

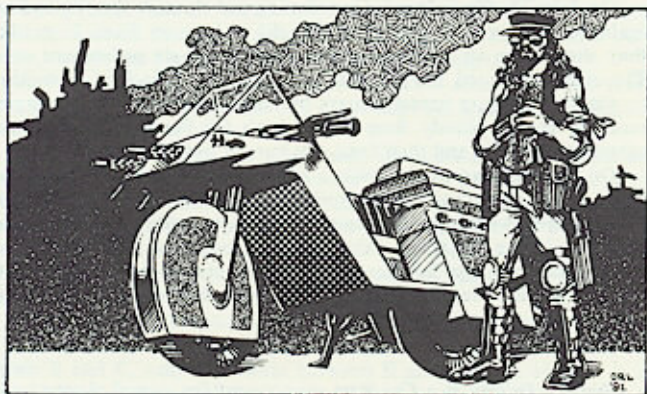
SUNDAY DRIVERS

ROLE-PLAYING SUPPLEMENT FOR CAR WARS



STEVE JACKSON GAMES

SUNDAY DRIVERS



A Car Wars Supplement
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Second Edition

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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 . . .

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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*).

3. TERRAIN EFFECTS

The various terrain features of the map (streets, sidewalks, buildings, parks, trees, lamp posts, crosswalks, debris, interior partitions, and chains) are shown on the Terrain Chart, below. Following are the terrain effects peculiar to urban autoduellling:

Sidewalks are considered debris-littered road; debris markers (representing random urban trash, vehicular leftovers, wine bottles, etc) are shown in place. Also shown are mailboxes and news racks. Hitting one of these does no damage to a vehicle but is a D2 hazard. For game purposes, assume the dented mailbox or news rack remains in place.

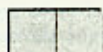
Any maneuver involving crossing from road to sidewalk or vice versa is at a +D1; driving half-on and half-off is also +D1. Pedestrians navigate sidewalks with no problems.

Chains stretch across the city's mall entrances and may be placed elsewhere. 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. Seven 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, the vehicle stops where it is. Chains can only be broken by ramming. Pedestrians can cross the chains without slowing.

Chain is put up between metal posts. If chain is stretched from Post A to Post B, and from B to C, and from C to D, and a car rams it between B and C, only the chain between B and C is out of play. It is possible to ram a post; if a car rammed Post B, then the chain from A to C is out of play. Ramming a chain post is as hazardous as ramming chain and a lamp post at the same time and would require the normal 7 points of instantaneous damage or 14 points cumulative to destroy the

Terrain Chart

Street



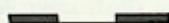
Sidewalk



Wall



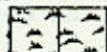
Door/Window



Partition



Park



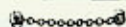
Lamp Post



Debris



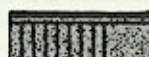
Chain



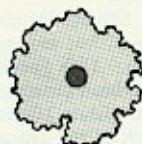
Fence



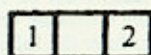
Crosswalk



Tree



Stairway



MG Bunker



RL Bunker



chain. A hit doing more than 2 points of damage, but less than 7, would break the post off but leave the chain intact. However, chain lying on the ground (because an end post is gone) has no effect.

A vehicle that breaks a chain (or knocks down a post or lamp post) will lose 10 mph of speed immediately and continue on its course.

Lamp posts are located at each sidewalk corner. Hitting one is a D3 hazard and does 1 point of damage to both post and 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 going 15 mph or more will knock down a lamp post; one going at 5 or 10 mph will hit it and stop. A post may be destroyed by any weapon except a hand weapon, but it is a hard target: -6 to hit. (This -6 does not include the +1 bonus for shooting a stationary object.)

Park areas present no danger except for trees; hitting a tree does normal collision damage, and is a D4 hazard. A tree can withstand 20 points of damage, instantaneous or aggregate. Though the trees are shown with branches, a car must move into its trunk (central part) to collide with it. The leafy part of a tree does not affect movement (even where it overhangs sidewalk or road). A tree does not block line of sight or fire from one vehicle (or pedestrian) on the ground to another one on the ground. However, if you are on the ground looking up into a building, or in a building looking down towards the ground, the tree interferes. A tree is the same as smoke for purposes of interfering with sight and fire.

Going for a drive in the park: Any vehicle can drive on grass in the park. Any maneuver performed partially or entirely on the grass is at +D1. (If a single maneuver takes you from the road over the sidewalk and onto the grass, these penalties *do* add – the maneuver becomes +D2.)

Crosswalks are overhead pedestrian walkways. Crosswalks provide no cover, but anyone in the center 1" is considered to be on the "second floor" (see *Special Rules*). Despite the way they're shown on the map, overhead crosswalks do not impede movement on the road. A crosswalk can sustain 10 points of damage before collapsing. Anyone in the center inch of the crosswalk when it collapses will take 1 die of damage; anyone anywhere else on the walk will take 1 die-4. Anyone under a falling crosswalk takes 1 die of damage. (Body armor does not protect against this.) A fallen crosswalk creates rubble (see *Special Rules*).

Buildings have the following characteristics:

- 1) Number of floors. It should surprise no one that a building listed as "2 floors" will have two stories and a roof.
- 2) DP – damage points. This is the "armor value" for the building – the amount of damage the walls can take before opening a "breach." Most buildings have from 5 to 10 DP. See *Building Damage* in the *Special Rules* section.
- 3) Internal defense. Most of these buildings are empty because it's Sunday and there's trouble brewing. Some are occupied and have defenders who are not willing for combatants to enter.
- 4) Interior partitions. Interior partitions are significantly different from "walls"; partitions divide a building into individual rooms. Partitions do not absorb damage as walls do, and destroying them will

not cause a building to fall. They do block line of sight, though, and pedestrians in a building will have to either go around them or blow holes in them. A grenade automatically opens a breach in a partition. Holes in partitions do not contribute to building destruction; buildings will not fall down due to damage to interior partitions. A breach can also be opened by doing 3 pts of damage to the partition. For simplicity, assume that partitions are in the same place on each floor.

- 5) Doors and windows. Doors and windows are shown by $\frac{1}{4}$ "- $\frac{1}{2}$ " long gaps in walls. No distinction is given because none is necessary; it's all the same to someone running for cover. Where there's a door or window on the ground floor there's a window on an upper floor. Pedestrians *may* fire through doors or windows and remain protected by surrounding walls — see **Special Rules: Building Damage**. Doors and windows not noted in the text as locked are to be considered open gaps.
- 6) Stairwells and access hatches. Within each building is a ladderlike row of squares representing the staircases. To ascend or descend from one floor to the next, a pedestrian must first move to the square marked for his floor (in other words, if he's on the first floor, he moves to the square marked "1"). He may enter that square (only) as though there were no wall in the way. He stops there. In Phase 1 of the *next* turn, he may move to the next square. In Phase 1 of the following turn, he may move another square, and so on. Example: Joe McFadden reaches the stairwell (numbered box) of the third floor on Turn 10. On Phase 1 of turn 11, he moves to the unnumbered box between floors 3 and 2. On Phase 1 of turn 12, he moves to the floor level (numbered box) of the 2nd floor. On Phase 1 of turn 13, he will be able to start normal movement on the second floor, or move one square farther down the stairwell, as he wishes. The uppermost box of each staircase is marked "R," and is a hatch to the roof of the building. It takes one second to move from the hatch square to any roof square. A stairway square only "exists" on the floor for which it is appropriate; i.e., a box labelled "2" does not exist on floors 1 or 3, and the unnumbered squares do not block movement on any floor.

