

a **CAR WARS**® adventure pack

MIDVILLE

The Toughest

Little Town in America



STEVE JACKSON GAMES

Welcome to Midville. Now Go Home.

Midville, Ohio used to be a nice, sleepy little Middle-American town. But that was before the cycle gangs came . . . and left just as quickly with their tails between their legs! Now it's one of the most famous towns in America, thanks to UBN's hit show, *Crash City*. And all the *Crash City* fans are showing up to see if Midville is *really* "The Toughest Little Town in America."

Midville is a city with a rep to protect — if you're a visitor, you'll get the right hand of friendship extended in a neighborly fashion. But if you're a biker, or anyone else bent on causing trouble, you better watch out. The MONDOs are the toughest neighborhood watch team this side of the Texas Rangers!

But if you're looking for action, Midville is the place. If it isn't an over-exuberant *Crash City* fan shooting up downtown, it's a full-scale battle between MONDOs and whoever happens to be closest!



Midville gives you a look at a not-so-typical small town of the 2040s. Inside you'll find:

- A 24-page rulebook with background, descriptions and scenarios
- Four 21" × 32" maps, which can be used on their own or with maps from *Car Wars Deluxe Edition* or *Boat Wars*.
- An 8" × 10" full-color counter sheet containing everything from duelling teams to city vehicles

Note: *Midville* is *not* a complete game. You will need either the *Car Wars Deluxe Edition* or *Car Wars Compendium* to play.

Written by Charles Oines
Edited by Creede Lambard and Loyd Blankenship
Cover by Denis Loubet
Interior art by John Waltrip and Jason Waltrip

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MIDVILLE

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Some of this material appeared in *Crash City*, *Car Wars Expansion Set 3* and other *Car Wars* products.
This is *not* a complete game. You will need one of the following to play:

- *Deluxe Car Wars*
- *Car Wars*, the Pocket Box edition
- The *Car Wars Compendium* and a set of counters (*Car Wars Expansion Set 2*, for instance)

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STEVE JACKSON GAMES

Excerpts from the North American Road Atlas and Survival Guide, 3rd Edition

Midville, Ohio

Midville, Ohio, located about 30 miles south of Akron, is a small town which has received a great deal of publicity in the last several years. With its history of survival against pillagers during the Food Riots, cycle and raider gangs in the 20 years since, and recentralized government even today, Midville has emerged as representative of the new American spirit: clever, determined, independent, tenacious and, occasionally, vicious.

History

Before the Food Riots, Midville was a fairly typical small community serving the local agricultural area. With the advent of the Riots the town, under the leadership of mayor Al "Shiner" Cordray, organized into the equivalent of a military command center, linking its immediate environs with a series of short-wave radios and observation posts. An armaments raid on the local Army base just prior to its being abandoned is also "credited" to Cordray; while this has never been proven, history shows that the first raiders to venture into Midville met resistance ranging from pitchforks to heavy artillery.

To counter the growing cycle gang menace, Midville formed its own guerrilla security force in 2018. The Midville Security Regulars (affectionately known as the Mashers) were precursors to the contemporary Midville Operatives for Neighborhood Defense Ordnance (or

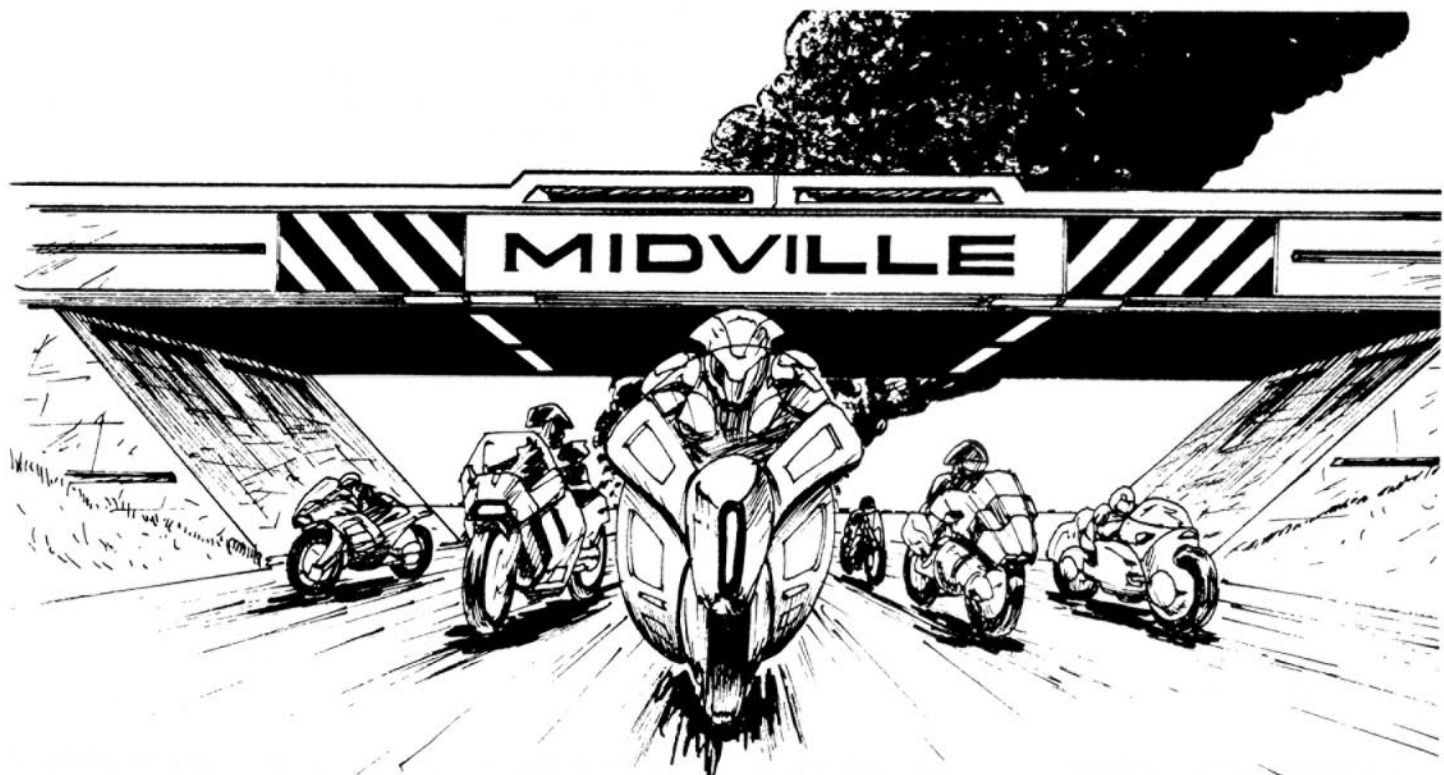
MONDOs). The Mashers were responsible for the development of now-common anti-cyclist tactics such as the Barbed Wire Howdy, the Trench Foot Opening, and the Kamikaze Oops. Their activities were responsible for Midville's categorization as a Fortress Town, the first such AADA classification granted to an unwalled, multiple-access urban area.

