

Summer 2033

Vol. 1, No. 2

\$2.50

# Autoduel Quarterly

THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION



# NIGHTSTRIKE

POSTER BY DENIS LOUBET  
ART BY DENIS LOUBET  
DENIS LOUBET 83



MAIL ORDER  
HOTLINE  
800-225-4344

# THE COMPLEAT STRATEGIST

WE'VE GOT IT ALL!

11 E. 33rd Street  
NY, NY 10016  
(212) 685-3880 or 81



IN NEW JERSEY:  
215 Glenridge Ave.  
Montclair, N.J. 07042  
(201) 744-6622

IN NEW YORK:  
320 West 57th St.  
NYC, NY 10019  
(212) 582-1272

IN FLORIDA:  
5406-8 Stirling Rd.  
Davie, Fla. 33314  
(305) 961-5660

Vol. 1, No. 2

# Autoduel Quarterly



## STAFF

Publisher  
Steve Jackson

Editor  
David Ladyman

Assistant Editor  
Jim Gould

Contributing Editors  
Aaron Allston  
Martha Ladyman

Art Director  
Pat Mueller

Business Manager  
Elton Fewell

Circulation Manager  
Shirley Miri

Production Staff  
Scott Haring  
Jeff George  
Llana Johnston  
Mara Lee  
Chris Smith  
Monica Stephens

## CREDITS

Art in this issue:  
Jeff George: 4, 5, 11, 34,  
back cover. Denis Loubet:  
cover. Speed Webber: 27,  
32, 35, 38, 39.

Designs in this issue:  
Jim Gould: 4 (Tear Gas),  
5 (Mask), 34. Tom Greer:  
5 (Safe), back cover. Craig  
Sheeley: 4 (Launcher).

## CONTENTS

Advanced Collision System David Ladyman .....	6
NIGHTSTRIKE / A Car Wars Role-Playing Scenario Jim Gould .....	11
Excerpts from the North American Road Atlas and Survival Guide, 3rd Edition: AUSTIN, TEXAS Aaron Allston .....	30
Car Wars 3rd Edition Rules Changes .....	32

## DEPARTMENTS

The Driver's Seat / David Ladyman .....	2
Newswatch / Michael Wilcoxon .....	3
Feedback .....	29
ADQ&A / Questions and Answers .....	36
Backfire / Letters .....	39

## ADVERTISERS

The Compleat Strategist .....	inside front cover
Grenadier Models, Inc. ....	inside back cover
Magnum Motors .....	back cover
Rothschild Auto Works .....	34
Steve Jackson Games .....	10
Uncle Albert's Auto Stop & Gunnery Shop .....	4, 5

Permission is granted to photocopy material from this magazine for personal use only. "Summer 2033" issue published July 1983.

Autoduel Quarterly is published four times a year by Steve Jackson Games, P.O. Box 18957, Austin, TX 78760-8957. Application to mail at second-class postage rate is pending at Austin, TX. **POSTMASTER:** Send address changes to Autoduel Quarterly, P.O. Box 18957, Austin, TX 78760-8957. All material is copyright © 1983 by Steve Jackson Games. All rights reserved. Subscription rates as of March 15, 1983 - In the United States: 4 issues \$10. Outside the U.S.: please add 50 cents per issue for Canada, \$1 per issue for foreign surface mail. International rates are subject to change as postal rates change. NOTE: All payments must be in U.S. dollars, made by International Money Order or check drawn on a U.S. or Canadian bank.

THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION  
Summer 2033



## the Driver's Seat

Greetings, and welcome back to 2033. Even with the rest of society crumbling around our ears, there is at least one organization that is unmistakably on the go in this day and time – the American Autoduel Association.

ADQ No. 1 sold out at SJ Games within three weeks of its release. We're doubling the print run on ADQ No. 2, as well as adding eight more pages of scenarios, Backfire, and ADQ&A. We'll be reprinting ADQ No. 1, probably within a month, so if you haven't gotten one already, be patient, they should be available soon. (It's not safe to leave duellists roaming the streets unsatisfied!) In the meantime, hold on to your first-run ADQ's – they might be worth something in the future.

Keep those articles, questions, and criticisms rolling in, and we'll go all out to make each ADQ the best possible forum of the American Autoduel Association.

Occasionally, I'll use this column to cover various aspects of autoduellings, either for explanation of finer points or to provoke discussion on certain topics. This issue, I'll be addressing two entirely unrelated topics: Gunner ability and Building DP's.

### Gunner Ability

By the rules, Gunner ability cannot be used to improve *hand weapon* fire, either by a pedestrian or from the occupant of a vehicle. Why not? A gun is a gun, isn't it, whether mounted on the hood of your car or nestled in the crook of your shoulder? Think back, though, to the last turreted weapon you fought with, while driving. You were able to maintain control of your car, steering it where you wanted, and still fire the turreted weapon, sometimes swinging it around 180° in a second, sometimes firing off to the left, sometimes over your shoulder to the right. You couldn't do that by sighting down the barrel each time you fired (once per second). You'd flip your car over the first obstacle that came along. There has to be something on the console in front of you, possibly between the speedometer and power gauge, that you use to target your weaponry. This device is a standard item, not an option, so it's not listed as a component under Vehicle Design. It's a computer, and it helps you to target, but it doesn't give any plusses 'To Hit,' on the other hand, you

couldn't use your vehicular arsenal without it. (A *Targeting Computer* is an optional upgrade which *does* give a +1 To Hit.) The room this device occupies is a major reason Gunners require two spaces each, not just one, in a vehicle.

Gunner ability, then, is a measure of your ability to handle this targeting system in vehicles. It relates very little to picking up a pistol or VLAW and sighting down its barrel. Therefore, you can't use your Gunner modifiers to improve hand weapon accuracy. On the other hand, Handgunner is a separate ability in our new *Autoduel Champions*.

### Building DP's

In all previous scenarios, we've taken care to ensure that the difficulty in breaching each building is roughly equivalent to the total number of breaches that building can take before it collapses. The Midville police station is a large, solid building; it takes ten damage points (DP) to breach it, and ten breaches to make it so structurally unsound that it collapses.

Some buildings, however, defy this equivalence of breach strength and total possible breaches. Consider a large, wooden barn, like the warehouse in *Nightstrike*. Obviously, it will be very easy to breach such a building (one or two DP, at most), but should it collapse after just one or two breaches? The barns I've seen could take ten or twenty such breaches before they start to collapse. At the other extreme, consider a small, sturdy blockhouse, whose walls are possibly thicker than the interior space they protect. It could take up to fifteen DP to breach the thing, but one or two breaches effectively destroy it.

For these reasons, we'll be introducing a second number to some structural descriptions. The first number is still the DP required for a breach. The second number, if there is one, will be in parentheses and will designate the number of breaches required for structural collapse. Thus, the Midville police station is 10 (10) DP, or just 10 DP. The *Nightstrike* warehouse is 2 (12) DP, while our theoretical blockhouse is 15 (3) DP.

Until next issue,  
Let the good times roll!  
David Ladyman

Many of you who subscribed after the release of issue No. 1 have requested that your subscription start with No. 1. Sorry . . . no can do. Each subscription has to start with the next issue published after the subscription is received. If you want older issues, we have to sell them to you as back issues – a separate transaction. The price is still \$2.50 each, but add 50 cents apiece for postage and handling.

**Autoduel Quarterly**



## NEWSWATCH

Development of the Auto Engine/Power Plant

- 1985: Research and development for electric cars (and the fuel cells that power them) is all but at a standstill due to government regulations. State of the art is still at 1977 level. Top speed is 60 mph for short distances, acceleration is 5 mph per second, driving range 60–70 miles. Available vehicles are compacts, subcompacts, vans, and special purpose commercial trucks. Driving and handling are similar to gasoline powered vehicles. Vehicles are powered through a transmission system.
- 1990: Sandia Testing Arenas (New Mexico) stumble on the Intermediate Battery Neo-Storage System (IBNS) multiple fuel cell system as a spin-off from laser-power storage technology. The IBNS increases the top speed of electric vehicles to 85 mph, with range up to 150 miles. All sizes and classes of vehicle can use the IBNS and as a result, the electric car business booms. The first electric cycles appear. Their engine is a converted electric lawn mower engine without the extension cord.
- 1992: New electric vehicle law is nearly passed, which would have outlawed wasteful internal combustion engines. Stock auto bodies are now being made of special fiberglass and plastic. The new bodies are stronger and tougher, able to withstand more punishment than steel bodies. Most truck stops and many service stations are outfitted with power rechargers.
- 1998: The efficiency of the IBNS slowly improves until top speeds of close to 100 mph are achievable. The technology for separate motors for each wheel becomes commercially feasible. The 55 mph speed limit is repealed.
- 2009: All aircraft switch over to rocket fuels. Ships either go nuclear or switch over to wind-powered sails.
- 2015: IBNS and wheel motors improve to the point that fuel cells last longer for trips of over 200 miles before recharge.
- 2016: The Food Riots.
- 2031: *Car Wars* released to the general public.

## 50 Years Ago Today

### Why They're Called "Suicide Jockeys"

"Suicide Jockeys." That's what some CBers call these secret agent-type roughriders.

These civilian warriors, trained to kill or be killed in defense of their deadly cargoes, ride in a fleet of about 30 heavily armored SSTs (safe secure trailers) – 55-foot, 27½-ton trucks. In them, they log more than 4 million miles each year.

They roll along in vehicles designed to look like other rigs on the road, obeying all speed limits and traffic laws. Neither those who man the trucks for the U.S. Department of Energy, Transportation Safeguards Division, nor those who receive their goods want attention drawn to the top-secret shipments.

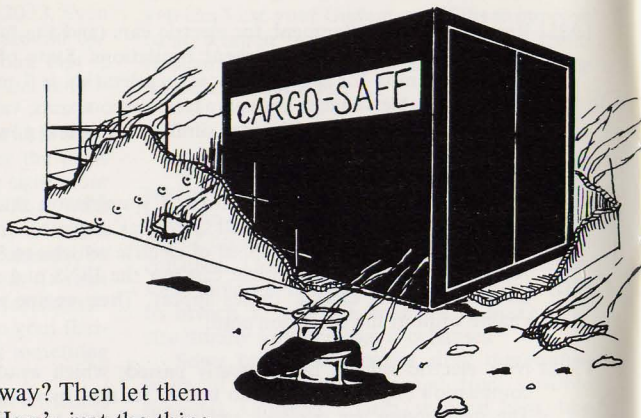
Every three months couriers must pass requalifying tests to drive and to operate weapons, ranging from the .357 magnum revolver each carries to the weapons in the trucks: M-16 rifles, submachine guns, grenade launchers, shotguns, and sniper rifles with infrared scopes for night action. When driving tests are sprung on them, they must cope with such surprises as a helicopter attack, a light-armored-vehicle assault, a fanatic in a ditch with an anti-tank rocket, even blockades.

*Parade Magazine*





# UNCLE ALBERT'S AUTO STOP & GUNNERY SHOP



## Cry Baby

Pedestrians getting in your way? Then let them run crying all the way home. Here's just the thing to get them off the road and out of YOUR right-of-way! Tear gas in grenade or smokescreen form — neat, easy, and oh-so-efficient in ridding yourself of unwanted two-legged pests!

Grenades — \$30, one grenade equivalent, 1" x 1" cloud at point of impact.

Smokescreen — replaces standard load (CPS 50, WPS 1), standard shaped cloud.

Unprotected pedestrians or cyclists must roll once/turn any turn they are in a cloud. Multiple rolls don't produce cumulative results — just apply the worst result rolled so far. Tear

gas clouds have the same duration and effects on fire as smoke clouds. Roll on this table:

1	Character unconscious for 5 min.
2-4	For one minute, character is at -6 To Hit, and can only crawl, at 3 squares/turn.
5-6	Character is at -2 To Hit during this turn and 3 more turns.

## Grenade Launcher

A safe driver is one whose attention is on the wheel at all times. Don't distract yourself, even for a moment, by lobbing grenades out the window. Instead, use Uncle Albert's new grenade launcher to hit those targets *dead center!*

To Hit 7, damage by grenade type, DP 2, \$1000, 200 lbs., 2 spaces, 20 shots, WPS 4, CPS by grenade type. May be loaded with any grenade type, but no mixed loads. All grenades weigh 1 lb.

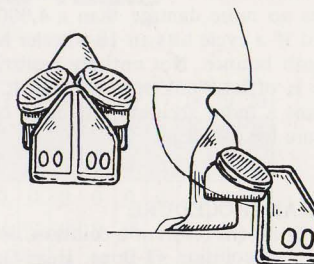
Safe, dependable, and economical — only at Uncle Albert's!

*Cargo Safe* — for the cargo that *must* go through! Rugged, dependable, and solid as a rock — what every trucker needs!

Takes 15 spaces, holds 10 spaces of valuable cargo, 12,000 lbs. empty, 100 points fire-proof armor on each of six sides, electronic lock, \$22,000.