4. TOWN FEATURES

Each block on the map is marked with a number, as follows:

(1) is the town mall. Two floors, 5DP, no internal defenses. Up to van-sized vehicles can drive the length of the interior concourse and *within stores from door to door* with no mobility restriction. This is on the first floor only; the second floor is warehouse, accessible only by pedestrians.

(2) is the hospital. Three floors, 6DP. Although the staff hates to drum up business for itself, it is also charged to protect those in its care. Three guards with armor and rifles are on duty at each door this Sunday, and the Ambunaught, the hospital's armored ambulance, is manned and active at the spot marked "X." Any breach opened in the hospital will be manned by one of the guards (leaving no less than one guard at each door, as long as the supply lasts). Anyone firing on the hospital (Scenario 1) or any Crusader within 1" of it (Scenario 2) will be fired on by the

guards. The doors are locked; combatants must create a breach to enter. If a breach is opened in a wall, the Ambunaught will cruise to that point and attempt to guard the wall (by remaining stationary and annihilating anything within range firing at the building). If more than one breach is opened, the Ambunaught will begin to circle the hospital, engaging only those who fire upon the building or its defenders. The forces of the hospital and police (below) will cooperate, though the Ambunaught will never leave the hospital area. The hospital doors are wide enough to admit vehicles, though the ceiling is too low for vans. There are six unarmed staffers in the hospital, plus three bed-ridden patients.

(3) is an office block. Two stories, SDP, no internal defenses.

(4) is a block of stores. Two stories, 5DP. The three buildings on the west side of the block have no internal defenses. Bill's Garage is a violently pro-duellist establishment; within are three mechanics (controlled by the autoduellists) who will not venture forth but who will snipe with unscoped rifles on any MONDO they see. The Wrecked Edsel Bar is a pro-duellist place, too, containing 3d6 people getting merrily smashed. A MONDO entering or firing upon the Wrecked Edsel will get the same treatment a duellist would in the Bar None (below), for one in three drinkers here has a heavy pistol. (This applies to the *Wheels vs. Walkers* scenario only; in *Crusaders*, all the town's bars are closed.)

(5) is mostly city park; the little building at the south is the museum. One story, 4DP, no internal defense.

(6) is the main block of the city government. Three stories, 7DP (except where noted), no internal defenses (except where noted). The City Hall is special: It has 8DP and an internal force of 12 guardsmen with body armor and heavy pistols. In addition, the bunkers in front are two rocket launcher turrets, controlled from within the building, 20 shots each. They can fire on any spot on Elm Street from First to Third, or from Second Street east of City Hall, or any building within the semi-circular area thus suggested. The turrets have 15 points of armor each. The large domes on top of the Hall are machine-gun bunkers. They have 15 points of armor and 20 shots each. Each is manned by one policeman with body armor and a heavy pistol as sidearm. The MG bunkers cannot quite hit the sidewalk in front of the hall; they can hit Elm directly in front of the hall and East Second to the edge of the map. Their main purpose is to keep unauthorized persons off the roofs of City Hall and the police station; they will fire without warning on anyone on either roof. They may fire on pedestrians on other Block 6 roofs – but will warn anyone but a Crusader before opening fire.

The police station, on the same block, is DP10 and has 10 regular staffers with light pistols (who stay inside), two permanent guards with body armor and rifles (who stay inside), six patrolmen with body armor, shotguns, and heavy pistols (who don't stay inside all the time), and three patrol cruisers parked in the little lot (at the Xs). The cruisers cannot be unlocked by anyone but a police officer, but can be driven by a non-policeman if the armor is blown off one side to permit entry.

In Scenario 1, the police cruisers and City Hall guns begin as a neutral force. They act only if City Hall or the police station is endangered. They will attack immediately if either building is breach-

ed. In addition, each time any weapon strikes either building and does damage, the referee rolls two dice. If he rolls a number less than or equal to the damage done by that shot, the mayor will order action. (The referee may play the city forces himself or give them to another player.) The patrolmen will immediately leave the police station for the cruisers, and the City Hall weapons will open fire on *any* armed men or vehicles within range, starting (if possible) with those that did the damage. The officers in the cruisers will circle Block 6. Any armed men or vehicles they find in any street adjacent to Block 6 will be warned once. If they do not surrender, they will be attacked next turn. If fired on by foes outside this "beat," the cruisers may pursue, but probably will not. If the hospital is attacked, it is also possible that one or more cruisers will be sent to aid the Ambunaught.

Note that any player loses points for his characters killed by the police, but only the Crusaders get points for killing police!

(7) is an office block. Three stories, 6DP, no internal defenses.

(8) is an office block like block (7). The building in the NW corner is the Bar None, a bar which caters to MONDOs. Within are 3d6 party-goers anticipating a victory bash. 1/3 of these people have heavy pistols and will use them upon an autoduellist entering or firing upon the bar. They will only leave the bar if it is likely to collapse. If they leave, they disperse, running at top speed for the edge of the map by whatever routes seem safest. They will not return fire while fleeing unless they are cornered.

(9) is a varied block. Two stories, 5DP, no internal defenses (with exceptions listed below). There is a neutral bar on the block; it contains 4d6 hard-drinking bozos. One in four drinkers has a light pistol; the barkeep has a shotgun. These folk want nothing to do with the conflict, feel pretty safe this near to City Hall's defenses and will all run from the bar if it is fired upon by anything heavier than a heavy pistol (except the barkeep, who will defend his establishment).

(10-12) are all three-story office and retail store blocks, 5DP, no internal defenses.

5. MOVEMENT

Vehicles move normally on roads. Sidewalks count as roads, as do parking lots.

Pedestrians move normally through most terrain. They can only enter or leave buildings at doors/windows and breaches. It is possible to jump from windows. First story and roof - 1 die damage, minus 4. Second story and roof - 1 die damage. 3rd story and roof - 1 die damage, plus 1. Body armor does not protect from this sort of damage.

Movement on rooftops is unimpeded, and pedestrians on a rooftop have no defense (but see *Line of Sight*, below). Only pedestrians can get to a roof. The roof hatches of City Hall and the police station/jail are locked from the inside, and have 7DP if someone tries to break in; other roof hatches are unlocked.

Movement on rooftops is also unimpeded by the walls between buildings in a block; someone on the roof of Bill's Garage could run westward the length of the block. The only things that impede building-to-building rooftop movement are gaps between buildings, and a

running man can leap a half-inch (7½-foot) gap – move his counter across the gap at normal speed.

It is possible to use a weapon to blow a hole in a wall between buildings. Treat this like any other breach – see below.

Vehicles and pedestrians may move off the map, but may not return. No combat occurs off the map. (The ref may extend the map as much as he likes, though. Refer to city map sketch.) West of the Drag (Kazango) is a chain-link fence (treat as if it were a chain). Past the fence is an open field (considered debris-littered terrain).

6. SCENARIOS

Wheels vs. Walkers

This is the scenario of the introductory narrative. The duellists and the MONDOs have spent all night working up their courage, and have congregated for the purpose of destroying one another. The MONDOs start in the parking lot at 3rd and Elm; the duellists begin in the lot behind Bill's Garage. The duellist player gets two to five characters, and \$35,000 with which to build either two or three cars. The MONDO player gets twenty characters and \$15,000. He may buy any hand weapon on the hand weapons chart, mines, spikes, body armor, and some special equipment which will be explained below. Each side wants to wipe out the other. However, both sides are natives of the town; the victory conditions reflect a slight reluctance to destroy their home.

