one skill.

You do not start out with a vehicle; however, there are many vehicles in the adventure, and they will be described as you encounter them. Characters start with Prestige 7.

Money and Equipment

You will not start the game with any money or possessions, but you will soon get some, and you will have the chance to acquire more as the game progresses. Note all possessions on your character sheet. Update the character sheet as you gain or lose money and equipment.

Vehicle Combat

Soon you will have to fight enemy cars and other opponents. Some combats will be abstract. Others will require you to set up a map and counters and play them out. The combat setups are described in the text; detailed maps for a few of the combats are given on pp. 62-63.

Sometimes, to make combat quicker, you will be asked to make a "Driver roll." This and other skill rolls are explained below.

Occasionally, an entry will ask whether your vehicle, or a foe's, is "crippled." A vehicle is considered crippled when it can neither move or fight. If you are playing on a map and have no guns which can bear on the foe, you cannot fight.

Skill Rolls

At various times you will be asked to attempt a skill roll. Roll 2 dice. If you have a skill at base level, you succeed on a roll of 7 or more; otherwise, you fail. The effect of success or failure will depend on the situation, as described in the entry you are reading at the time.

The higher your skill, the easier it is to make a skill roll. Add your skill bonus to your die roll. Thus, if you have Mechanic +1, you would succeed on a natural roll of 6, because $6+1 = 7$. However, a natural 2 always fails.

A character who does not even have a skill at base level (that is, did not spend at least 10 points on it) gets a -4 on this roll. He will not succeed except on an 11 or 12.

Depending on the relative ease or difficulty of a task, some entries will tell you to make the roll at a penalty or a bonus.

Vehicle skills are handled differently. When you roll against Driver (or Cyclist, or Pilot, or any other driving-type skill), your vehicle's handling class affects your skill. If you have a HC 2 (average) vehicle, roll normally. If its HC is lower than 2, subtract the difference from your skill. If it is above 2, add the difference to your skill.

So a HC 3 vehicle, for instance, gives you a +1 to your skill. A HC 2 vehicle gives no bonus or penalty; a HC1 vehicle gives you a -1 to skill, and so on.

Prestige Rolls

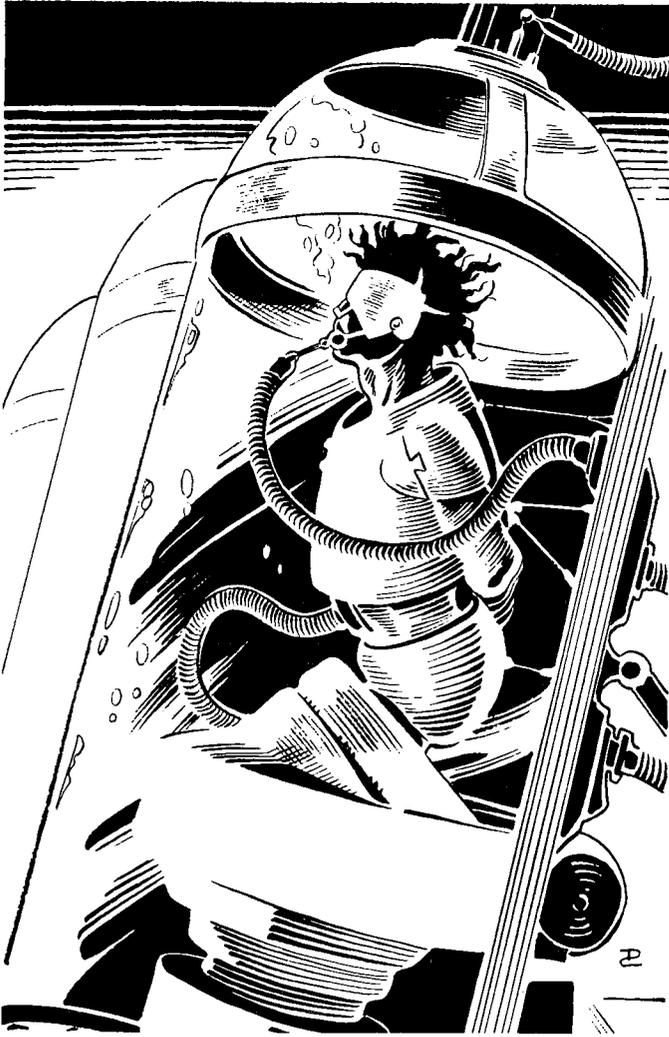
You will roll against your Prestige when you are trying to impress or intimidate someone else. It is also assumed that prestige is related to experience . . . so when you need to figure something out in a tough situation, you will roll against Prestige.

To make a Prestige roll (for this scenario) you must roll *lower* than your Prestige on two dice. Remember that you start with 7 Prestige!



Skill Rolls for Foes

When a combat or other situation calls for you to make a skill roll for a foe, do so using the normal rules. Assume that all foes have base-level skill in the relevant ability, unless the text says otherwise.