Extras - refrigeration unit	\$2000
- oxygen rebreather	\$4500
- self-destruct	\$900
(from cab, or when all armor on one side is gone)	

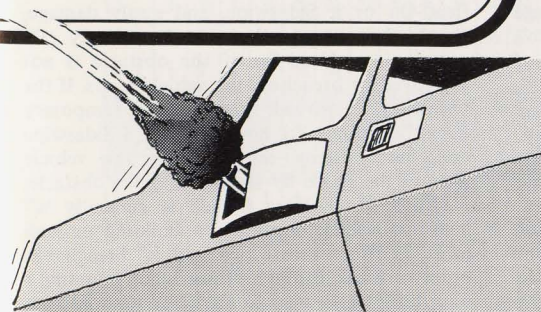
When guaranteed delivery is the game, CARGO-SAFE is the name to depend on!



## Protecto Gas Mask

Have you ever had a nice, pleasant drive disrupted by some idiot and his tear gas? That's why Uncle Albert *always* carries along his *Protecto Gas Mask* — *Guaranteed* protection against tear gas and other irritants. So economical, at only \$30, and lightweight, too! One grenade equivalent; putting it on counts as a firing action. Our guarantee doesn't extend to paint exposure, of course — if exposed to paint, wearer is at -2 To Hit until the mask is removed.

Uncle Albert Presents  
Aids to help you and your loved ones as you drive to Work and Play



*Making a better world for autoduelling*



# Advanced Collision System

by David Ladyman

## ADVANCED COLLISION SYSTEM

This is an extension of the basic *Car Wars* collision rules. With the basic rules, any vehicle except a cycle does the same amount of damage in a given collision. That means that a 40-ton rig does no more damage than a 4,000-pound car, and if a cycle hits an 18-wheeler head-on, they both bounce. Not entirely realistic! This system is official but optional; use it only if you want a more accurate but more complex procedure for collisions.

### GENERAL PROCEDURE

To figure the result of a collision, determine the type of collision (T-Bone, Head-On, Rear-End, or Sideswipe) from Figure 1, pp. 8-9. Every collision can be classified as one of these four types. When a vehicle is driving in reverse, rolling over, etc., designations of "front," "side," etc., are sometimes inappropriate. A rolling car can have a head-on collision in which a side strikes first, for example. If a car is doing a bootlegger, figure the leading side as its "front," moving at 15 mph. In general, use common sense in determining the type of collision. Then follow the instructions for that type, and the steps below, to find damage, final speed, and final position for both vehicles.

1) From the Damage Table, find the Damage Modifier (DM) corresponding to your vehicle's weight. A Shogun 100 (800 lbs.) has a DM of 1/3. A Killer Kart (2300 lbs.) has a DM of 2/3. A Piranha (5995 lbs.) has a DM of 1. A loaded Houston Metal trailer with tractor (weight about 62,000 lbs.) has a DM of 15. (Figure weight at the beginning of a trip; don't bother recalculating every time you expend a shell.)

2) When a collision occurs, multiply the RAM damage rolled on the dice by your vehicle's DM. That is the damage *you* cause to your opponent. The damage you sustain is the product of *his* DM multiplied by the same base damage rolled.

Example: A Killer Kart (DM 2/3) collides

with a Piranha (DM 1) at a net speed of 40 mph. A 40-mph collision results in 3 dice of damage, and a 14 is rolled. The Kart gives the Piranha (14 x 2/3) = 9 points of damage (rounding down). The Piranha gives the Kart (14 x 1) = 14 points of damage.

Example: A Shogun 100 (DM 1/3) collides with the Houston Metal rig we mentioned above (DM 15), at a net speed of 10 mph. One die is rolled, and 2 points are subtracted, so that the result will be a 0, 1, 2, 3, or 4. In this case, the result is 3 points of damage. The Shogun gives the rig (3 x 1/3) = 1 point of damage. On the other hand, the rig impacts the cycle for (3 x 15) = 45 points of damage. Even at 10 mph, a big rig can smash a cycle.

### FIXED OBJECTS

A fixed object has a damage modifier (DM) as well. Determine how many points of damage such an object can sustain, and locate that number on the Fixed Barrier Point Value column of the Damage Table. For a building, this number is the same as its DP. Read back to find the barrier's DM. An obstacle cannot *do* more damage than it has DP.

Example: A 20-point tree will give damage equal to twice the base damage roll for a given collision, up to 20 points max. per collision.

For each collision, decide whether it is a Head-On or a Sideswipe, and apply damage, speed change, and hazards accordingly. Of course, in a Head-On, if the obstacle is not destroyed or breached, the vehicle stops. If the obstacle is destroyed, the vehicle's "Temporary Speed" becomes its new speed. If a Sideswipe does not destroy the obstacle, the vehicle finishes the phase by sliding along the obstacle.

Note: A building breach is generally 1/4" wide. A vehicle ramming a building or wall must, in effect, create *two* such 1/4" breaches in order to break through. Thus, when ramming a 6DP building, a vehicle must do 12 points of collision damage to create a double breach and continue through. In addition, *each* 1/4" of wall will return damage, up to its full DP value.

## Collision Damage

Vehicle Weight	Damage Modifier (DM)	Fixed Barrier Pt. Value	Vehicle Weight	Damage Modifier (DM)	Fixed Barrier Pt. Value
0 - 2,000	1/3	1 - 4	40,001 - 44,000	10	81 - 88
2,001 - 4,000	2/3	5 - 8	44,001 - 48,000	11	89 - 96
4,001 - 8,000	1	9 - 16	48,001 - 52,000	12	97 - 104
8,001 - 12,000	2	17 - 24	52,001 - 56,000	13	105 - 112
12,001 - 16,000	3	25 - 32	56,001 - 60,000	14	113 - 120
16,001 - 20,000	4	33 - 40	60,001 - 64,000	15	121 - 128
20,001 - 24,000	5	41 - 48	64,001 - 68,000	16	129 - 136
24,001 - 28,000	6	49 - 56	68,001 - 72,000	17	137 - 144
28,001 - 32,000	7	57 - 64	72,001 - 76,000	18	145 - 152
32,001 - 36,000	8	65 - 72	76,001 - 80,000	19	153 - 160
36,001 - 40,000	9	73 - 80	80,001 - 84,000	20	161 - 168

## Temporary Speed Table

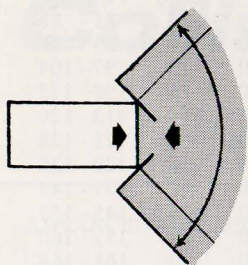
		Opposing DM																					
		1/3	2/3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Your DM	1/3	1/2	1/4	1/4	1/4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	2/3	3/4	1/2	1/2	1/4	1/4	1/4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	1	3/4	1/2	1/2	1/4	1/4	1/4	1/4	1/4	1/4	0	0	0	0	0	0	0	0	0	0	0	0	0
	2	3/4	3/4	3/4	1/2	1/2	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	0	0	0	0	0	0	0
	3	1	3/4	3/4	1/2	1/2	1/2	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
	4	1	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
	5	1	1	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
	6	1	1	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
	7	1	1	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
	8	1	1	1	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/4	1/4	1/4	1/4	1/4	1/4	1/4
	9	1	1	1	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/4	1/4	1/4	1/4	1/4	1/4
	10	1	1	1	3/4	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/4	1/4	1/4	1/4
	11	1	1	1	3/4	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/4	1/4
	12	1	1	1	3/4	3/4	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/4
	13	1	1	1	3/4	3/4	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
	14	1	1	1	1	3/4	3/4	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
	15	1	1	1	1	3/4	3/4	3/4	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
	16	1	1	1	1	3/4	3/4	3/4	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
	17	1	1	1	1	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
	18	1	1	1	1	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
19	1	1	1	1	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	
20	1	1	1	1	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	3/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	

Find your vehicle's damage modifier (DM) on the left and cross-index it with the opposing vehicle's (or obstacle's) DM across the top. The result (1, 3/4, 1/2, 1/4, 0) is a *preliminary* indication

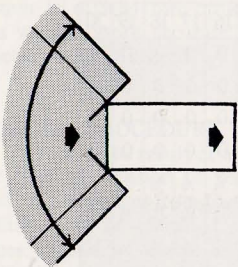
of how your speed was affected. Multiply your original speed by this number, rounding up to the nearest 5 mph. This is your "Temporary Speed."



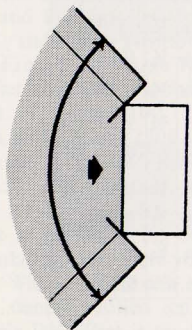
# Collision Procedures



A HEAD-ON collision occurs any time one vehicle collides with another from within the 90-degree gray arc of Figure 1a.



A REAR-END collision (Figure 1b) is similar to a Head-On, except that the two vehicles are heading in roughly the same direction.



A T-BONE collision occurs when one vehicle collides with another from within the 90-degree gray arc of Figure 1c.

## Head-On Collisions

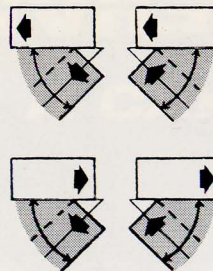
- 1) A Head-On collision affects the front armor of both vehicles.
- 2) Collision speed is that of V1 plus V2; apply RAM damage at this speed, as modified by each vehicle's DM.
- 3) (a) Figure out the "Temporary Speed" for V1 and V2.  
(b) Subtract the speed of the slower vehicle from the speed of the faster vehicle. The faster vehicle is now moving at this new speed; the slower has speed 0.  
(c) Adjust the markers on the Movement Chart.  
(d) If the phasing vehicle is still moving, complete this movement phase.  
(e) The slower vehicle (now at 0 mph) "conforms" itself to the faster one.
- 4) Reduce the Handling Status of each vehicle by 1 for every 10-mph change in speed (rounding up) and make a Control Table roll for each one at its original speed. Apply at least a D1 hazard to each one, even if it lost no speed.

## Rear-End Collisions

- 1) A Rear-End collision affects V1's front armor and V2's back armor.
- 2) Collision speed is that of V1 minus V2; apply RAM damage at this speed, as modified by each vehicle's DM.
- 3) (a) Figure the "Temporary Speed" of V1 and V2.  
(b) Add these two speeds together. Both V1 and V2 are now moving at this speed.  
(c) Adjust the markers on the Movement Chart.  
(d) If V1's DM is higher than V2's DM, complete its movement for this phase. Otherwise, do not complete its movement.
- 4) Reduce the Handling Status of each vehicle and make a Control Table roll for each as described for Head-On collisions.

## T-Bone Collisions

- 1) A T-Bone collision affects V1's front armor and V2's side armor.
- 2) Collision speed is that of V1; apply RAM damage at this speed, as modified by each vehicle's DM.
- 3) (a) Figure V1's "Temporary Speed." This becomes its actual speed after the collision; adjust its marker on the Movement Chart.  
(b) If V1's new speed is above 0, and it was making its move when the collision took place, it completes this phase's movement, and V2 "conforms" to V1's movement. If V2 was making its move when the collision took place, and if V2's DM is higher than V1's DM, complete V2's movement for this phase. Otherwise, do not complete V2's movement.
- 4) (a) Reduce V1's Handling Status and make a Control Roll as described for a Head-On collision.  
(b) Find V2's corresponding hazard, as follows:  
If V1's hazard was: D1 D2 D3 D4 or more  
Then V2's hazard is: D4 D3 D2 D1.  
(c) V2 makes a Control Table roll but does not change speed, even though its direction may be shifted by V1's subsequent movement.

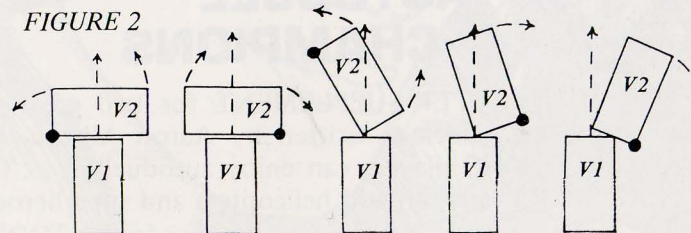


There are two types of **SIDE-SWIPE**. In one case, the vehicles are travelling in the same direction, nearly parallel to each other (i.e., within the 45-degree gray arc of Figure 1d). The second type is similar to the first, except that the vehicles are travelling in *opposite* directions, but are still nearly parallel to one another (see Figure 1e). Fishtails are a major cause of both types of Sideswipe.

## Sideswipes

- 1) A Sideswipe affects the side armor of both vehicles.
- 2) (a) Figure the net speed of the collision. If both vehicles are going in the same direction (Fig. 1d) subtract the lower speed from the higher. If they are going in the opposite direction (Fig. 1e) add the two speeds.  
(b) Divide net speed by 4, rounding up to the nearest 5 mph. This is the collision's "Swipe-Speed."
- 3) Apply RAM damage at the "Swipe-Speed," as modified by each vehicle's DM.
- 4) If the phasing vehicle's DM is higher than the other vehicle's DM, it finishes its movement while the other vehicle "conforms" to its movement. Otherwise, the phasing vehicle finishes its movement by sliding along the other vehicle.
- 5) Reduce the Handling Status of each vehicle by 1 for each 10 mph of "Swipe-Speed," and make a Control Table roll for each.
- 6) If either vehicle fishtails as a result of this control roll, the fishtail will be in the direction away from the collision which just occurred.
- 7) A Sideswipe does not affect the actual speed of either vehicle.