Victory points are awarded to each side, added up, and compared as follows:

POINTS AWARDED:

For each autoduellist killed: +20 to the MONDOs if there were 5 duellists, +25 if there were only four, and so on (always equaling 100 points for the combined duellists).

For each MONDO killed: +5 to the duellists.

For each breach opened in a building: -1 to the opener.

For each building destroyed or on fire: -5 to the the player who set it on fire or opened the breach that knocked it down.

For each bargoer of an opposite orientation killed: +1 to the killer.

For each mechanic killed: +3 to the MONDOs.

For each vehicle or combatant that leaves the map: -3 to the one leaving. (Note that this means a car with two occupants is worth -9!)

For each neutral bargoer, civil servant, or hospital worker killed: -2 to the killer.

For each cop killed: -5 to the killer.

RESULTS:

One side has 50 points more than the other: Total victory.

One side has 25 points more: Decisive victory.

One side has 10 points more: Pyrrhic victory.

If either side has a negative point total, all survivors from that group will be lynched.

Crusaders

When Black Jesse heard about the big fight in town, he thought it was the perfect time for another raid. But he talked too much about his plans . . .

All damaged buildings, chains, vehicles, and weapons are fully repaired; all vehicles and weapons are fully supplied with ammunition.

The townspeople have 16" (240 feet) of heavy chain – the sort at the mall. Chains attach to posts which may be set anywhere. There are no separate post counters; each chain counter shows location of the posts. All chains must be in place before play begins. The Crusaders will be able to see any chain in line of sight.

The town gets the equivalent of the autoduellist and MONDO forces from Scenario 1, plus the three police cruisers. (The Ambunaught performs as before, firing only if the hospital is breached.) City Hall's internal forces are doubled; the police station's internal forces are tripled. These men will not leave their buildings. (Exception: See *Building Damage*.) The six patrolmen begin play in their cruisers. The bars are empty, and the mechanics at Bill's have (for today) become part of the 20 ground fighters.

One player can play each of the four forces (this is simplest), or one player can take the three town forces and the other can play the Crusaders (this can be pretty slow). The Crusader forces may also be split between two or three different players.

Black Jesse's Crusaders, the meanest gang in the state, get 30 characters for the raid. They have \$100,000 worth of gear: cycles, hand weapons, body armor, and (if they like) one van. No Crusader may leave the board until he has fired at least one potentially-effective shot (that is, one which has a chance to hit and to do damage when it hits) at a townsman or building.

The townspeople want to trap and obliterate the Crusaders. The Crusaders want to wipe out the town's fighting force and escape, so they can return later to pillage. In this scenario, the Crusaders will receive victory points for the capture of townspeople. To capture a townsman (or woman), a Crusader first must render him unconscious (either via weapons or hand-to-hand combat – see *Special Rules for HTH rules*). Loading an unconscious person onto a cycle takes one full second if the two are adjacent.

The townspeople can set up wherever they please (in the likely event of dissension among players, each player sets up his own forces). However, nobody can set up on Kazango or Fourth, since the Crusaders will enter from that direction, and no one can set up in or on the hospital. The Crusaders ride in from North Kazango at any speed, and will immediately spread out to accomplish their objective of destruction. From there on it's a free-for-all. If the Crusaders stay too long, they're probably going to be wiped out; they want to use their superior mobility to destroy and kill as much as possible and then turn tail.

POINTS AWARDED:

For each autoduellist killed: +20 to the Crusaders (+25 if there are only four duellists to start with, and so on).

For each MONDO, hospital worker, municipal guard, or non-patrolling police officer killed: +5 to the Crusaders.

For each of the 6 patrolling policemen killed: +10 to the Crusaders.

For each Crusader killed: +10 to the townspeople.

For each breach opened: +1 to the Crusaders.

For each building demolished: 3 times the building's DP to the Crusaders (i.e., a building with 5DP is worth 15 victory points). The referee may choose to award extra points to the cyclists for especially risky or destructive behavior.

For each building on fire but not demolished: +5 to the Crusaders.

For each townspeople captured: +10 to the Crusaders.

RESULTS:

Consider the townspeople's scores one combined score for the purpose of victory conditions.

One side has 50 points more: Total victory.

One side has 20 points more: Marginal victory.

If it turns out that the townspeople have won, compare their three scores to see which group came out the best in the eyes of the town.

7. SPECIAL EQUIPMENT

Several types of special equipment are permitted for this lunacy.

<i>G</i>	<i>Item</i>	<i>Dice</i>		<i>To Hit</i>	<i>Cost</i>	<i>Shots</i>	<i>CPS</i>
		<i>Dam.</i>	<i>DP</i>				
2	LAW	2	—	8	\$ 500	1	*
1	VLAW	1	—	8	200	1	*
5	Recoilless	2	2	7	1500	3	\$35
2	Recoil. Clip	—	—	—	50	3	\$35
5	MG	1	2	7	1000	20	\$25
2	MG Clip	—	—	—	50	20	\$25

The "G" column indicates the number of grenades this item replaces in the 6-grenade load allowed a pedestrian.

The VLAW ("very light antitank weapon") is a one-use device, a disposable rocket-launcher, so the cost of the weapon is also the CPS. This weapon resembles its contemporary counterpart, but does less damage, being essentially a "Saturday Night Special" LAW. The "regular" LAW is similar to the contemporary version. Each VLAW or LAW weighs 10 lbs. Note that no sustained-fire bonus is possible when using a LAW or VLAW.

The tripod-mounted recoilless is a high-tech rapid-fire anti-tank weapon. It weighs 65 pounds; one fully loaded clip weighs 10 pounds. Three shots may be fired consecutively with this weapon; if another clip is on hand, it takes two seconds standing still to load it in. Note that this weapon, ammo, and spare clips must each be bought separately.

The machine gun is a fairly standard M60 tripod-mounted affair. As with the recoilless, it takes 2 seconds to reload.

If a character using the tripod RR or MG is hit by small arms fire, his weapon is unaffected (it is as heavy as a vehicle weapon). If he is hit by a grenade burst, SMG, or vehicle weapon, there is a 50% chance that the weapon will be hit first, with any leftover damage going to the user. Otherwise, the user takes damage first, and any excess goes to the tripod-mounted weapon.

The MONDOs may have no more than one tripod-recoilless or one M60, but may have both. One person must carry the tripod and weap-

on, and up to three clips of ammunition may be carried by another person. (When moving a tripod weapon, put the carrier's counter atop the weapon and move them together.) It takes one second to pick up a tripod weapon, and one second to put it down.

Also available are laser-targeting rifle scopes, which add +1 to hit with all hand-held and tripod-mounted ballistic weapons. A scope costs \$500; weight is negligible.

Mines and spikes may be purchased by the MONDOs at regular *Car Wars* prices. A box of mines or spikes weighs only 5 lbs. and may be carried instead of 2 grenades; it may be carried one-handed. Dumping such a box is a regular action (like firing a weapon) and creates an ordinary mine or spike counter on the map; this counter may be seen by any duellist within 6" unless hidden by smoke, etc. Mines or spikes may be dropped two other ways:

(a) By a running character who does not stop running; but if you roll a 1 on d6, they will scatter badly and be useless.