This, too, was when Midville began to get extensive media coverage, as the flamboyant Cordray, in his renovated APC, the *Sarah Bellum*, began his series of assaults on regional raider headquarters. (The ruins of the *Sarah* and an associated monument can be viewed on I-77 three miles south of Bolivar.)

Midville Today

Midville is still a fairly typical small community serving the needs of a large agricultural area. About 1,000 people live within the city limits, but some 3,000 individuals from the immediate area consider themselves Midville residents.

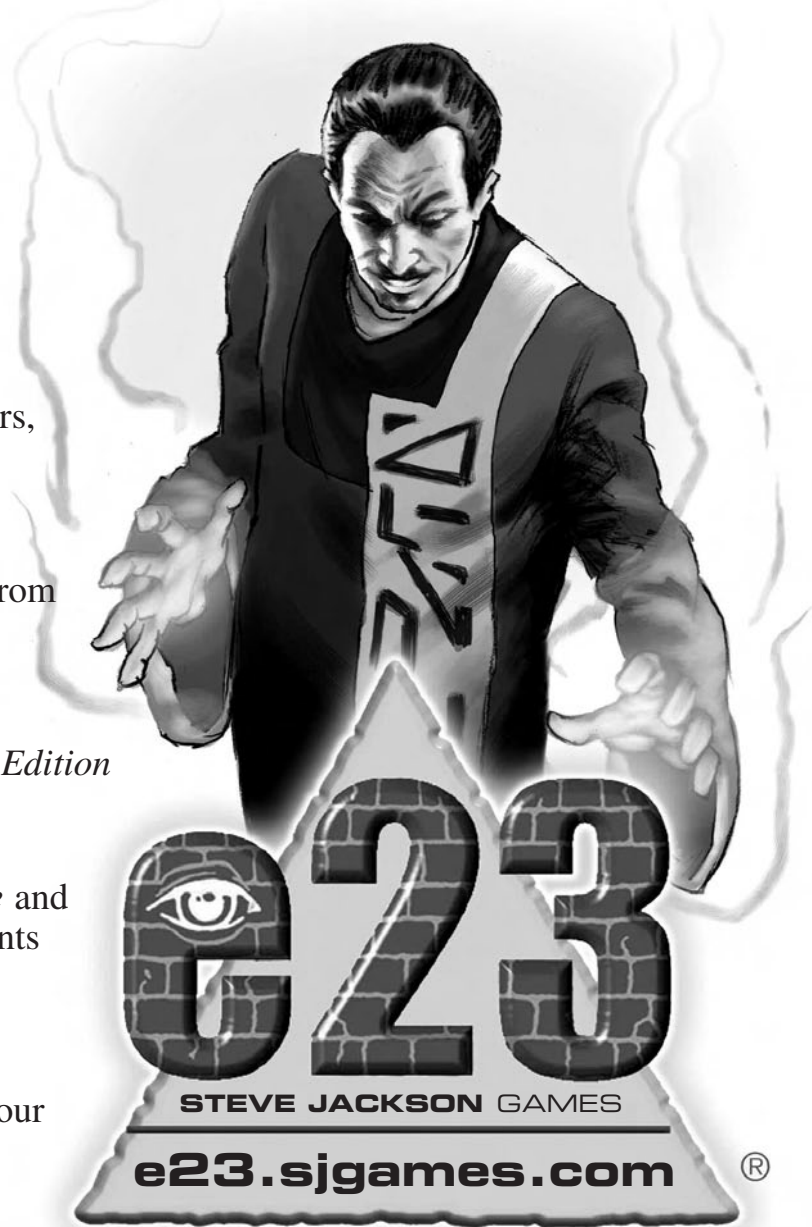
Midville probably would have just been another small town in middle America if it hadn't been for its residents' success in discouraging cycle gang attacks. The story came to the attention of the fledgling United Broadcasting Network, which bought the rights to produce a mini-maxi-miniseries based on the town's defense. The show, *Crash City*, proved to be so popular that it was turned into a regular series — then it became a broadcasting phenomenon. For over seven years people all over North America have been tuning in every Friday night to watch the Midville MONDOs defend themselves against Black Jesse's Crusaders (who, ironically, share in the contract fees and residual payments — Black Jesse has comfortably retired to a small house near Alliance, Ohio).



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