## "Conforming" Movement



When one vehicle pushes another one out of the way, the second vehicle is "conforming" to the first. A vehicle conforms to another by pivoting on one corner until, through regular movement, the two vehicles are no longer in contact. The driver of the conforming vehicle selects an appropriate pivot corner from the choices shown above (Figure 2). In each case, V2 is "conforming" to V1. During its own movement phase, V2 does not pivot; it moves normally as its driver steers it (or as required by the Crash Table, if it is out of control).

Note that subsequent phases in which the vehicles are still in contact are not new collisions. Do not assess additional damage or adjust speed again unless a vehicle hits something else. For example, a car might sideswipe a trailer, slide along its side (accumulating no new damage) and then collide with the trailer, which had turned into the car's path (a new collision). Or a car might sideswipe a building and then have a new collision with a projecting wing of that same building.



## CAR WARS REFERENCE SCREEN

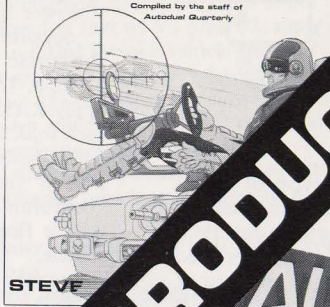
This cardboard screen has three 8½" x 11" panels with all the charts, tables, and diagrams for CAR WARS adventure — plus a complete index of CAR WARS material — and new large-sized vehicle and pedestrian record sheets that you can photocopy!

\$5.00

### CAR WARS Reference Screen

All the charts, tables, and diagrams you need for CAR WARS adventures — plus a new super-detailed collision system — on one convenient screen. Bonus inserts: new large-sized vehicle and pedestrian record sheets!

Compiled by the staff of  
Autoduel Quarterly



## AUTODUEL CHAMPIONS

The SUPER-SUPPLEMENT for two great role-playing games — written by Aaron Allston. Now CHAMPIONS players can enjoy autodueling . . . and CAR WARS fans can add helicopters and superheroes to their games. You do not need both games for AUTODUEL CHAMPIONS — it works with either one! This 64-page book includes two ready-to-play adventures, an 11" x 17" sheet of full-color counters, a large double-sided bind-in map, and a color cover by Denis Loubet.

\$10.00

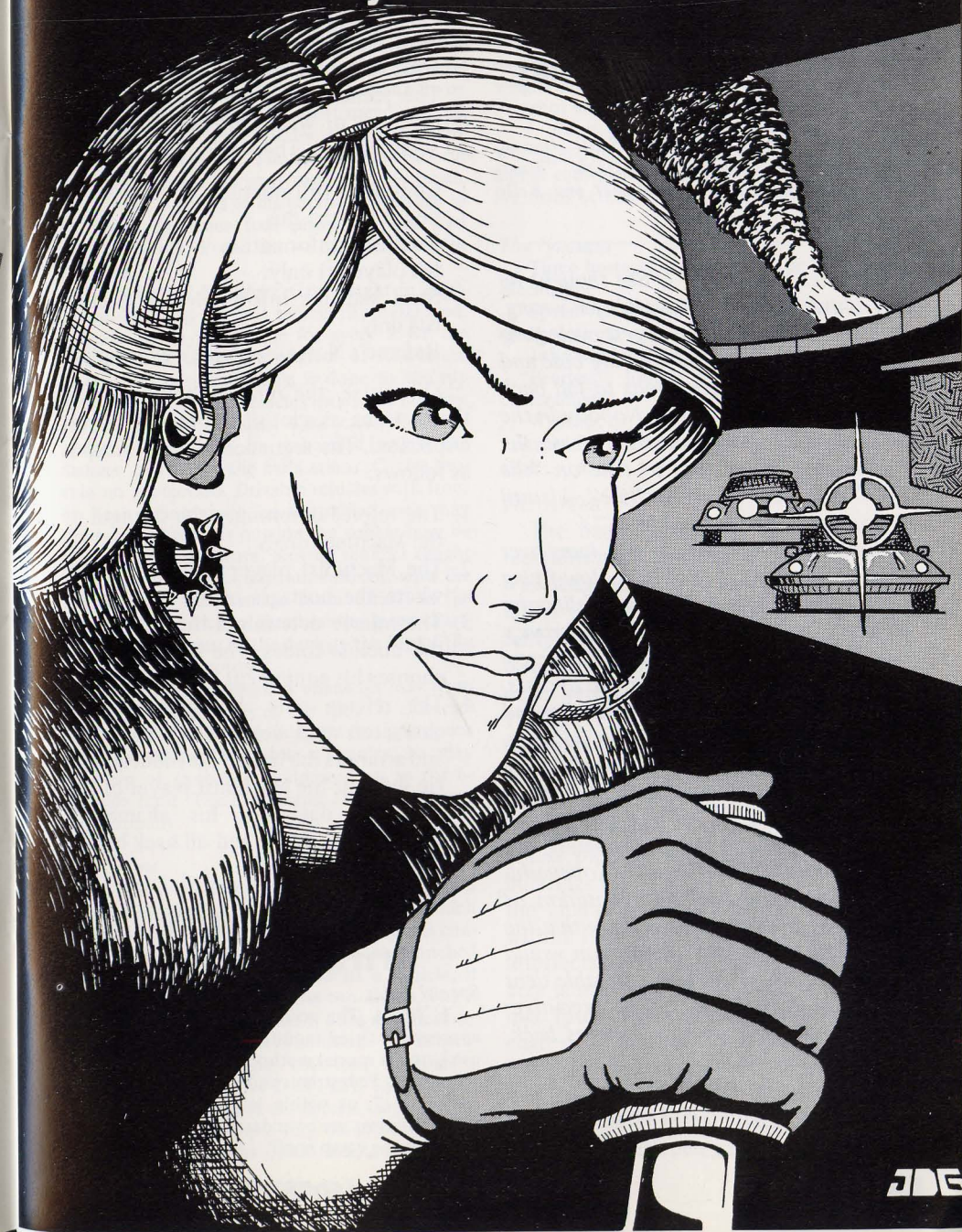
Box 18957-T / Austin, TX 78760

*Ask at your hobby shop — or order by mail from SJ Games.  
Please add 50 cents per item for postage and handling.*

# NIGHTSTRIKE

## A CAR WARS Scenario

by Jim Gould





# NIGHTSTRIKE

by Jim Gould

*Playtesters: David Ladyman, Scott Haring, Jessica Irsei, Norman Banduch, Eric "Road-killer" Bramblett, James Crouchet and Kelly Grimes.*

*Achilles "Iron Fist" O'Sea thought he had it made – and he wasn't far wrong. Not only did he run the largest cycle gang in Pennsylvania, he had a secure base and a large store of stolen goods to fall back on if the going got rough. Nobody in the Allentown area could muster the cast, the equipment, or the guts to take on "the Fist" and his "Steal Machine" – until O'Sea shot at the wrong target.*

*Early one morning, a few hung-over "Machinists" shot down a low-flying United Broadcasting Network helicopter which offended their sense of privacy (and their delicate eardrums). The crew survived to be captured by the cyclists, and UBN soon received a ransom demand of over ten million dollars, to be delivered within five days. UBN would have ignored these demands as a matter of course, but one of those captured was UBN's number-one autoduel analyst, the famous ex-duellist "Speed" Kobayashi. Given the untrustworthy reputation of O'Sea, the UBN executives knew that the only results of paying the ransom would be Kobayashi's death and a sizeable dent in the quarterly profits. The executives needed a way to get the hostages back, alive, for a lot less.*

*So, late one night, while the main body of the Machine was on patrol, their camp had a few unexpected visitors . . .*

This scenario pits a team of autoduellists and mercenaries (hired by UBN) against the camp defenses of the meanest cycle gang in the Allentown area, the Steal Machine. The duellists seek to rescue TV personality "Speed" Kobayashi and his crew, and escape with as few casualties as possible. The Machinists' goal: to prevent the rescue at all costs, and protect the valuable hostages.

The scenario is divided into four sections, most of which are not to be read by some players. The sections are:

- Common Information – everybody ought to read this.
- Duellists' Information – for the duellist player(s) only.
- Steal Machine Information – Machinists only.
- Referee's Notes – referee's eyes only.

Of course, the referee should read all the sections, as a lot of information is not duplicated. The sequence of game setup is as follows:

1. The referee determines the strength of the Machine forces.
2. The Machinist player tells the referee where the hostages are to be located.
3. The referee determines the strength of the duellist forces. The duellist player chooses his equipment.
4. The referee puts all visible Machine characters and vehicles on the map, and arranges the rest on his hidden map. He informs the Machinist player of the pertinent data for his characters.
5. The duellists enter, and all heck breaks loose.

## Common Information

### Special Rules

1. *Night.* The scenario occurs at night, so appropriate firing modifications (-3) should be used, unless special methods are used to illuminate an area. Pedestrians and vehicles in buildings 3, 5, and 7, or within ½" of an entrance to these buildings are considered lighted unless the power to the camp is off.

2. *Locked doors.* Treat a locked door as part of the surrounding wall for breaching and movement purposes. Locks can be shot away by cumulative damage from hand weapons equal to the DP value of the wall. (This is more a reflection of the strength of the door than of the lock, and does not constitute a breach for purposes of building destruction.) A locked door can be opened in one full second if the character has the key. Searching a body for keys takes 2 seconds, and finding the right key on an unfamiliar key ring takes 1d6 seconds.

3. *Terrain features.* Ladders: To climb up or down a ladder, a pedestrian must spend one full turn immobile in the ladder square, without firing. Support posts: The central structure on the map (5) is a tin roof supported by posts. These take 4 points of instantaneous damage to be destroyed. Once four posts are gone, the roof collapses. Posts are -6 to be hit with weapons.

4. *Collapsed buildings.* Cars caught in a collapsed building are not necessarily destroyed. Damage taken is one die for every 2 DP the building had, times the number of stories the ex-building possessed. This is done to the top armor of any and all vehicles inside the building at the time of collapse. Characters inside or under vehicles will be unharmed unless the damage penetrates the car's armor. Cycles provide no protection. Drivable vehicles with front or back adjacent to an unruddled area may drive out. Weapons outside the rubble may be fired by any survivors. Moving vehicles caught in a collapse have a head-on collision with the rubble. Take ram damage (unmodified) to the front of the vehicle as listed on the speed chart. This is in addition to the damage the top of the vehicle takes, of course.

5. *Picking up things.* A character may drop anything he's carrying at any time. If a character spends a full turn adjacent to a weapons rack or another immobile character, he may pick up or exchange equipment up to the 6-grenade limit. The exchanging character(s) may fire normally.

### New Items

1. *Star-shell launcher.* A quick illumination device. For the five turns after the turn in which a star-shell was fired, the entire play area is considered fully lighted. Star-shells are launched straight upwards. If mounted in a vehicle, it must be mounted below the top armor, but it need not be in a turret, and it does not preclude a turret being mounted in addition. The launcher costs \$500, weighs 100 lbs., occupies 1 space, has 5 shots and 2 DP. CPS \$50, WPS 5.

2. *Forklift.* This is an electric cargo mover, about the same size as a very tall motorcycle. It costs \$2,000, weighs 3,000 lbs., occupies 10

spaces, and can lift up to 2,000 lbs. It only has space for a driver, is unarmored, is HC 0, and accelerates like a truck. Its power plant tops out at 10 mph forwards or backwards.

3. *Hand-held TV camera.* This high-tech marvel counts as 5 grenades, and weighs 20 lbs. It costs \$3,000. The power pack will last for 43 more hours of taping.

4. *Hand-held surface-to-air missile.* This little item did a good job on the UBN chopper, but it is a poor anti-vehicle weapon. It does 2 dice damage, hits on a 12 (against cars), costs \$5,000, weighs 30 lbs., counts as 6 grenades, and is a one-shot weapon.

5. *Rope ladder.* This is a 20' long ladder with grappling hooks on one end. It costs \$50 and is equivalent to 2 grenades. Placing a ladder is a firing action. Rolling it up takes 5 seconds.

### The Hostages

Three hostages are known to be held by the Machinists:

"Speed" Kobayashi, famous ex-duellist, recently retired.

John-Bobby Hunnell, Kobayashi's pilot.

"Fearless" Floyd, a slightly crazed UBN cameraman.

Whether or not the hostages are injured is unknown, but evidence indicates that they *are* alive . . . so far.