(b) By throwing them out a window! There is a 50-50 chance (regardless of the height) that they will scatter. If they don't scatter, they will land at any spot (within 1" of the window) that the thrower chooses.

8. SPECIAL RULES

Height modifications to hit: Shooting at a pedestrian on the same level is at no extra minus. At the second floor, one-story roof, or cross-walk tops, -1. At the third floor and two-story roofs, -2. Third story roofs are a -3 and can only be targeted with a hand weapon or a tripod- or turret-mounted weapon.

If you desire some sort of standardization rule for modifications to hit at varying altitudes, try this: If the target is 10 feet higher than the firer (or on a second story or first story roof), -1. If 20 feet higher (as on a third story or second-story roof), -2. And so on. Firing downward does not incur this penalty, though throwing things (like grenades, boulders, and livestock) does: -2 per 20 feet the thrower is higher than the target. Each level of a building is assumed to be 10 feet high.

Out-of-combat movement: If everyone starts a turn with no one to shoot at – which will occur primarily in the first few turns of the game – an alternate movement system may be used. The autoduellist player moves the car which he sees will first encounter an enemy the full length of its move for the turn, or up to the point when it can fire upon the enemy, if it can engage the enemy that turn. All his other vehicles are moved up to that phase. Then, all the pedestrians are moved up to the same phase. (If the pedestrians' move eliminates the possibility of combat, play out the rest of the turn normally.) Example: Martin "Gonzo" Cutter is driving north on Elm at 35 mph with no enemy in sight; none of the other duellist vehicles on the board is in combat, and Cutter is closest to an enemy. Harold Milsap is quivering just around the corner, at the SE corner of Elm and 3rd, too far from a door to make it to safety this turn. At phase 6, Cutter's vehicle begins to turn the corner and establishes a line of sight on Milsap, creating a combat-possible situation. All of the autoduellists are moved up to phase 6, and then all of the pedestrians are moved to phase 6. Cutter is

firing on Milsap and Milsap is targeting one of Cutter's tires. Since Milsap was waiting for the car to turn the corner, the GM will probably (logically) allow him to shoot first. 'Bye, Milsap. In the Crusader scenario, the sequence (should it ever come up) is cops, duellists, Crusaders, MONDOs.

Surrender: Any MONDO or duellist may surrender to the police by dropping his weapons (or leaving his vehicle), raising his hands, and walking to City Hall or the police station. He will be let inside, dragged to a cell, and released the next week. No points are lost if a character surrenders. The police will react with great hostility to anyone firing on a surrendered character, but they will also do their best to kill anyone who fakes a surrender and then attacks. Crusaders may not surrender; they'd be shot.

Limited knowledge: No one knows what arms an opponent bears until he fires them, except for LAWs, submachine guns, and the pedestrians' recoilless and MG.

There are two ways to handle movement. The easiest is to assume that both the duellists and the MONDOs have many interested friends around town who will not actively participate in the combat but who will keep them apprised of their enemies' actions by short-wave radio. Thus, all counters are visible at all times. However, no one in a building may be fired on unless he is in line-of-sight of the attacker.

The more realistic and complex way is to assume that some movement can be hidden. The MONDOs know where the duellists' vehicles are at all times. The duellists know where any MONDOs in the streets, on rooftops, on crosswalks, or on sidewalks are. A person on foot inside a building or in the park is not visible until he fires. A person firing from a building remains visible until he moves. A person firing from the park remains visible until he moves 3" away from the place where he fired, and he cannot escape detection if there is an enemy within 6". When a pedestrian is undetected, the player must keep the GM apprised of his movements by passing notes.

In our playtests, we have found it works best to have movement visible most of the time, but to allow hidden movement (via note-passing) whenever a player thinks it is important enough to go to the trouble of writing it down.

Building damage: A building is at +10 to hit. It's big and doesn't move (so the +10 takes the "stationary" bonus into account). Each building has a DP value indicating the strength of its walls. Any weapon doing at least this much damage will produce a "breach." Lesser damage has no effect. Example: The police station has DP 10. A weapon result of 10 points damage or more will produce a breach at the affected spot. However, any number of smaller effects may accumulate without causing harm — there is no need to keep track of building damage that does not create a breach. A breach, once created, is identical to a door or window for game purposes.

When a building accumulates breaches equal to its DP value, it will collapse. (A DP4 building falls with 4 breaches; the police station requires

10 to collapse!) It does not matter where breaches are. When a building falls, it creates rubble (see below). The fall of a building does not affect other buildings in the block – even those with which it shares a wall. However, a breach in a common wall affects both buildings!

Anyone in or on a falling building is automatically killed when it collapses. Therefore, when a building is two breaches away from collapse, half the “fixed” characters in that building may be moved out by the controlling player. When a building is one breach away from collapse, all remaining characters may be moved out. This gives hospital staff, bargoers, etc., a chance to escape. Any armed character may fight after fleeing a building. Unarmed characters may hide or flee to the edge of the map.

Rubble: When a building or crosswalk collapses it becomes rubble. (You may wish to make up a few rubble markers.) No vehicles may enter rubble. Pedestrians may move through rubble at one square per second – they move only on Phase 1 of a turn. Rubble takes up the same squares that the building or crosswalk did.

Rubble continues to block line of sight between roads – that is, you cannot fire over rubble unless you are in (or attacking) an elevated position. However, a pedestrian in rubble can fire as though the rubble were not there; he is considered “braced” and gets the +1 bonus to hit. A pedestrian in rubble may be fired on, and line-of-sight may be traced through that rubble to hit him . . . but the attack is at -4.

Collapse of a building or crosswalk will also scatter debris. When something collapses, take a dozen debris counters (only 4 for a crosswalk) and drop them over the disaster site from a height of one foot, re-dropping any that fail to land on street or sidewalk.

Burning buildings: Logically, a building could be set on fire with flamethrowers, lasers, or other weapons. Since *Car Wars* is played in one-second turns, this may be disregarded for most purposes. However, when any building is breached with a laser or flamethrower, there is a 50% chance that it catches fire and will eventually be destroyed – which can help Crusaders and hurt other players. Place an “on fire” counter on the building.

Victory points for “building on fire” and “building destroyed” are *not* cumulative – if a building is set on fire and then destroyed (or vice versa), just count the “destruction” victory points toward the victory point total.

Firing through doors and windows: A line of sight may be traced through any door, window, or breach. Therefore, a pedestrian may stand inside a building and fire outside. He must, however, be adjacent to the door or window for this line of sight to be traced.

A pedestrian leaning around an edge or a door presents a very small target. Therefore, although he may be fired at, he has the protection of the wall. He is not hit unless the wall is breached. Example: Alfie Smith is leaning out a window when Mr. Cutter fires his laser. Cutter needs an 8 to hit, and gets it. The wall is DP6. Cutter rolls 10 points of damage. 6 go to the wall (breaching it); the other 4 go to Smith. If the wall had

not been breached, Smith would have been unhurt.

However, a very good shot can go right through a door or window. If the roll to hit in such a case is at least 2 better than needed (i.e., an 8 or better is needed, and a 10 is rolled), then the pedestrian *and* the wall both take the full amount of damage. Since the shot passed through the opening in the front wall, the breach appears in the *back* wall.

Firing at multiple targets: There are two ways in which a large weapon may be used on more than one pedestrian: *area effect* and *burst effect*.