Introduction

*It's hard to tell, but you **think** you're asleep.*

Even so, the sky is a bright summer blue, and you feel the sun on your skin like liquid energy. It makes you feel like running, so you do – you're on the jogging trail in the old city park.

Like warm sunlight inside of you, you realize there's someone running beside you – not chasing you, or trying to beat you, but keeping stride. You know who it is without bothering to look, so you don't, but for a moment you reach out and touch hands, fleetingly.

The path turns and dynamically changes. Now it's a Texas State Autobahn, the glorious new strip of expressway from Austin to San Antonio, built for duel speeds and combat maneuvering. You feel yourself settle into the cockpit of a street duelling car, controls firm in your hands. Again, without looking, you know your companion is beside you.

Before you can identify the uneasiness creeping over you, the car rocks to multiple explosions. You fight to keep in control, choking over the smoke and sparks racing through the interior. An enemy crosses your target hairs and you open fire, watching your laser score a critical hit. The other vehicle flees.

But there is no victory. Your companion groans, slumping in the gunner position. You feel for life, a pulse, respiration – your hands are greasy with blood. The red fluid rises all around you, filling the car, while your legs and abdomen start to burn . . .

Awakening, you try to catch your breath, and find that your mouth doesn't open. You try again – still no success! You heave urgently with your entire chest, expanding your biceps, trying to move your arms, but they are encased in something soft yet resistant.

You may try to yell (140), struggle harder (102), or relax where you are (150).

1 "Pantheon," the man says in a cold whisper. You give him the correct reply. Turn to 134.

2 A slow beeping comes from your control console, and an electronic timer begins to count down from "10." You may:

Immediately abandon your vehicle (181).

Try to stop the countdown (189).

Ignore the countdown (131).

3 You don't cut the turn tight enough. An encounter with rubble from a decaying office costs your vehicle 1d damage (roll randomly for right or left side). Turn to 399.

4 You swerve to avoid the cab, and plow into a rusted mass of steel that might once have been a mailbox.

Your vehicle takes 3 hits of damage. If it is crippled, turn to 94. Otherwise, turn to 145.

5 The door bursts open. Two gunmen, their faces painted like skulls and their teeth filed to points, enter the room with their guns blazing. Bullets dig into furniture, sending wood chips everywhere.

You are in a fight. The Major has a machine pistol and wears an armored battle vest under his suit. The Major is Handgunner +2, and is a -4 to hit (for crouching behind the desk).

Gunman 1 holds the submachine gun; he is Handgunner +2. Gunman 2 has a repeating shotgun, and is Handgunner +3.

Roll 1 die before each opponent shoots. On an even roll, that opponent fires at you. On an odd roll, he fires at the Major. The attackers won't fire at unconscious targets while there are conscious foes available to shoot at.

Set up a map and counters, and fight out the battle. The room map is shown on p. 61.

If you hit Gunman 1, immediately turn to 217.

If you hit Gunman 2, immediately turn to 228.

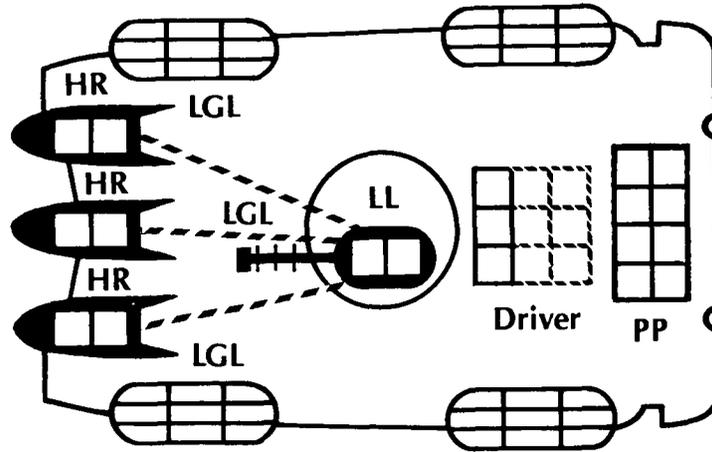
If you have only 1 hit point left, you have been knocked out – immediately turn to 279.

If you are killed, turn to 182.

If you win the battle, turn to 166.