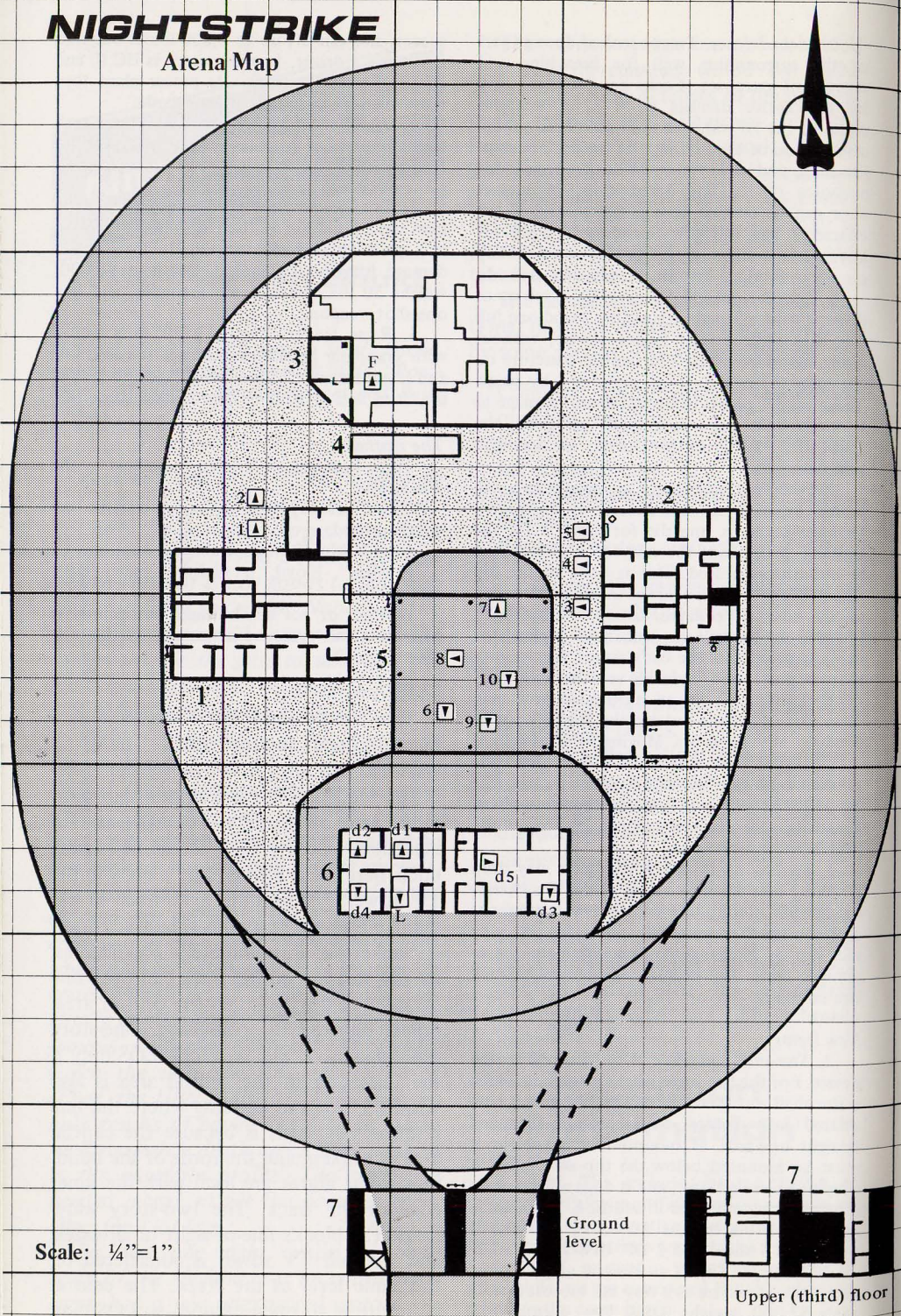
### The Arena

The bandit camp has been built in a reconditioned duelling arena. The arena was designed after it was found that spectators tended to have a rather high mortality rate, so there is no provision for bleachers. Before the Machine came, duels here were televised by a crew in the TV tower (7) running a number of expendable remote cameras. The track itself is banked at approximately ten degrees, so any weapon on the track can trace line of sight to any point in the central area, unless blocked by a building. One-story buildings (1, 2, and 6) block LOS only if the character in the central area is also within 1" of the building where the line intersects it. This is because the central area is sunken, and the roofs of the buildings listed above are level with the inner edge of the track. The two-story warehouse (3) blocks line-of-sight in all cases, and the old TV tower is considered on the same level as the track. The central structure is an open carport, so LOS may



# NIGHTSTRIKE

## Arena Map



Scale: 1/4"=1"

be traced to any point in the building from the track. However, it *does* block LOS *beyond* itself, as the one-story buildings do above. The outer edge of the track is surrounded by a 4' high unbreachable concrete wall, and the inner edge has a similar 1½'-high wall. These do not block weapon fire, but it takes a pedestrian two phases to surmount one. Entry to the track is from two sloping ramps from the pit area (see diagram). These slope down from the south road to the level of the central area, and are the only way for vehicles to enter the arena. The tunnels emerge in the south under the three pil-

lars supporting the TV tower and merge to form the south road.

The central area is paved around the pit area and the carport. The remaining area is gravel-covered and adds +D1 to any maneuver performed partly or completely on gravel. The bank of the track allows any maneuver performed "into" the track, i.e., in the same direction as the curve of the track, to be at -D1. D0 maneuvers do not force control rolls. Maneuvers performed towards the outer edge of the track are at +D1. The walls at the edge of the track are designed so that vehicles *cannot* jump them.

### ARENA MAP KEY

- |                                      |                              |
|--------------------------------------|------------------------------|
| Asphalt                              | Ladder                       |
| Damaged Car Initial Placement        | Locked Door                  |
| Damaged Motorcycle Initial Placement | Motorcycle Initial Placement |
| Elevator                             | Safe                         |
| Forklift                             | Television                   |
| Gravel                               | Weapons Rack                 |

### Using the Arena

Back in the good old days (before the Steal Machine) the Allentown Autoduel Arena was a prominent regional battleground. If you want to play out a few scenarios on this not-so-hallowed ground, here are a few sample set-ups:

(a) Take as many cars as you like (the more the merrier) and place them evenly around the track, all going the same direction at 50 mph. Play as teams, or have a free-for-all with the survivor the winner. Alternatively, base victory on the number of cars passed. Count each car passed only once, and add the totals for all the cars in a team (if any). When any player (team) total exceeds half the number of cars at the start, he (they) wins. The total goes up by one when you pass any oppos-

ing vehicle and goes down by one when you are passed.

(b) Start two teams of 1, 2, or 3 cars (same number on each team) spaced evenly around the track, with team members alternating. One team should be facing clockwise, and the other team should face counterclockwise. Both teams should start at rest. Winner is the survivor.

Vehicles may escape to the pit area, and are counted as destroyed or passed for determining winners. The management occasionally complicates matters by banning lasers or dropped weapons, or by creating a continuous smoke cloud around the inner edge of the track to discourage firing across the central area. Remember that the warehouse and the barracks did not exist when the track was in (duelling) use.



## Duellist Data

As a very mercenary group of . . . well, mercenaries, your goal is to rescue the hostages held by the Steal Machine. A secondary goal is to kill as many Machinists as possible, to show O'Sea that the Network is not to be trifled with. The rewards for success are considerable: \$100,000 if Kobayashi escapes alive or clonable, plus \$10,000 for each other crewman escaping alive. The Network also promises to make heroes of the bunch — +10 prestige each!

The duellists start with up to 12 characters, with 480 skill points between them. Characters must have at least 30 points each, of course. The group also gets a sum of money determined by the referee, for up to four vehicles. Any leftover funds can buy hand weapons, mines, etc. In addition, the Network will provide one of the following auxiliary vehicles, players' choice: a) one Magnum Motors Maxhauler tractor, and one Houston Metal Fabricators Type-Two van trailer; b) one Warren Products Evacuator bus.

Record sheets are provided for these vehicles.

The Network absolutely refuses to provide personnel, but they will outfit the Type Two or the Evacuator with four stretchers and medical equipment (10 spaces, 300 lbs. empty). UBN definitely wants its vehicle back after the raid, and will penalize you if you lose it.

All duellists must enter on the south road, within five seconds from the first vehicle entry to the last. All duellist characters must start in vehicles. Any duellists not exiting the map in a vehicle by the end of the scenario are considered dead, as pedestrians will be tracked and terminated when the main portion of the gang returns.

Information about the camp is scarce, but the tower over the entry is almost certainly the power generation station, as well as the site of a manned watch over the entry road. Buildings 1, 2, 3, and 5 are not shown on old maps of the arena and have presumably been built by the cyclists. UBN helicopters have sighted the main portion of the gang, and they estimate that the number of Machinists left in the camp is at least ten, and could be as high as forty. UBN also tells you that Kobayashi has an operative radio tracer, probably still on his person. If a portable direction finder is within 5" of the tracer, it will give the bearing (direction) of the signal. Portable direction finders cost \$1,000, weigh 2 lbs., and count as 1 grenade if hand-carried, no space if vehicle-mounted. UBN has managed to

contribute one direction finder, and will mount it in the auxiliary vehicle. Any other direction finders must be bought by the duellists.

You make it to the map edge without incident. The camp seems calm — but you'll change that.

### TRACTOR:

Vehicle: Magnum Maxhauler; Weight: 10990; Cost: \$55,970; Extras: targeting computer, ram plate; Notes: driver only.

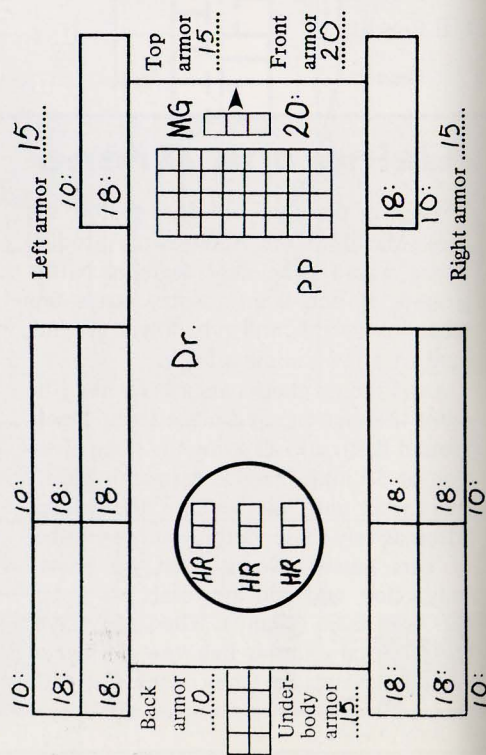
### TRAILER:

Vehicle: Type Two; Size: 40' van; Weight: 8150; Cost: \$27,950; Extras: standard kingpin, all weapons linked; Notes: 75 cargo spaces.

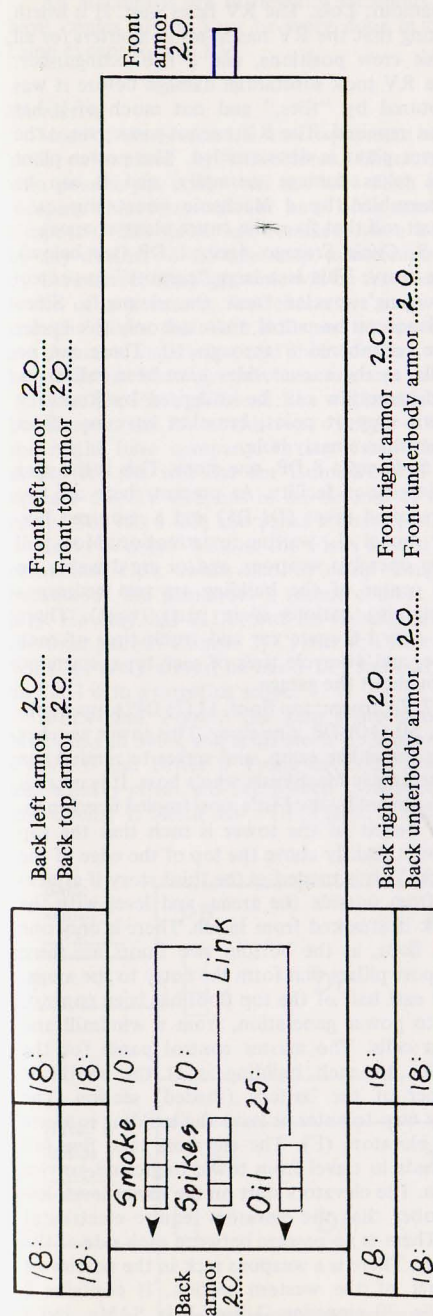
### EVACUATOR BUS:

Vehicle: Evacuator; Size: 30' bus; Weight: 15330; Cost: \$52,000; Extras: medical equipment, 4 stretchers, no cargo space.

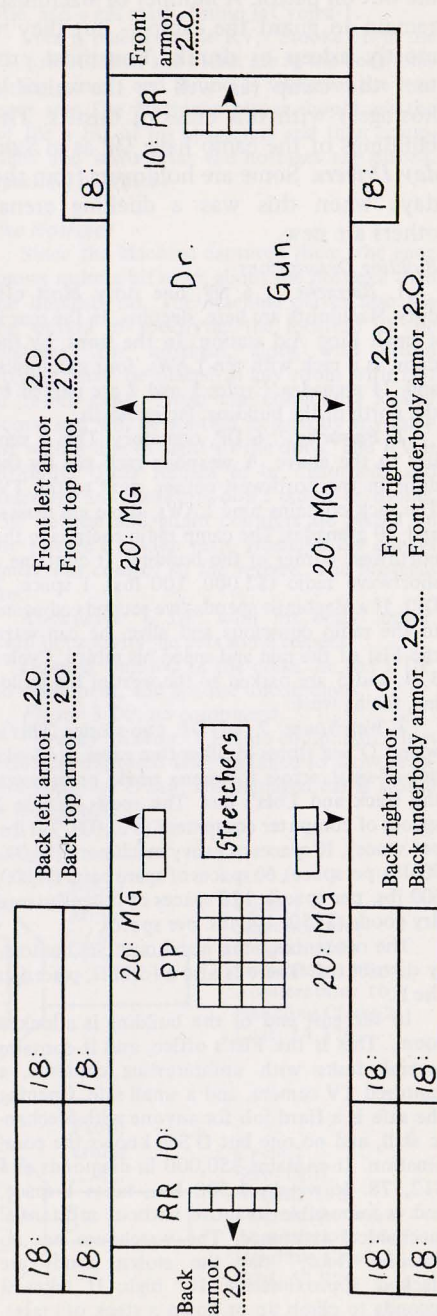
## TRACTOR



## TRAILER



## BUS





## Steal Machine Information

O'Sea and the main body of the camp are out on patrol. A number of Machinists remain to guard the camp – but they're mostly asleep or drunk. You must protect the camp (as well as the valuable hostages) with this crew of misfits. The buildings of the camp have DP as in *Sunday Drivers*. Some are holdovers from the days when this was a duelling arena, others are new.