Weapons which may be used for area effect are the machinegun, submachine gun, flamethrower, and laser. These are the weapons that can "sweep" an area. When using such a weapon against several pedestrians within 1" of one another, the firer may attempt to hit several at once. He must roll to hit each intended victim. Those he hits take half the damage roll for the weapon (round up). Exception: a flamethrower does full damage against all targets in a group! When some people in a group are hit and some are missed, the "miss" occurs to one side or both of the group, at the *choice of the player being attacked*. Example: Four MONDOs are standing in a line 1" long; as people this dim should be removed from the genetic pool, the aforementioned Mr. Cutter decides to deep-fry them. He fires with his laser, and rolls two hits and two misses. The MONDO player decides that the two characters in the middle receive the damage, and the two on the sides are spared. Cutter rolls a five, so each victim receives three points of damage (2½ rounded up).

Weapons which may be used for burst effect are the rocket launcher, AT gun, mine, recoilless rifle, heavy rocket, LAW, and VLAW. These rules are based on those for the grenade, which is the archetypal burst-effect weapon. Whenever any burst-effect weapon goes off, anyone within 2" of the detonation takes one die of damage. For mines, LAWs and VLAWs, this radius is only 1" (mines measure from the edge of the counter). A pedestrian behind an intact wall or vehicle is not affected. Thus, if a rocket hits a wall and breaches it, the burst covers a 2" circle — but if the wall is not breached (see below) the burst is only a half-circle, and those in the building are not harmed. Any one explosion or sweep-fire will create only *one* building breach, no matter how large an area it covers.

In *Car Wars*, a grenade does full damage to any pedestrian within its 2" burst, and half-damage to vehicle components within the burst radius. No other burst-effect weapon will affect walls or vehicles with its blast effect. Reason: The other burst-effect weapons are shaped charges, exploding upwards (in the case of a mine) or into the target (in the case of other weapons), and their burst damage is merely a side-effect, not enough to penetrate car armor.

Line of sight: In order to destroy something, you must see it. Obviously, a vehicle cannot point its machine guns at a victim on the other side of a building and expect to hit him. If an attacker can trace a straight line to a target without crossing an obstacle — i.e., a building or tree — he can fire on it. Crosswalks do not count as obstruc-

tions to sight. A person atop a roof may move 1" back from the edge and be out of sight of someone shooting from a lower elevation. A building that has been demolished does count as an obstruction. A wrecked car does not count as an obstruction unless the target is a pedestrian; of course, the vehicle may be destroyed to leave the pedestrian uncovered.

Missing: In the basic *Car Wars* rules, if you miss, the machine gun burst or heavy rocket or grenade magically ceases to exist. Obviously, this is inappropriate here. For simplicity's sake, assume that any miss is a near-miss — the shot has gone over the victim's head, or the exact center of his vehicle.

A missed shot fired *horizontally* goes in a straight line until it leaves the map or encounters an obstacle; in the latter case it does standard damage to whatever it hits. (If a potential victim is standing or driving in the *exact* line of fire, roll to hit him with any additional range modifiers and an additional -2 because you weren't aiming at him.) Exception: A missed shot fired at someone in a building may hit an upper story, if any. Roll one die. On a 1 or 2 it hits the second floor. On a 3 or 4 it hits the third floor (if any). On a 5 or 6 it misses and leaves play entirely.

A grenade, or any weapon fired at a *downward* angle, will overshoot by 1 to 6 inches if it misses. Roll one die to find the amount by which it overshoots. If there is a wall or other target in the way, of course, that object takes full damage.

Any weapon fired at an *upward* angle and missing its target has no effect; the projectile will eventually blow a hole in the countryside. Exceptions: (a) Grenades thrown upwards (obviously, at a window) and missing will explode at the base of that building. (b) If a weapon is fired from the ground to the second floor of a building and misses, there is a 1/3 chance it will hit the third floor.

Bracing: Pedestrians who fire hand-held weapons while standing next to a stable surface — doorframe, wall, wrecked car, but *not* another pedestrian — receive a +1 to hit. This modifier comes from the pedestrian bracing his weapon against that stable surface, and is cumulative with the +1 he'll get from being stationary. A pedestrian can lie down to receive the same bonus, but lying down and standing up each take a full second for the MONDOs (figuring into that time the amount of concentration they need to deal with their equipment). Rooftops have low (6" or so) balustrades which can be used for bracing; these provide no cover. Any tripod-mounted weapon is automatically braced and the "to hit" bonus has already been factored into its "to hit" number.

Cycle Blades: Cyclists can weld jagged blades to their vehicles. These will do no significant damage to other vehicles, or even tires (they might be able to put a hit or two on a tire if they could reach it, but it would probably be a suicide run for the cycle). However, they can injure a pedestrian. If a cycle with blades hit a pedestrian, the blades add an extra 2 hits of damage to whatever else the pedestrian suffers. A blade-equipped cycle that passes adjacent to a pedestrian also has a 50%

chance of hitting him with the blades, doing 1 hit of damage if the cycle is going under 20 mph, 2 hits at 25 or 30, 3 hits at 35 or 40, and so on. Sideswiping a pedestrian in this way is a D2 hazard for the cycle.

Blades for a cycle (or for a cycle/sidecar combination) cost \$50 and add 20 pounds of weight. Fake blades (made of any old plastic junk that may be around) cost \$20 and add no significant weight, but can scare pedestrians. It is also possible to put blades on a car or truck, with similar effect; they add the same cost and weight as three points of armor for that vehicle. Fake vehicle blades also cost \$20.

Blades on one side are lost if and when all armor on that side is gone. If the vehicle has no armor, the blades are mounted directly to the frame and are not lost until the vehicle turns over and breaks them off.

Hand-to-hand combat: This is fairly simple. For one pedestrian to strike another, he must be in a square adjacent or immediately diagonal to his intended victim. He must roll a 2 or better to hit, but still has his die roll reduced by 3 because his opponent is a pedestrian, so the net effect is that he needs to roll a 5 or better on two dice. A human fist does 1d-5 damage. If the attacker has something heavy in his hand — a pistol, an unused grenade, or a rock (any debris mark on the sidewalk will yield *something* to slug people with), the damage roll is 1d-4.

A pedestrian may also make a "hand-to-hand" attack against a vehicle. He must have something to hit it with — a bare-handed attack against vehicle armor is pointless. A pedestrian with a rock or other object in hand may strike at a vehicle once per turn (no "to hit" roll needed). He rolls 1d6-5 for damage — that is, he rolls one die, and does one point of damage if and only if a 6 is rolled. For game purposes, we may assume that the object he is hitting the car with will not break. However, a weapon used to hammer against armor will no longer be useful as anything but a club.

Logically, a weapon that can hammer through a windshield as a club ought to be able to do some damage in its intended role. Therefore, any hand weapon (rifle, pistol, etc.) fired at a *stationary* vehicle from *point-blank* range may be treated as an automatic hit, doing an automatic one point of damage. Even though a hand weapon is really too light to have significant effect, it can be aimed for a door hinge, window port, etc., under these circumstances.

If a pedestrian has moved more than half of his running movement this turn, he cannot strike this turn. If a pedestrian can strike during the turn, he may, as usual, state during which segment he wishes to strike.

Spikes, Oil, and Mines: It's possible for the MONDOs to run afoul of the garbage dropped on the city streets by duellists (and by allies). When a MONDO or other pedestrian moves onto a square containing spikes he rolls two dice. On a roll of 2 or 3, the pedestrian takes 1d-4 damage.