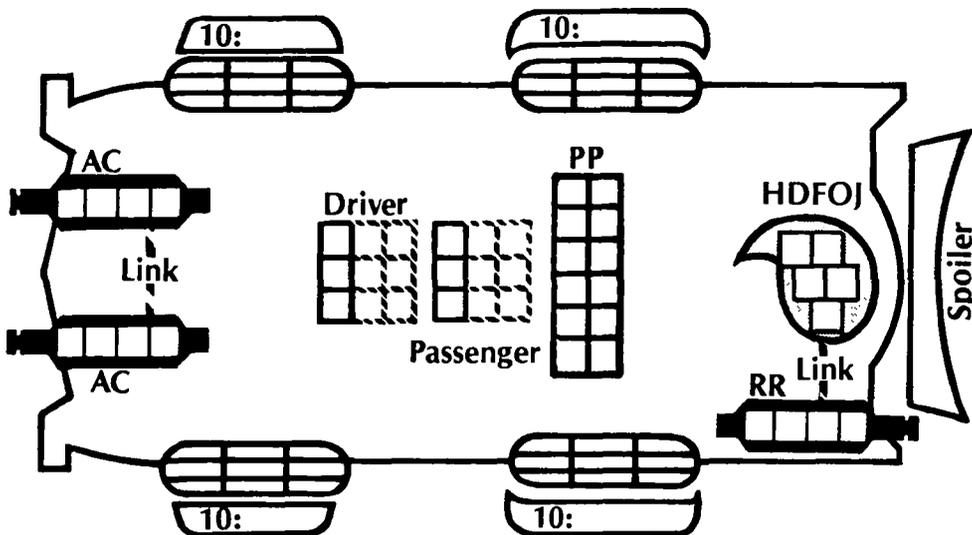
Vehicles

Mitsui Hornet



Compact, imp. chassis, hvy. suspension, medium power plant, 4 PR tires, driver, 3 laser guidance linked to HRs front, LL in turret, LGL to each rocket. Armor: F25, L21, R21, B20, T18, U10. Accel. 5, top speed 65, HC 3; 3,690 lbs., \$9,995.

Vlad the Impala

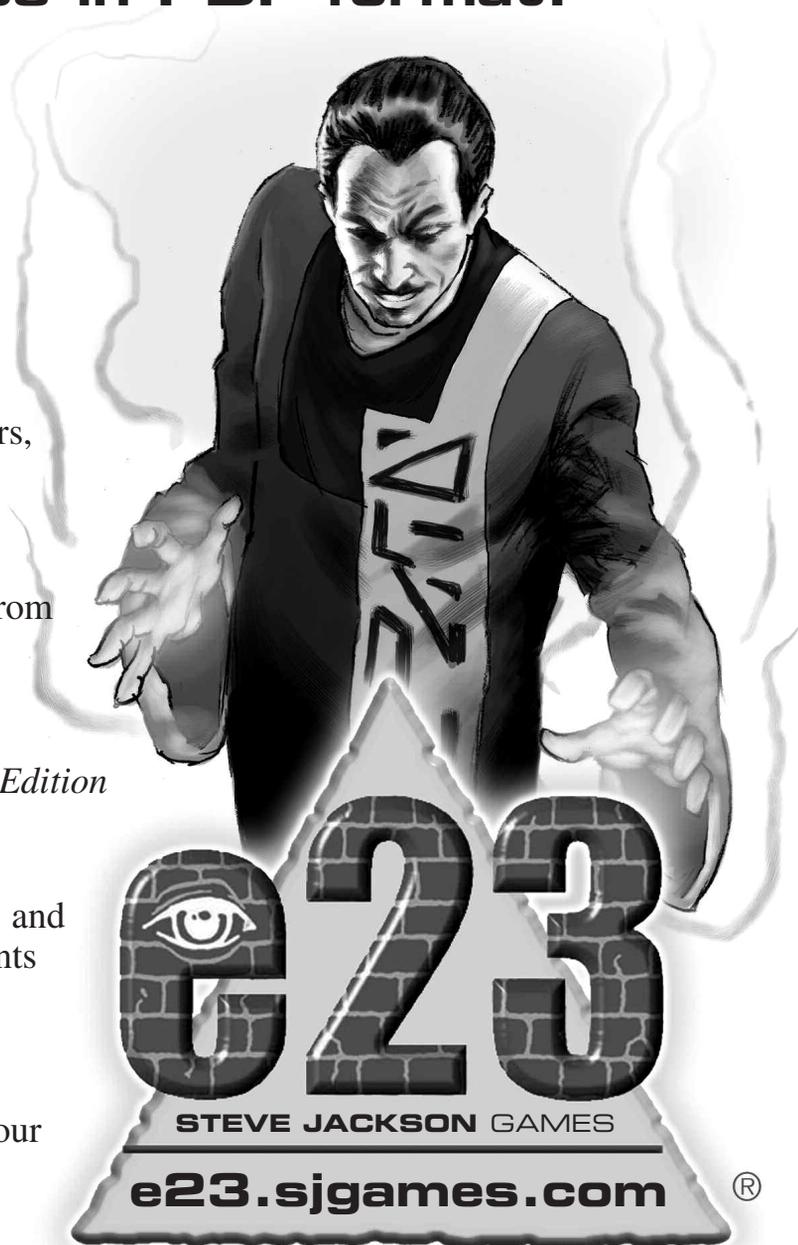


Luxury w/ CA frame, x-hvy. chassis, hvy. suspension, large power plant w/superconductors, 4 SB FP PR tires, driver, passenger, 2 ACs linked front, RR w/HEAT ammo back linked to HDFOJ w/HT fuel back, spoiler. FP armor: F50, R40, L40, B40, T15, U30, 4 10-pt. wheelguards. Accel. 5, top speed 90, HC 3; 6,600 lbs., \$53,500.

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