### Building Descriptions

1. *Barracks 1*: 6 DP, one story. Most off-duty Machinists are here, sleeping. In the rear is a small First Aid station. In the front, by the door, is a rack with ten LAWs, four gas masks, and 24 grenades. Cycles 1 and 2 are parked to the north of the building, facing north.

2. *Barracks 2*: 6 DP, one story. This is similar to the above. A weapons rack sits by the door in the northwest corner, next to the TV. The rack contains nine LAWs, three gas masks, and 20 grenades. The camp radio room is in the northwest corner of the building. It contains a shortwave radio (\$2,000, 100 lbs., 1 space, 2 DP). If a Machinist spends five seconds adjacent to the radio conscious and alive, he can warn the Fist of the raid and speed his return. Cycles 3, 4, and 5 are parked to the west of the building, facing west.

3. *Warehouse*: 2 (12) DP, two stories. This is where O'Sea stores his ill-gotten gains. It blocks line-of-sight across the arena track, or between the track and Lola's bus. The spoils include 2 spaces of computer equipment (\$10,000, 750 lbs. per space), 10 spaces of heavy machinery (\$4,000, 900 lbs. per space), 60 spaces of spare parts (\$1,000, 600 lbs. per space), 128 spaces of miscellaneous dry goods (\$250, 400 lbs. per space).

The contents of the warehouse are randomly distributed. There is also a forklift, placed at the F.

In the east end of the building is a locked room. This is the Fist's office, and it contains several desks with uninteresting contents, a captured TV camera, and a small safe. Opening the safe is a Hard job for anyone with Mechanic skill, and no one but O'Sea knows the combination. It contains \$50,000 in diamonds and \$12,378. It weighs 1,500 lbs., takes 1 space, and is impossible to move without substantial mechanical assistance. The warehouse has no "second floor," but the stolen goods are stacked approximately 10' high. It takes 3 seconds to climb up or down a stack of crates.

The roof of the office is at about the same height as the stacked boxes.

4. *The RV*: see record sheet. This is a modified Busnought with the passenger spaces converted to living quarters for O'Sea and his current paramour, Lola. The RV faces west. It is worth noting that the RV has hi-res computers for all three crew positions, and a fire extinguisher. The RV took substantial damage before it was captured by "flies," and not much of it has been repaired. The RV cannot move, since the power plant is disassembled. The power plant still takes damage normally, and it can be reassembled by a Mechanic (treat this as a repair roll that fixes the entire plant at once).

5. *Cycle Storage Area*: 1 DP (see below), one story. This is a large "carport" to protect the gang's cycles from the elements. Since O'Sea is out on patrol, there are only five cycles here, numbered 6 through 10. There are no walls, as the canvas sides have been rolled up. The structure can be collapsed by knocking down support poles; breaches have no effect other than a nasty hole.

6. *Garage*: 8 DP, one story. This is the gang maintenance facility. At present there are five unrepaired bikes (D1-D5) and a captured luxury model (L) waiting for attention. Most still have operable weapons, and/or are drivable. In the center of the building are two bedrooms containing various spare parts (west). There are also 1-6 spare car and truck tires of each type, and 40 cycle tires of each type, scattered throughout the garage.

7. *TV tower*: top floor, 11 (7) DP; support pillars, 50 (10) DP, one story. This tower watches over the entire camp, and serves to remind the more unruly Machinists who's boss. It is invariably manned by the Fist's most trusted henchmen. The height of the tower is such that the top floor is slightly above the top of the edge of the track. This is treated as the third story if attacked from outside the arena, and level with the track if attacked from inside. There is only one real floor, as the bottom two floors are three support pillars that form the entry to the arena. The east half of the top floor has been converted to power generation, from a windmill and solar cells. The master control panel for the power to each building is at the southeast corner of the battery (shaded) section. The only way to enter or leave the building is to use the elevators (E). The elevators take five full seconds to travel from tower to ground, or vice versa. The elevators start on the tower level. Remember that the elevators require electricity!

There is no passage between each side of the tower. There is a weapons rack in the northwest corner of the western section. It contains 8 LAWs, 20 grenades, 2 hand-held SAMs, and a

tripod-mounted recoilless rifle with four spare clips. A star-shell launcher on the roof is controlled from the rack.

### Keys

All Machinists are sufficiently larcenous to have copies of the keys to every door in the camp except for the RV.

### Characters

Most of the Machinists have equipment and skills determined by the referee. Characters who possess gas masks will not have them on. Sleeping characters will not have body armor. Unspotted Machinists are revealed when seen by any duellist on the main map, as determined by the referee, although some will be too drunk to be of any use. A few characters are well enough known that their skills and equipment are common knowledge, and their location can be predicted. These special characters are:

*Lola*: The Fist's girlfriend. She will invariably be asleep in the RV at this time of night – but she might have company. In any case, when awakened, she will use her Gunner-2 skill to operate the RV weapons in the defense of the camp. She has 3 DP, and packs a heavy pistol.

*Sam "Smoke" Wilson*: the Fist's second in command. He's awake and in camp tonight because of the pain from a recent combat injury. He only has 2 DP, but his fighting skills are unimpaired: Gunner 3, Cyclist 2, Driver 0. With his body armor, he has 5 DP, and carries an SMG with a targeting scope.

*Mitch and Frank*: the gang's mechanics. Mitch has an SMG, and skills Mech 2, Gunner 1, Cyclist 0 and Driver 0. Frank has body armor and a heavy pistol, and skills Mech 1, Gunner 2, and Cyclist 1. Mitch has 3 DP; Frank, 6. Frank

is the only gang member who sleeps in his body armor.

*Bruno Stryker*: the hostages' guard. Bruno is an incurable insomniac, with a tendency to hum (badly). The Machinists have exiled him to the company of the hostages. He has body armor, a rifle, and a gas mask. Bruno is Cyclist-1.

Lola is placed in the RV, "Smoke" is in the TV tower, Mitch and Frank are in the bedrooms of the garage, and Bruno is wherever the hostages are. The Machinist player should ask the ref for a list of his characters and their equipment and skills after the hostages are placed. Speaking of which:

### The Hostages

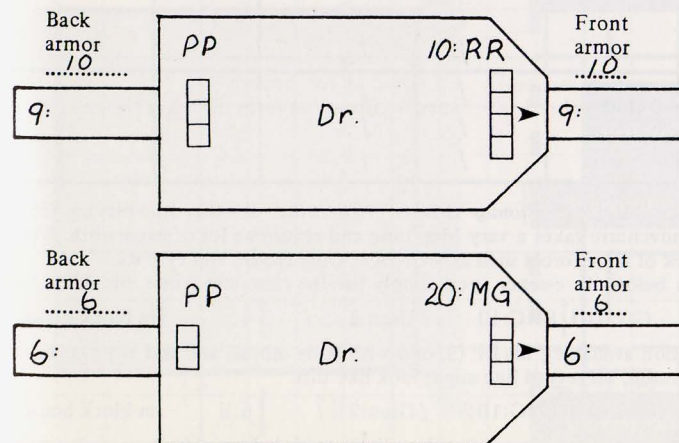
Since the Machine captured them, the gang knows quite a bit more about the hostages than the duellists do. The Machine player also has the option of specifying the location of the hostages. The hostages, along with Bruno Stryker, may be placed in any room with two or fewer exits. These are considered locked doors, and will be spotted as such by any duellist with a line of sight to the door. The RV is off-limits (Lola refuses to be disturbed) and stairways and elevators don't count as rooms. The hostage and guard counters are placed on the referee's hidden map. *Hostages are always under the control of the referee.* The hostages are:

*Kobayashi*: 6 DP, with his body armor. Even in captivity, he gets some respect.

*Hunnell*: injured in the crash, he has 1 DP, no equipment, and is quite unconscious.

*Floyd*: 3 DP, no equipment.

*"Greedy" Ashby*: 3 DP, no equipment. He is a duellist captured after he failed to show proper respect for O'Sea. His damaged car is stored in the garage.



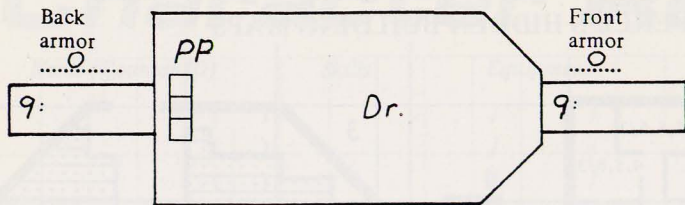
Cycle 1  
Size: medium  
Weight: 1100  
Suspension: heavy  
Acceleration: 10  
Handling Class: 2  
Cost: \$4,370

Cycle 2  
Size: light  
Weight: 798  
Suspension: heavy  
Acceleration: 10  
Handling Class: 2  
Cost: \$2,920

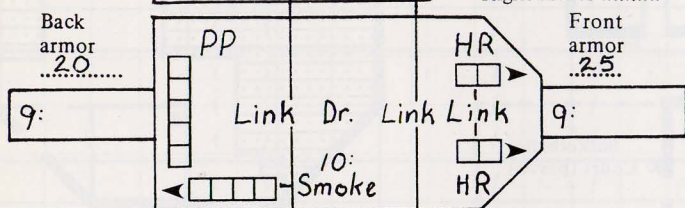
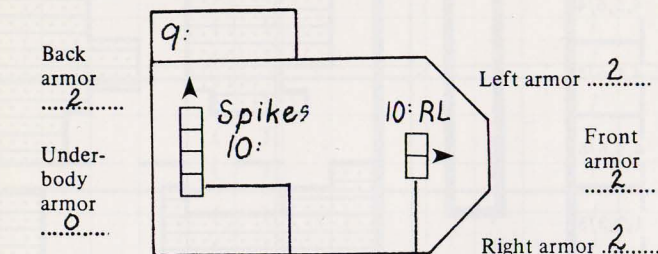




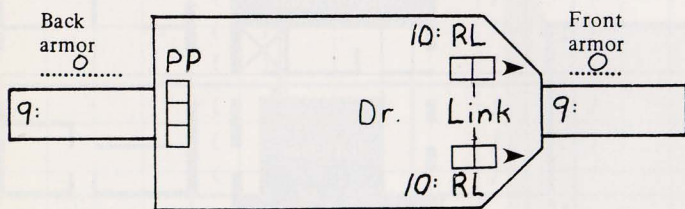
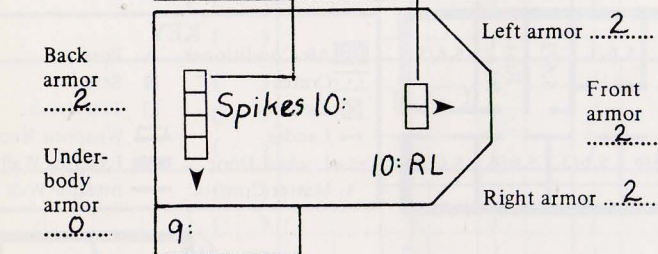




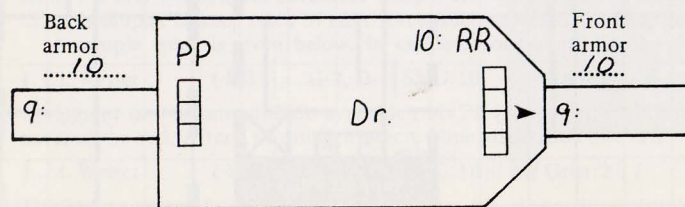
Cycle 3  
 Size: light  
 Weight: 600  
 Suspension: heavy  
 Acceleration: 15  
 Handling Class: 2  
 Cost: \$2,000  
 Notes: Shogun 100 - stripped



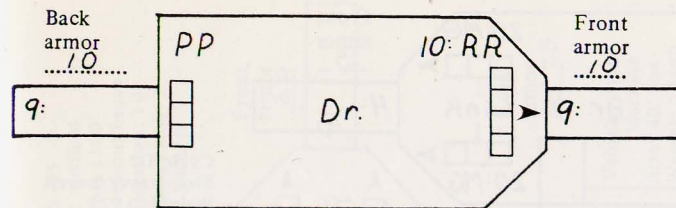
Cycle 5  
 Size: heavy/heavy  
 Weight: 2791  
 Suspension: improved/improved  
 Acceleration: 5  
 Handling Class: 3  
 Cost: \$10,220