A pedestrian on oil is likely to resemble a Keystone Kop more than Clint Eastwood. When a pedestrian moves onto a square with oil on it, he rolls two dice. He must roll a 5 to stay on his feet. If he moves onto another square with oil, he must roll a 7; then a 9, then an 11, and each subsequent oily square requires an 11. If a pedestrian falls, he can either

spend an entire second to stand up — on a roll of 7 or more — or crawl, moving during segments 3, 6, and 9. If a character chooses to stand up in an oily square, he still suffers the progressive difficulty in keeping on his feet (that is, if a pedestrian needed to roll a 9 to stay on his feet and botched it, once he regained his footing he would need an 11 to keep his balance if he moved into another square with oil).

The weight of a pedestrian will not set off a mine.

9. VARIANTS

Here are some variations which can be thrown in, just for grins:

(1) In Scenario Two, instead of having the Crusaders take on the town forces, have them combat thirty National Guardsmen with \$30,000 and one Killer RV (see page 22 of this rulebook).

(2) Work out more details of Midville in full scale — a rough map of the rest of the town appears on page 24 (or check out *Car Wars* Expansion Set 3). This could turn any of the listed scenarios into a marathon.

(3) Give the MONDOs one vehicle in either scenario: for instance, a station wagon with normal suspension, no weapons, no more than three points of "armor" on any side of the body, and normal tires . . . a regular family car. They can have it for free if they don't take a tripod-mounted weapon; otherwise, they have to buy it at regular *Car Wars* prices. This will provide quick transportation for characters who might otherwise have trouble getting to the scene of the action. If the MONDOs wish, they can also buy one heavy rocket and mount it in front for a suicide run. Another possibility: If the Mondomobile has *no* roof armor, it may be considered a convertible — and all the passengers may use their weapons at once at *no* subtraction from regular hand-weapon "to hit" numbers. The cover shows the MONDOs charging to the attack in their tinfoil tank.

10. TO THE REFEREE

These scenarios invite much more role-playing than a standard highway or arena battle; your players will soon be asking you whether they can do any number of strange things, and you'll need to cope. Some things that showed up in playtesting:

Character goals. Some players will just refer to their characters by letter or number . . . but the good role-players will name each one. From there it's only a step to giving each one a personality (cowardly, brave, or totally nuts) and possibly a specific objective (like wiping out a certain character on the other side, making sure Bill's Garage gets it, etc.). If the referee is apprised of such a specific goal beforehand, he can allow extra prestige (or victory points) for success.

New businesses. There are several unmarked buildings on the map. Feel free to change them from "office space" to something interesting!

Caches. Any "local" group (but not the Crusaders) ought to be able to hide some of its gear around town (with sympathizers?) to pick up during play.

"Loot the bodies!" Each player should keep good records of which of his men has what — because when somebody gets shot up, both he and his foes may want to recover the gear.

Other things to buy. Your players will immediately think of things

they'd rather have than plain old guns. If it could be bought beforehand, let them buy it with their initial allotment; if it could be grabbed during the fight, they can try! Some of the things that have come up have been heavy chain (\$10 a foot); paint (\$8 per gallon); oil (regular autoduellist prices); plastic garbage cans (\$10 apiece); rope (free — everybody has some around the house); electric train transformers (two for free, the rest cost \$20 each); auto batteries (\$50 each for good ones); mannequins (not for sale, but can be taken from a clothing store during play); grain alcohol (\$10 a fifth before play; free at the liquor store during play if you have a gun) and newspapers (available everywhere). One thing they can't get is gasoline; there's no more, which is why all the cars are electric! So . . . no cheap Molotovs.

Plots and inventions. Having bought two or three weird things, your players will want to assemble them into something strange. Let them (every town has a good share of jackleg mechanics). Just remember that it's expensive to build gadgets, and they don't always work. It can be a nuisance to calculate the combat effect of something strange — but it's worth it when the duellists round the corner and are confronted with . . . a plastic garbage can with a string leading to the third-story window?

Settling strange actions. Inevitably, the players will want to do something unusual — jump into the open top of a roofless car, throw a rifle from the roof to be caught by someone on the ground, throw one grenade from each hand. A good technique is to hand them two dice and say "Roll high." A result of 2 brings disastrous failure and (if possible) death. He fell under the car/caught the rifle in his teeth/fumbled a grenade and blew himself up. An 11 or 12 is total success. In-between rolls are in-between results, graded (wholly subjectively) on the referee's opinion of the difficulty of the action. In a game system where there are almost no special "talents," this works out fine.

Tell them what they see, not what's there. This is especially important when they encounter something new. They can see it's a compact with a turret, but maybe not how many people are in it. They can see it's a chain, but they may not see the fishhooks. And so on. The two-dice system is good here, too. Roll two dice and *don't* let them see the result. Then describe what they see. A low roll means you tell a convincing lie. A high roll means lots of accurate detail. A medium roll means a brief report with few details — maybe not all accurate. As the situation progresses, fill them in on their new observations. "You've just noticed that the gunner in the car is a dummy and there are no guns in the turret . . ."

As referee, you're half moderator, half storyteller. Be creative and you'll have as much fun as the players.

11. CAR WARS RULE CHANGES

The *Car Wars* rules have developed quite a bit since their first printing. Below are the changes from the first to the second editions. A few more changes were made between second and third editions (see *Autoduel Quarterly* No. 2 if you're interested) but these will get you on the road.

Section 8: A "bootlegger" can now be made in reverse, like any other maneuver. A reverse bootlegger is a D8 maneuver.

Section 10: In a "T-bone" collision, do not add the two speeds to

determine collision damage. Instead, use the higher of the two speeds.

Section 13: In the "Hand Weapons" subsection, pistols now count as only one grenade for encumbrance. Rifles, shotguns, and SMGs count as two grenades.

Also, grenades now do vehicular damage like SMGs. They do full damage (1 die) to humans and tires, and half damage, rounded down, to all other vehicle components within their 2" burst radius.

Grenades are often misused in play. Referees should note that grenades do *not* go off as soon as they hit; the player must set a 1 to 5 second delay. Furthermore, each second is a full turn – *not* a single phase. A 3-second delay means roughly 30 phases (plus or minus a bit, because all grenades go off at the *end* of a turn). Note also that a driver does not have to make a "to hit" roll when dropping a grenade out the window of his car into an adjacent square . . . but anyone *throwing* a grenade (call a "throw" anything over ½") must roll to hit. If a grenade misses, use the overshoot rules in this booklet.

Section 14: A pedestrian is always considered to occupy only the *front half* of his counter – thus eliminating arguments about which half his head is in.

12. "TO HIT" MODIFIERS

Target is within 1" (point-blank range) of gunner: +4 to hit.

Target is further than 4" away: -1 per every 4" the target is away (not counting the first 4").

Unusual targets: +10 if target is a building, -6 if target is a post, -3 if it is a pedestrian or tire, -2 if it is a cycle or turret, -1 if it is a compact or subcompact, -1 if it is a vehicle's front or rear.

Target is stationary: +1 to hit. Gunner firing is stationary: +1 to hit.

Gunner hampered by poor visibility: -2 if gunner is firing through rain, smoke, paint (or if paint is on windshield), or -2 if firing through heavy rain or fog.

Gunner is sustaining fire: +1 on second consecutive shot at a target, +2 on third and subsequent shots, so long as all are consecutive.

Gunner is experienced: See Continuing Characters, Section 16, in *Car Wars*.

Gunner's vehicle loses control: See Crash Tables, *Car Wars*.