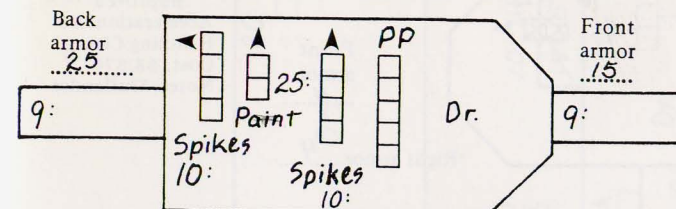
Cycle 8  
 Size: heavy  
 Weight: 1200  
 Suspension: heavy  
 Acceleration: 10  
 Handling Class: 2  
 Cost: \$5,300



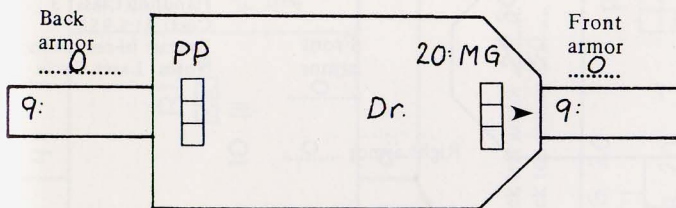
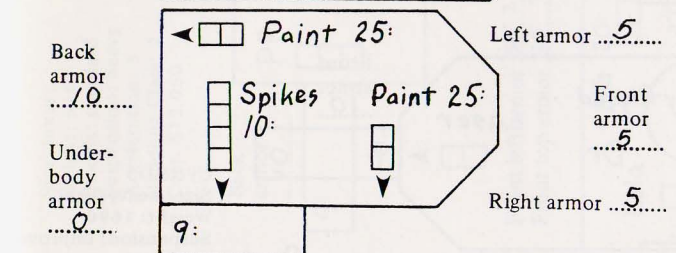
Cycle 10  
 Size: medium  
 Weight: 1100  
 Suspension: heavy  
 Acceleration: 10  
 Handling Class: 2  
 Cost: \$5,370  
 Extras: targeting computer  
 Notes: Shogun 200



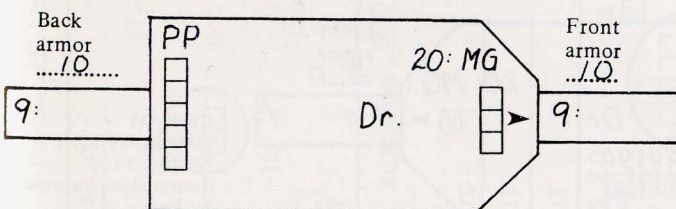
Cycle 4  
 Size: medium  
 Weight: 1100  
 Suspension: heavy  
 Acceleration: 10  
 Handling Class: 2  
 Cost: \$5,370  
 Extras: targeting computer



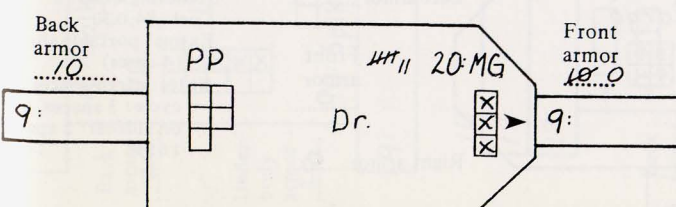
Cycle 6  
 Size: heavy/heavy  
 Weight: 1965  
 Suspension: heavy/improved  
 Acceleration: 10  
 Handling Class: 3  
 Cost: \$8,305  
 Extras: link: all paint, all spikes, all weapons



Cycle 7  
 Size: light  
 Weight: 800  
 Suspension: heavy  
 Acceleration: 10  
 Handling Class: 2  
 Cost: \$3,500  
 Notes: Shogun 100



Cycle 9  
 Size: medium  
 Weight: 1000  
 Suspension: heavy  
 Acceleration: 15  
 Handling Class: 2  
 Cost: \$5,020  
 Notes: Shogun 200



Cycle D1  
 Size: medium  
 Weight: 1000  
 Suspension: heavy  
 Acceleration: 15  
 Handling Class: 2  
 Cost: \$5,020  
 Notes: Shogun 200







## Referee's Notes

### Setting Up the Game

Place the mapsheet on the play surface and place one road section (from *Car Wars*) going out from the south road. This is a one-lane gravel road leading to the outside world, and it is the only place that the duellist vehicles may enter and leave.

Since it is the middle of the night, most Machinists not on guard are asleep. The deployment of the Machinists should be shown to the Machine player(s), and they should be able to look at the referee's hidden map. Use the following table to determine the number of Machinists in each building; roll separately for each. Special characters (except the hostage guard) are included in the totals for the building they occupy. The radio room is treated as a separate building.

Location	Die Roll						Alertness modifier
	1	2	3	4	5	6	
Barracks 1	4	5	6	6	7	8	+8
Barracks 2	6	7	8	9	9	10	+9
Cycle Storage	0	0	0	1	1	1	-5
Radio Room	0	1	1	1	1	2	-3
RV*	1	1	1	1	1	2	0
Warehouse	1	2	2	3	3	4	0
Garage*	2	3	3	3	4	4	+3
TV Tower*	3	3	4	4	5	5	-9

\*One or more of the characters here are listed under "Special Characters" in the *Machine* section.

In addition to these characters, there is the hostage guard, who is invariably alert, but revealed under special circumstances.

Once you've made up a list for the Machinists (using a copy of the Character Record Sheet), determine when each one will wake up. Roll 2d6 for each character, and add the alertness modifier for the building he or she occupies. This represents the time from the entry of the duellists to the time when that character is armed and ready to act effectively. Any result of 1 or less means that the character is placed on the main map at the start. All other Machinists, along with the hostages, are placed on the referee's hidden map. A result of 10 or more before modification indicates a drunk and useless character. Don't bother to roll skills for him and mark him as drunk on the record sheet. He will *never* wake up. Lola is a special case. She *always* wakes up on turn 6. She will never be drunk, nor will any of the other special characters. Characters in the barracks are placed in the bedrooms by random die roll. Roll 1 die to select which groups of rooms, and roll a second

die to determine which specific room. The numbers on the map indicate a range of numbers for room group before the slash, and specific room numbers after the slash.

Personal equipment and skills for non-special Machinists are determined by separate die rolls on the following tables:

Roll	Equipment
2	Heavy pistol
3	SMG, gas mask, (body armor)
4	Rifle, (body armor)
5	Heavy pistol, (body armor)
6	SMG
7	Rifle
8	Shotgun, (body armor)
9	Rifle, gas mask, (body armor)
10	SMG, heavy pistol, gas mask
11	Light pistol
12	SMG, (body armor)

Roll	Skills
2	Gunner 2
3	Cyclist 2, Gunner 2
4	Cyclist 1, Gunner 1, Trucker 1
5	Cyclist 0, Gunner 2
6	Cyclist 2, Gunner 0
7	Cyclist 1, Gunner 0
8	Cyclist 0, Gunner 1
9	Cyclist 1, Gunner 1
10	Cyclist 1, Gunner 1, Driver 0
11	Cyclist 1, Gunner 1, Mechanic 0
12	Cyclist 3, Gunner 1

Sleeping characters (except Frank) will not have body armor. For example, if Connie Cyclist is asleep in Barracks 1, and rolls a 5 for equipment, she only has the heavy pistol.

### Duellist Starting Forces

The duellist player gets a sum of money for cars and equipment based on the total number of non-drunk Machinists, including the hostage guard, Bruno.

Number of Non-Drunk Machinists	Duellist Funds
5-9	\$20,000
10-14	\$30,000
15-19	\$40,000
20-24	\$50,000
25-29	\$60,000
30-34	\$70,000
35-39	\$80,000

### Waking Up

The Machine player controls only those characters on the map. Characters are moved to the main map in two ways:

1. In the speed-setting phase of the turn

whose number matches the wake-up time of a character, that character is placed on the main map and may act normally in that turn.

2. If a duellist can trace a line of sight to an unrevealed Machinist, the cyclist is placed on the map. There is a 50% chance in this case that he will not have any particular item of his equipment ready (roll for each item). The unready equipment is in a pile at the cyclist's feet. The revealed character is too startled to act until the start of the next turn. Of course, drunk characters will never act, but they can be killed and/or looted.

### The Hostages

The hostages are never revealed by "waking up," nor is their guard. They are already awake and alert, since Bruno has been serenading them with his off-key humming, but the only way for the hostages and guard to be placed on the main map is for the duellist player to get a character to a point with line of sight into the room where the hostages are. The location of the hostages is determined before the referee reveals where anyone else is to the Machinist. Once revealed, the hostages will not be hostile to their rescuers, but they have their own goals in mind. If treated in a high-handed or offensive manner, they will refuse to cooperate. This is an opportunity for the referee to do some role-playing; use it!

Kobayashi will refuse to do anything but carry Hunnell, the pilot, to safety in a duellist vehicle. Unfortunately, he can't do it alone, and the other hostages have better things to do. It takes two people, moving in even-numbered segments only, to carry the pilot's unconscious body. Once the pilot is safe or dead, Kobayashi will gladly use hand or vehicle weapons, or retreat to safety, as the duellist player directs. His skills are Driver 3, Gunner 4, and Cyclist 0. Kobayashi has a concealed tracer in his body armor.

Hunnell is unconscious. He has no skills or desires that matter at this point.

Floyd will attempt to pursue his craft at all costs. He will dash for the warehouse, where he knows his camera is stored. He will pick up the first weapon he finds, but will not use it. Floyd will cross fields of fire, ignore hostile characters, and generally risk life and limb to get to that warehouse. If he lives to get to the camera, he'll grab it, move to the nearest doorway that is in line of sight to someone who's shooting, and start filming. He has no duelling skills.

Asby will try to get back to his car, in the garage. Fortunately, he has developed a healthy respect for Machine firepower, and will not expose himself to blatant danger. He will grab any hand weapons lying around "just in case." True to his nickname, "Greedy" will insist on the return of his car if the duellists are totally



victorious, and a share of the take in any case. If he succeeds in reaching his car, he will attempt to leave by the south road at high speed. He won't refuse a ride out if the situation appears to be deteriorating, or if the duellists are about to leave before it's safe to get to his car, or if his car is rendered undrivable.

### Camp Vehicles

Initially, the only vehicles placed on the map are the motorcycles outside the barracks, the cycles in the carport, and the RV. The cycles and car in the garage and the forklift in the warehouse are revealed when a duellist can get a line of sight to them.

### Things to Remember

It's night, and the terrain is rough. Be sure to apply -3 to hit for night to both sides, and -1 to hit for rough terrain to any moving vehicles on the gravel. Also, don't forget to allow bracing bonuses for hand weapons.

Don't forget where unrevealed characters are. The duellists might get mad if they passed the room with the hostages three times before the ref remembered to mention the locked door that kept them from seeing inside.

Follow up weapon "misses" to see if they hit anything else. The low DP values



of the camp's makeshift buildings can make building collapses likely, penalizing trigger-happy players.

### Winning the Game

Victory is assessed after all the forces of one side or the other have been eliminated or left the map. If the duellists are left in control of the camp, they may want to stay a while and loot it. Of course, if the Fist was warned, he will be on his way home . . . roll 1 die to determine the number of hours before his homecoming. If the Fist was not warned, he will return in 17 hours, at the next sunset. Any duellists or vehicles left on the map at the return hour are considered dead or captured. The duellists will be warned by a UBN helicopter when they have exactly an hour to get away safely. The time it takes to do various things in the camp are as follows: Repair something – as per **Truck Stop** or ADQ 1. Maneuver truck to loading dock – ten minutes. Inventory warehouse goods – four hours. Load 1 space of goods with forklift – five minutes. Load 1 space of goods by hand – 20 minutes.

Moving goods by hand may be done by more than one character; repairing and salvaging can be attempted by multiple mechanics.

Victory points are allocated as follows:

For the Machinists

+10 for each duellist killed or captured  
+15 for each duellist vehicle abandoned on the map

-5 for each breach caused by a Machinist

-1 for each Machinist who leaves the map alive

-10 for each hostage (including Ashby) killed or rescued

+15 for alerting O'Sea by radio

For the duellists

+3 for each Machinist killed

+40 if Kobayashi leaves the map in a duellist vehicle.

+10 for each other crewman (not Ashby) who leaves the map in a duellist vehicle

Captured vehicles may be used by the duellists to escape in. Any loot they may have gathered is its own reward, and may be sold for half-value, or used by the duellists. If Kobayashi is rescued, award the group \$100,000, and 10 prestige points to each player. If Hunnell or Floyd are rescued, award the group \$10,000 for each one. Subtract the cost of the auxiliary vehicle from the total UBN reward if the duellists leave it behind. If this comes out to less than zero, make it zero. (The Network won't add insult to injury by confiscation of the duellists vehicles.) Offer a bit of sound advice to the duellists: Get out of Allentown area fast! O'Sea still has most of his gang, and since the duellists' names and descriptions are about to become household words, the local highways are definitely unsafe.

### Variants

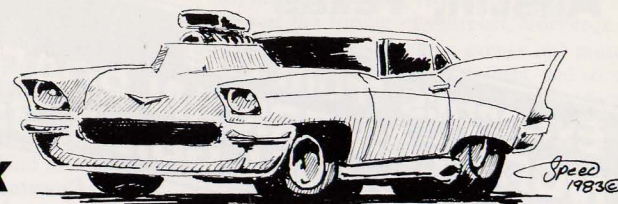
If you like big rigs, give the duellists \$300,000 for two or three rigs, representing a punitive raid by the Brotherhood.

They are unhappy with O'Sea's behavior toward truckers; the chance to free hostages adds the profit motive.

If the Machine player wants more control over his forces, give him \$10,000 and 25 characters with at least Cyclist-0 skill. All must be placed inside buildings, and are subject to alertness modifiers.

If you have a yen for masochism, try simulating an attack when O'Sea is home. Add the following to the starting forces: \$210,000 worth of cycles, hand weapons, and cycle-portable equipment, 40 sleeping characters in the barracks, 19 characters (with sleeping bags) in the cycle storage area, and one in the RV (O'Sea: Body armor, SMG with scope, Cyclist 4, Gunner 4). Give the duellists at least 15 characters and \$75,000. Laying in a large store of food and drink for the players would probably help, too.

## Mini-Feedback



We're working on plans for the next year's crop of *Car Wars* releases, plus tournament ideas. We'd like your comments. Please rate each of the following projects on a scale of 1 to 9, with 1 being "I wouldn't touch this with somebody else's hand" and 9 being "You should have done it already."

1. Role-playing adventures suitable for either solitaire or group play – i.e., "programmed" design where each decision takes you to a numbered paragraph elsewhere in the book, telling you what happened. Price \$5 or so for an 8½" x 11" book, color cover, with around 36 pages.

2. The same thing, but including a bind-in card of counters, possibly a fold-out map, and lots more pages, selling from \$8 to \$10.

3. Embroidered AADA membership patches to be sewn onto hats, jackets, etc.

4. AADA T-shirt transfers.

5. AADA window stickers for automobiles – not bumper stickers, but the kind of sticker you attach inside the glass and can remove and replace easily.

6. A book of scenarios for *Autoduel Champions* – probably \$8 or \$10 for a book similar in format to *AC*, containing 5 or 6 adventures with both *Car Wars* and *Champions* statistics, as well as more counters and at least one big map. Only one or two of these would include the "superhero" aspect – the rest would be straight 2033 autoduelling adventures.

7. A similar book, but with no *Champions* statistics and no superhero material.

8. Two or three 21" x 32" grid sheets for designing your own arenas, printed both sides, to sell for \$3.00 per package.

9. An "Organizations Book" for the *Car Wars* world, listing 12 to 20 of the most important organizations, describing their purposes, motives, typical vehicles, equipment, and operatives, et cetera. Probably 48-56 pages; \$5.00 or so.

10. "The best of ADQ" – A volume to appear every year or two. 8½" x 11" and 48 to 56 pages, or ADQ-sized and correspondingly more pages; \$6 or \$7. The first one (at least)

would also include the best *CW* material from *Space Gamer*.

11. An AADA guide to vehicle identification, with descriptions and statistics for a LOT of cars and cycles. ADQ-sized, but with at least 56 pages, selling for \$5 or so. We might eventually do more than one volume of this.

12. A detailed AADA guide to a single area – say, Houston, Texas, and the surrounding country. Would include a large pull-out map of at least one significant feature, plus lots of information and one or two scenarios set in the area. Around 56 pages in ADQ size, or shorter in 8½" x 11" size; \$6 to \$8, depending on how fancy it gets.

13. The complete *North American Road Atlas and Survival Guide*, 3rd edition. Would you believe an abridged version? Hundreds of pages – a description of the entire North American continent as of 2033. Probably \$15 or \$20. The definitive *Car Wars* supplement. It would take years for us to finish it, and we would have to call for contributions from *everybody*.

14. Officially sanctioned local chapters of the AADA. For a small fee (\$10 or so) we would charter local clubs, print a listing in ADQ, etc.

15. A national *Car Wars* tournament, to be held yearly. Qualifying rounds to be held through local AADA chapters, if any (local hobby shops, otherwise). Semifinals at regional game cons, finals at Origins, with publicity and a report on the final tourney in ADQ. This would be the AADA Nationals.

16. A full-scale supplement (at least 48 pages, 8½" x 11") on "Magic in *Car Wars*," as per the article in *Space Gamer* last year. Not for the "real" *Car Wars* world, but an "official alternate universe" like the one in which there are superheroes.

17. Fiction of an appropriate variety in ADQ.

18. What *specific* articles would you like to see in ADQ?

Just to make things interesting, we'll draw one letter from those responding to this feedback; the winner will have one year added to his AADA membership and ADQ subscription.



# Austin, Texas

## Excerpts from the NORTH AMERICAN ROAD ATLAS AND SURVIVAL GUIDE, 3rd Edition

by Aaron Allston

Austin, capital city of the Republic of Texas, is a medium-sized population center which has survived the political and economic rigors of the last half-century. Located in the south-central area of the republic, along IH 35, Austin has a population of around 200,000, and is the national center for the government, the armed forces, and other administrative services.

## HISTORY

When Texas, Louisiana, and Oklahoma seceded from the United States in 2000, to form the loose alliance of the Free Oil States, future Texas president Daniel Reid seized Bergstrom Air Force Base and Camp Mabry, as well as other former US armed forces facilities throughout the new nation. These facilities were subsequently used to resist the inevitable US retribution and the encroachment of Mexican bandit gangs made desperate by the collapse of the Mexican economy. Those facilities that survived have been maintained as strongholds.

In Austin, fortifications were quickly thrown up around key areas of the city: the Capitol complex, the downtown business district, a populous tract of apartments in the southeast area, and the University of Texas. After the bloody "Gulf or Bust" campaign of 2003, when US troops penetrating southeast from New Mexico were finally halted in the hills northwest of Austin, the survivors of the thickly-populated housing developments there were evacuated into other areas of the city, and that district fell into disrepair.

That was the last offensive to reach so far into the nation – from either the United States or Mexico – and in subsequent years, after the peace negotiated at the Texarkana Accord in 2004, Austin began to recover from the war and the US economic collapse. The population stabilized at about 200,000, a third of its pre-war base.

The map on page 31 shows the major streets and city divisions as they appear today:

(1) *Downtown*. The fortified business center of the city – which is consequently the business center of the republic – is heavily-patrolled by Austin police, and no armed conflict is allowed. In fact, armed vehicles may not enter; visitors may park in the numerous parking blocks to the south of downtown, right on the river, and make use of the downtown bus system.

(2) *Capitol City*. This is another separately-fortified section. In this area are the Capitol, office blocks for government agencies and embassies, and the Austin Medical Center. Only government officials with special passes are permitted entry in armed vehicles. No combat is allowed, and the whole area is patrolled by the Texas Rangers.

(3) *Apartment City*. The last of the fortified city areas, Apartment City is the base of the Austin population, with just over 100,000 inhabitants living in a series of cheerless human beehives. Vehicular combat is not allowed (danger to the buildings being too great), though small-arms combat is not interfered with by patrolling police.

(4) *University of Texas*. One of the centers of academic endeavor in the republic, alongside Houston's Rice University and Reid's Texas A&M, UT boasts not only many scholastic programs but also officer-training courses for the Rangers and other Armed Forces. . . and, of course, the top-rated "Longhorns" combat football team. Weapon combat is not allowed at UT; the campus is only marginally fortified, but is patrolled by the Austin police.

(5) *The Ruins*. This is the area of the north-western housing developments abandoned in '03. A rats-nest of mazelike streets, crumbling houses, and howitzer craters, it is now occupied only by the so-called "Scabs." These decivilized starvelings have no working vehicles, though they have preserved some small arms from before the War for Freedom. They subsist on food foraged from the northwest hills and "meat" gathered in daring raids into Austin proper. Estimates of Scab population range from 450 to 2500. Like cockroaches, they have proven singularly difficult to locate and wipe out. While the Ruins are not technically fortified, they are bordered to the south and east by an unbroken stretch of barbed wire/concertina wire/sandbag/broken glass fences; these are patrolled by Rangers and assorted vigilantes

out to have a good time. We do not suggest that visitors to Austin venture near this district without a local escort.

(6) *East, West, North, and South*. These are thinly populated areas of essentially unpatrolled and undefended territory. Most of the remainder of Austin's population is spread through these large areas. Titles to tracts of land are easy to come by – simply prove that an area or lot is uninhabited or undefended, and the papers process in less than a week. In West Austin, numerous estates are owned by the town's wealthier inhabitants and guarded by personal police forces. There are also many apartment-building or neighborhood mutual-defense collectives, but individual and isolated dwellings are few and far between. East Austin is primarily

(8) *Mueller Duelling Arena*. Constructed on the site of the former city airport, Mueller provides not only autoduelling events but motocrosses, nostalgic demolition derbies, and some actual noncombat races. It also accommodates a large number of automotive garages, acts as a meeting area for regular autoduellists, and houses the Texas national offices of the American Autoduel Association.

(9) *Armadillo Autoduel Arena*. Mueller's primary competition for weekend spectators, Armadillo is a duellist-specialty arena built on the site of a former shopping mall.

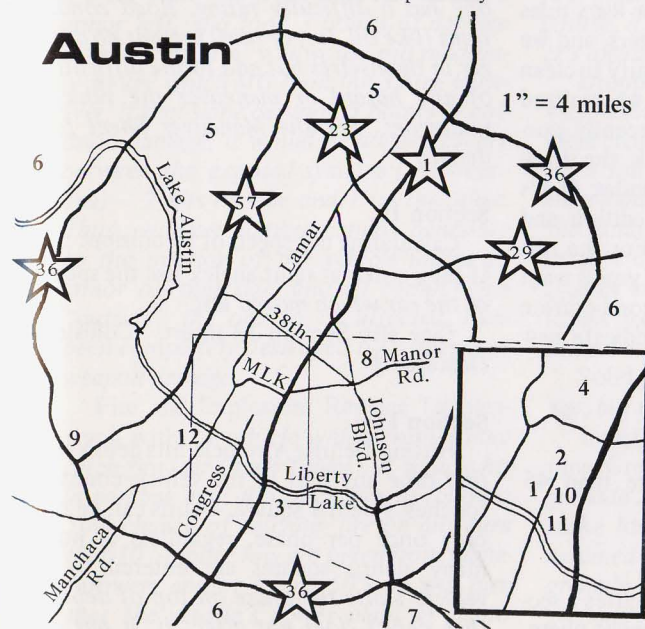
## FACILITIES

Austin boasts numerous independent garages and power stations. The Austin Medical Center (10 on the map) is the largest medical facility within a 75-mile radius and is adequate for most emergencies. The police emplacement (11) is heavily-armed and controls a patrol force of about 500 (see below). The city sponsors bi-weekly auctions at the Coliseum (12) of impounded vehicles, weaponry, office furniture, and other government equipment. Four television broadcast stations are in operation, two of which fly news-copters most of the day.

Embassies from the governments of Mexico, Louisiana, Oklahoma, the US, Quebec, and Canada are located on the northern rim of Capitol City. Be aware of where your embassy is; it can be very helpful in an emergency.

## ORGANIZATIONS

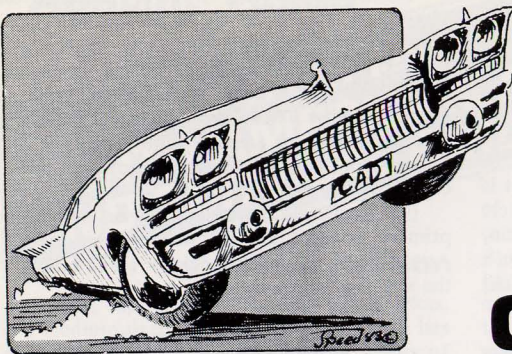
The city police have about 70 cars and 40 cycles, fairly well armed and wearing blue and white. Offices of the Texas Rangers, the national police, are in the Capitol building; Ranger vehicles wear blue and black with red flashers. The Star Commandos, an elite mercenary force often used to assist the Rangers in border actions, are based in West Austin; they wear red and blue with a single white star. The Pachuco, a notorious cycle gang from the San Antonio area, are often seen in East Austin; they wear no distinctive colors, and are notable only for their excellent weaponry, irritability, and ferocity.



inhabited by individuals too poor to afford even Apartment City, or so tough that they don't care. North and South Austin are safer, but less interesting, with territories of several blocks at a stretch organized into militia for defense against raiders, cycle gangs, and the like.

(7) *Reid-Silver Army Base*. On the site of the former Bergstrom US Air Force Base, Reid-Silver handles almost all of Austin's air traffic, both military and civilian (though air traffic is, of course, sparse). A force of 750 regular army troops is quartered at Reid-Silver. A half-dozen active jet fighters constitute the backbone of the local air-strike capability; seven combat helicopters, three personnel-carrying choppers, and numerous renovated light aircraft round out the local air force.





# 3rd Edition Rules Changes

The third edition of the *Car Wars* rules just came back from the printers, and we took advantage of the opportunity to clean up a few of the rules that we realized needed changing. If you've recently purchased the basic game, check the back cover of the rulebook for an index. If it's there, you've got the third edition and you don't need this article. For the rest of you, these are the changes you'll want to note in your first- and second-edition rulebooks. (*Italicized* words indicate new or revised wordings.)