Gunner has targeting computer or targeting scope: +1. Gunner has hi-res targeting computer: +2.

Gunner (pedestrian) is braced: +1.

Target is 10' higher than gunner: -1. Target is 20' higher than gunner: -2. And so on. Target is 20' lower than gunner: -2 when *throwing* objects. Target is 40' lower than gunner: -4. And so on.

Target is surrounded by rubble: -4.

Note: In this chart, the term "gunner" applies to anyone firing a weapon. All modifiers are cumulative.

These rules use a shorthand system to describe randomly-generated numbers. "3d6 bargoers," for instance, means "roll 3 six-sided dice and put that many people in the bar." "2d6-1" means "roll 2 six-siders and subtract 1 from the total" . . . and so on.

The Police Cruiser

Each police cruiser is designed to accommodate two passengers or prisoners in addition to the patrolmen. The MGs are forward, the RR is turreted, and the spikedropper goes in back. Armor is 30 points per side.

Vehicle Wt. Capacity			Acceleration		HC	Total \$
6,600 lbs			5 mph.		3	19,100
Item	Cost	Wt.	Spaces	Total Wt.	Spaces Left	Notes
Body Size	800	1800		1800	19	Luxury
Chassis Str.	800					x Hvy
Power Plant	3000	1100	6	2900	13	Super
Suspension	1200					HC: 3 _{hvy}
Tires	2000	300		3200		4x solid
Driver		150	2	3350	11	
Gunner		150	2	3500	9	
Weapon	2000	300	2	3800	7	MG x 2
Ammo	1000	100		3900		2 loads
Weapon	1500	300	2	4200	5	Recoil.
Ammo	350	50		4250		1 load
Weapon	100	25	1	4275	4	spike-dropper
Ammo	200	50		4325		1 load
Weapon						
Ammo						
Armor	3600	1800		6125		180 pts.
Accessory	1000	-	-	6125	4	computer
Accessory	1500	200	-	6325	4	(RR) Turret
Accessory	50	-	-	6325	4	MG link
Accessory						
Totals	19,100			6,325		

The Ambunaught

The Ambunaught has one driver and one paramedic, and can carry two patients (one on each stretcher). It's not really a combat vehicle – hence its low HC – but it is heavily armed and armored. The MG is forward, and the RR is turreted. Armor is top, front, and rear 30; bottom and both sides 20.

Vehicle Wt. Capacity		Acceleration		HC		Total \$
7,200 lb		5 mph		0		\$16,250
Item	Cost	Wt.	Spaces	Total Wt.	Spaces Left	Notes
Body Size	1000	2000		2000	24 + 6	Van
Chassis Str.	1000					x Hvy
Power Plant	3000	1100	6	3100	18 + 6	Super
Suspension						HC: 0 ₄
Tires	1200	300		3400		6 x PR
Driver		150	2	3550	16 + 6	
Gunner		150	2	3700	14 + 6	Paramed
Weapon	1500	300	2	4000	12 + 6	Recoil.
Ammo	350	50		4050		1 load
Weapon	1000	150	1	4200	11 + 6	M.G
Ammo	500	50		4250		1 load
Weapon						
Ammo						
Weapon						
Ammo						
Armor	4500	2100		6350		150 pts.
Accessory	1500	200	-	6550	11 + 6	Turret
Accessory	500	100	2	6650	11 + 4	2 stretchers
Accessory	2000	100	2	6750	11 + 2	medical equip.
Accessory						
Totals	16250			6750		

The Killer RV

The Killer RV is an armored personnel carrier disguised as a recreational vehicle — just the ticket for small-scale sneak attacks. This vehicle uses several components from *Truck Stop*, the second *Car Wars* supplement; a couple of components, marked with asterisks, are unique to this design but may be adapted to any vehicle.

Body: This is 30 feet long, holds 45 spaces, and can carry 16,000 lbs. with a standard chassis (19,200 using the extra-heavy chassis option). Armor cost/weight is \$35/17 lbs. per point; armor must go in 10 locations, as per *Truck Stop*, because the RV is so long. A sample counter is shown on the opposite page; it is 2" long by ½" wide.

Power Plant: This is a regular truck power plant; it costs \$15,000, weighs 3,000 lbs., and takes ten spaces.

***Communications Center:** This allows the driver or gunner to talk, at up to 25 miles, on a variety of frequencies; it automatically scrambles outgoing communications. No weight/space; \$2,000.

Pop-Up Turret: This is a two-space turret that stays hidden when not in use. It can pop up in Phase 1 the second *before* it is to fire, and may return to hiding after Phase 10 of any second. It is protected by the front top armor. It costs \$2,500, weighs 350 lbs., and takes two extra spaces for the pop-up mechanism, or four interior spaces in all.

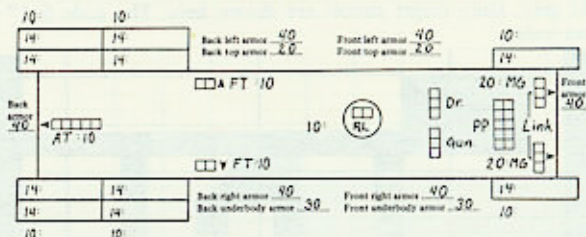
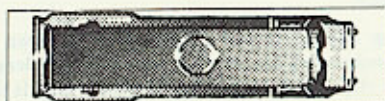
Wheelguards: These are armored flaps to protect the wheels. Normal wheelguards for any vehicle cost \$10, and weigh 4 lbs., for *each* point of armor they provide (up to 10 points per guard). *Retractable* wheelguards add an extra \$250 and 50 pounds per wheel, and take up one space for each *pair* of wheels. Retractable wheelguards are invisible (and useless) while retracted. They may be activated before Phase 1 of any turn, and fall in place before Phase 1 of the next turn. They can be retracted after Phase 10 of any turn.

Any shot directed at a wheel will be taken by the guard instead on a roll of 1-4 on 1d6, until the guard is blown away. Wheelguards subtract 1 from the HC of any vehicle *shorter than 20'* while they are in place. (If they are retracted or destroyed, they are not in place.)

***Assault Ramp:** This is an extra door, 7' wide, in the back of the RV. It may be lowered and raised in the same way as a wheelguard (see above). Since the ramp is the vehicle's rear armor, when the ramp is down the vehicle has no protection to the rear. Extra cost: \$300.

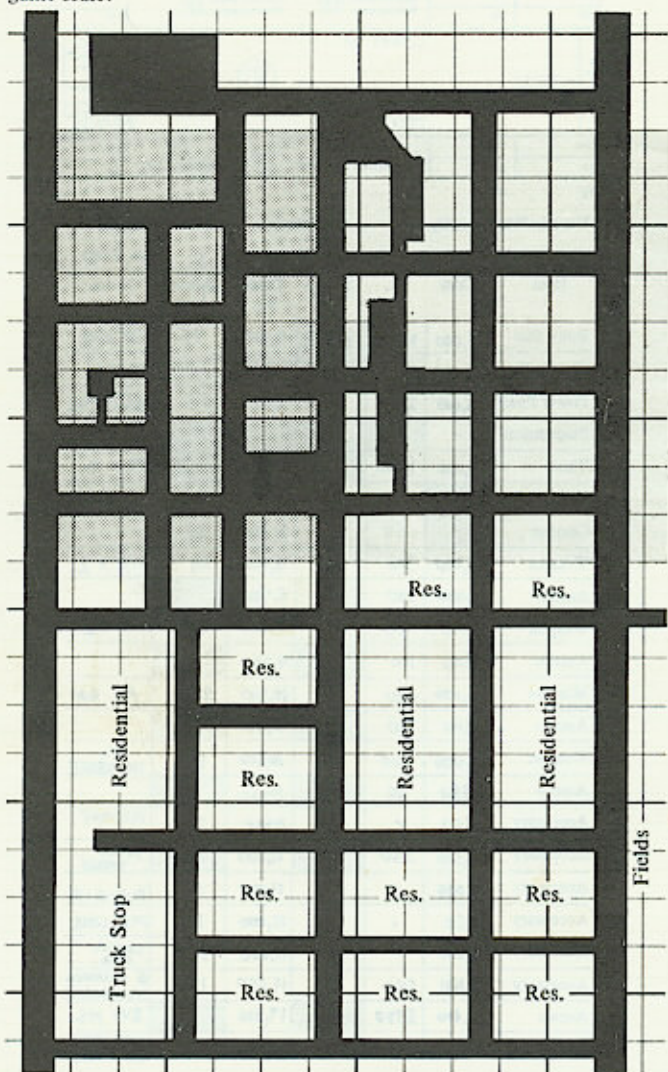
The Killer RV, like all bus-type vehicles, has an acceleration of only 5 mph per second. It is also fairly easy to hit: +2 from the sides, no modification from the front or rear. Naturally, it moves in 1" increments, not in units of its own length. It cannot perform a "bootlegger."

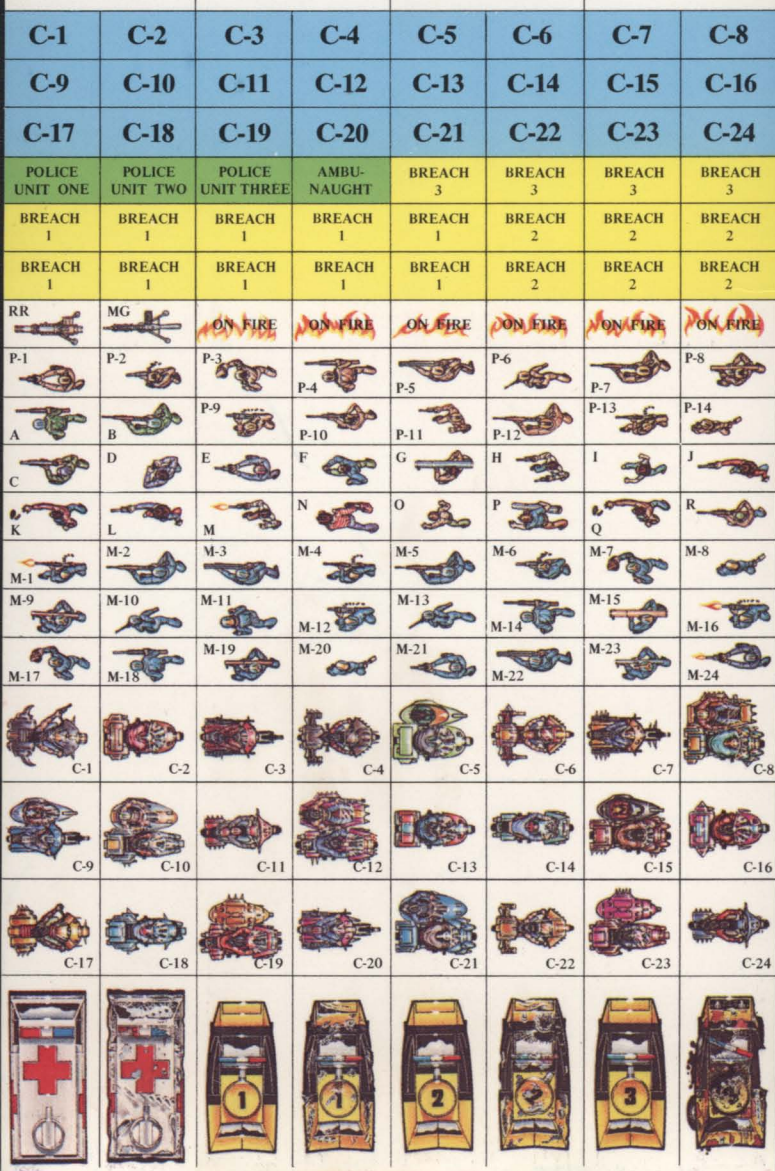
The model presented here is the stock variety, fairly well armed and armored, and equipped to carry twelve fully-armed troops for quick deployment. It can be reconfigured to carry more men, more or different weapons, et cetera . . . all in all, a dangerous surprise package.



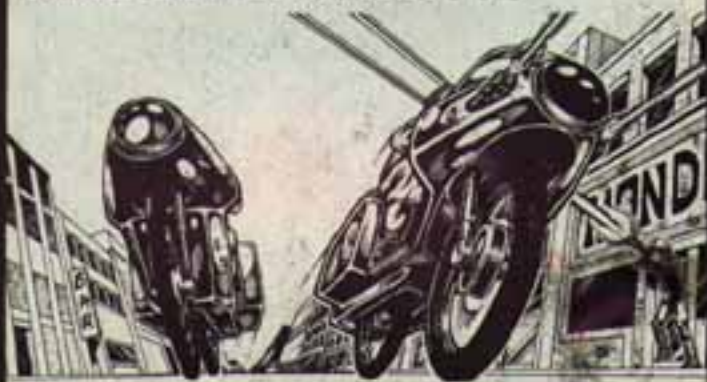
Vehicle Wt.	Capacity	Acceleration	HC	Total \$		
19,200 lbs.		5 MPH	1	\$66,200		
Item	Cost	Wt.	Spaces	Total Wt.	Spaces Left	Notes
Body Size	5,000	4,000	(45)	4,000	45	30' BUS
Chassis Str.	5,000					X-HVY
Power Plant	15,000	3,000	10	7,000	35	REG. TRUCK
Suspension	-					HC: 1
Tires	6,000	1,000		8,000		PR x 10
Driver		150	2	8,150	33	
Gunner		150	2	8,300	31	
Weapon	2,000	300	2	8,600	29	M4 x 2
Ammo	1,000	100		8,700		
Weapon	1,000	400	4	9,600	25	FT x 2
Ammo	500	100		9,700		
Weapon	2,000	600	3	10,300	22	AT GUN
Ammo	500	100		10,400		
Weapon	1,000	200	2	10,600	20	RL IN TURRET
Ammo	350	50		10,650		
Accessory	300	-	-	10,650	20	ASSAULT RAMP
Accessory	2,500	350	4	11,000	16	PP-UP TURRET
Accessory	8,000	-	-	11,000	16	HI-RES v2
Accessory	50	-	-	11,000	16	M6 LINK
Accessory	2,000	-	-	11,000	16	COMM. CTR.
Accessory	2,100	540	3	11,540	13	6 REMEDIATION WHEELS/ROCKETS
Armor	11,400	5780		17,320		340 PTS.
Totals	66,200			17,320	13	CAN CARRY 12 TROOPS

Below is an expanded map of Midville. The town is actually quite small, but is supported by farmers and homesteaders all around. The section of the city which appears on the game map is shaded dark gray; the section that appears in *Car Wars* Expansion 3 (East Midville) is shaded light gray. Only major streets are shown here. The scale is 1" = 20" game scale.





**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 Ambunaut, 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

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