## Section 6.

Add "Deceleration of more than 45 mph in one turn is impossible."

## Section 8.

Bend: . . . If the driver executes a second "bend" on his next movement phase, it will take him to C, completing a right-angle turn.

Pivot: . . . (b) keeps one rear corner fixed at the same point, while pivoting about that corner any amount in any direction.

Deceleration: . . . and the Control Table roll is made at the original speed, before . . .

## Section 9: Hazards and Road Conditions

Hazards are outside events (*enemy fire, for instance*) that can affect vehicles. They are treated like maneuvers — each

one has a difficulty rating. Road conditions (like oil, ice, or rain) present no danger in themselves but add to the difficulty of any hazard or maneuver the vehicle undergoes. See the *Maneuver Sheet* for details.

## Section 10.

Calculating net speed of a collision: . . . If they strike at right angles, use the speed of the car which moved last.

[See also Section 13 insert, "Collision Damage."]

## Section 11.

Hitting Debris: A vehicle hits debris the first time any part of the vehicle counter touches a debris square. Debris can be hit only once per phase, regardless of how many debris squares are entered. If a vehicle starts the phase on top of debris, that debris does not affect it; it has already been hit.

Debris affects all the vehicle's tires . . .

Producing Debris: . . . Place [the debris counter] next to the car, at the point hit. Debris for top/bottom damage goes behind the vehicle.

## Section 12.

(4th paragraph) . . . It may no longer steer, accelerate, or brake. It must decelerate by 30 mph each turn.

## Section 13.

(3rd paragraph) . . . A given character

may never fire more than once per turn, unless he does so by *triggering linked weapons*. [Delete "two" and "at once."]

Rate of fire: . . . (c) *weapons are linked* (see Accessories sheet). [Delete "two."]

Car Targeting (4th paragraph): . . . the top can only be hit if something is dropped (or fired) from a building or if the vehicle rolls.

Insert before Injury to Drivers: *Collision Damage: Damage from a collision is handled differently. It is divided evenly among all exposed (i.e., "outside") components on the affected side. For instance, if a car with two front MGs had no front armor left, and took 3 points of damage from enemy fire, you would roll randomly to see which MG took the 3 hits. However, if that same car took 3 points of collision damage, it would be divided evenly between the exposed systems (the weapons) — 2 hits on one and 1 on the other. Thus, collision damage cannot penetrate to the interior of the vehicle unless all armor on that side, and all components "outside" the one to be affected, have been completely destroyed by collision or weapon damage.*

Fire and Explosion: Replace 1st paragraph with: *A vehicle which crashes may catch fire (see Crash Tables). A vehicle hit in combat may also catch fire, as follows: 50% chance of catching fire on any turn that 10 or more hits are taken from flamethrowers and/or lasers, 50% on any turn that the vehicle's power plant or flamethrowers are hit by any enemy weapon, or 100% of catching fire if the power plant or FTs are hit by laser or flamethrower fire! If a vehicle has a fire extinguisher, there is a 50% chance the fire will go out at the end of each turn. If the extinguishers do not put the fire out at the end of the turn, it does 1 hit of damage to each occupant (or his armor), each vehicle component, and the armor on each part of the car.*

Automatic Fire (2nd paragraph): A weapon on automatic is not being aimed by the driver. Therefore, it fires straight

ahead (or behind, or to the side). It may not target the turret or tires of another vehicle, or be "aimed" in any way. A weapon on automatic does not get a computer aiming bonus. *Putting a weapon on automatic breaks "sustained fire."*

Sustained Fire: . . . The second turn in a row he uses the weapon against the same vehicle, add 1 to its To Hit roll.

Dropped Weapons: Insert before "Dropped-mine counters": *Each vehicle checks only once for each counter — on the phase it first runs over the counter, or (if it will not actually run over it) on the first phase it enters an adjacent square. Of course, if the vehicle returns to the counter's location, it will have to roll again.*

Dropped-mine counters work the same way, except that if any wheel of the vehicle crosses the counter, the mines go off on a roll of 1-4. Each tire within 1" of the counter then takes 1 die damage, while the underbody of any vehicle affected takes 2 dice damage. If a vehicle counter crosses any part of the adjacent area, the mines explode on a 1 or 2, doing the same damage.

Solid tires are immune to spike damage, but not to mines.

Insert before last paragraph ("Dropping Grenades"): *Thrown Grenades: If a grenade is thrown, the thrower must make his To Hit roll. If he misses, he is assumed to miss by so much that the grenade has no effect. If he hits, the grenade will go off from 1 to 5 turns later; the delay is set by the thrower, who may either write a secret note or tell the referee. It goes off at the end of the designated turn, after all vehicle movement. If any corner of a car counter (or the front or back of a cycle) is within 2" of the target point, the appropriate tire takes 1 die of damage. Pedestrians within 2" also take 1 die of damage. Anything else exposed within 2" takes half damage, rounded down.*

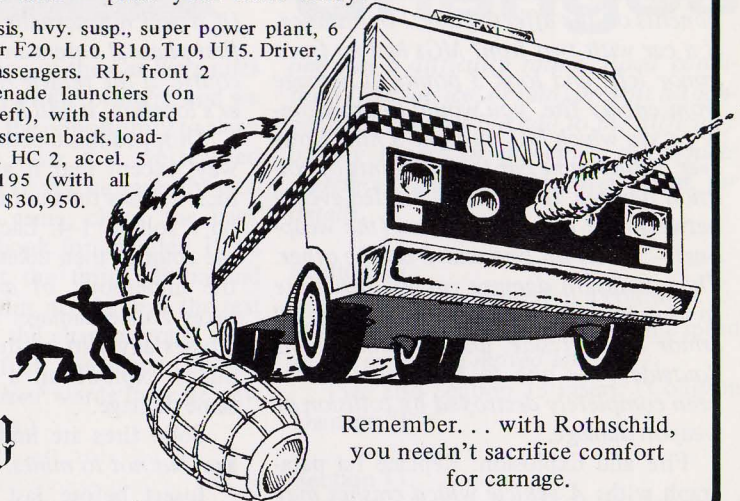
Change last paragraph: *Dropped Grenades: A character may also drop a grenade into any square adjacent to himself*



# Lymestwold Grenadier

For those occasions when a light sedan just won't do, Rothschild is proud to present the Lymestwold Grenadier — a roomy, luxurious van with room for your driver, two gunners, and *four* passengers. Ideal for passing through the less-than-desirable parts of town. The prime choice of limousine services throughout the land — place your order today!

Van, x-hvy chassis, hvy. susp., super power plant, 6 solid tires. Armor F20, L10, R10, T10, U15. Driver, 2 gunners, 4 passengers. RL, front 2 pairs linked grenade launchers (on pair right, one left), with standard grenades. Smokescreen back, loaded with tear gas. HC 2, accel. 5 mph, weight 7195 (with all passengers), cost \$30,950.



Remember... with Rothschild, you needn't sacrifice comfort for carnage.

RAW

or his vehicle. No To Hit roll is necessary. The grenade goes off after the set time, as above.

## Section 14.

Entering and Leaving Vehicles (4th paragraph): To enter a larger vehicle, a pedestrian must stand beside it for one turn (opening the door). On the next turn, he may enter. *If the vehicle is not running*, it will take 3 seconds to start it. Thus, it may begin to move on the fourth turn, *but it may fire immediately.*

## Section 17.

Power Plants (1st paragraph): DP: Damage Points. The number of "hits" required to destroy the power plant. When the power plant is lost, a vehicle can no

longer fire lasers or accelerate, but all other systems still work. *The vehicle decelerates at 5 mph per turn.* Power factors: used to compute . . .

Several of the changes are reflected on the various parts of the mapsheet that you've cut apart. For instance, as many of you have noted, there were several errors and inappropriate components in the Stock Vehicle List:

Killer Kart: add 1 point of armor R and L; cost \$3,848.

Mini-Sherman: weight 3,693 lbs.; cost \$8,334.

Joseph Special "T": add four HRs, not three; add 3 points armor, not 16; extra cost \$898.

Intimidator: add 3 cargo spaces; MG option costs \$450 extra.

Vigilante: cost \$16,250.

Vigilante option: no spikedropper added; add 175 points armor, not 170; weight 7,800 lbs., cost \$4,500 extra.

Shogun 100: small power plant; armor F6, B6; weight 798 lbs., cost \$3,120.

Shogun 150 (replaces Shogun 100 option): light cycle, medium power plant, hvy. suspension, PR tires. No armor, HC 2, acceleration 15. Weight 600 lbs., cost \$2,000. (Cyclist can still carry hand weapons.)

On the Movement Chart, low speed RAM damage is now possible, to accommodate the noticeable damage very heavy vehicles do even at low speeds:

At 5 mph: 1 die - 4

At 10 mph: 1 die - 2

At 15 mph: 1 die - 1

"1 die - 1" means one die of damage minus one point (a range of 0 to 5). "1 die - 2" means one die of damage minus 2 points (a range of 0 to 4). "1 die - 4" means one die of damage minus 4 points (a range of 0 to 2).

Crash Tables [replace last two paragraphs with]: The result of a Crash Table roll is applied at the beginning of the next phase a vehicle moves. A vehicle that fishtails may move normally after it fishtails. A vehicle that skids must move straight ahead for the rest of that phase — i.e., if it skids  $\frac{1}{4}$ " it must move  $\frac{3}{4}$ " forward (the direction its nose is pointing) after the skid. If a vehicle is on its half-move, it cannot skid more than  $\frac{1}{2}$ ".

A vehicle that encounters a hazard while skidding or fishtailing must make another control roll, and may lose control again, affecting it on the next phase it moves. No vehicle may skid more than once per phase.

Some details in the Accessories list have changed:

Targeting computer. A computer works for one person (i.e., driver) in a vehicle, and adds 1 to each "To Hit" roll when that person fires any of the vehicle's

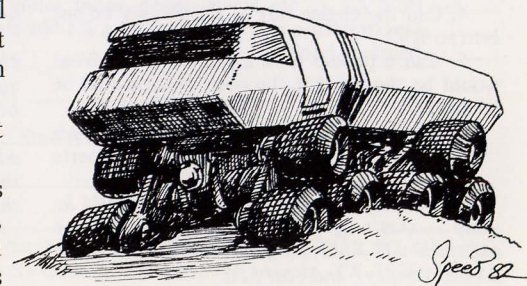
weapons. Costs \$1,000, but is very small: weight and space 0. Destroyed when power plant is lost.

Weapons linkage. This links two or more weapons by adding a new firing switch which, when triggered, activates all the linked weapons in one action. Linked weapons may still be fired separately. When a link switch is triggered, all weapons it fires are on automatic — not aimable — unless they are two weapons of the same type, firing from the same side of the vehicle or the same turret. A linkage costs \$50. It adds no weight, takes no space, and is destroyed when either linked weapon is lost.

Body armor. Woven plastic-cord body armor costs \$250. It takes 3 hits of damage before it becomes useless — thus, it effectively doubles a human's DP from 3 to 6. Adds no weight; takes no space.

There is now a distinction between Hazards and Road Conditions (see the revised Section 9): *Road conditions*, such as oil and ice, take effect only if a vehicle tries a maneuver or suffers a hazard while part of the vehicle counter is in the area affected by the road condition. In that case, the road condition adds the indicated number to the difficulty of the maneuver or hazard. Example: A drift, normally D1, counts as D2 if attempted in gravel, and D3 if attempted in oil. Taking one hit from enemy fire is normally a D1 hazard — but it would be a D5 hazard if your car was on a patch of ice!

Light rain or gravel on road: add D1. Heavy rain or oil on road: add D2. Ice on road: add D4.





# ADQ&A

Do motorcycles have chassis?

Nic Wolff  
New York, NY

A cycle's frame is its "chassis."

1. Is it possible to put wheelguards on a motorcycle?

2. Is it possible to strengthen the frame of a motorcycle and, if so, would the weight modifier and cost be the same as for cars?

3. Is it possible to have two forward-firing machine guns on a motorcycle and a heavy sidecar at the same time?

4. What happens to a motorcycle when the engine is shot out?

5. If a motorcycle is struck, how is the damage distributed? Does the bike automatically crash?

Christopher Willett  
New London, CT

1. Yes; one guard per tire, protecting both sides, at regular weight and cost. They cannot be retractable. HC is reduced by one.

2. Not so far.

3. Yes; they can even be linked.

4. It decelerates at least 5 mph per turn, coasting to a stop unless something affects it.

5. See "Cycle targeting" under "Combat: Targeting" in *Car Wars*.

1. Can a weapons rack be placed in an RV or van? How many spaces does it take? How many grenades worth of weapons does it hold? How much does it weigh?

2. Is it possible to put more than one power plant in a vehicle?

3. Is it possible for a heat-seeking rocket to exist? How much would it weigh and cost? How many spaces would it take up?

4. Can the engine out of a Dempsey be put into an RV?

5. Can a pickup have a camper shell? What would be the weight? the cost? What would be its armor?

Bill Blais  
Edmonton, Alberta

1. Yes; at least one space, but it could be more - that's up to you. Each space the rack occupies will hold 15 grenades' worth, weigh 25 lbs. (empty), and cost \$50.

2. Yes, but power factors are not additive - additional power plants are strictly backup units. It certainly isn't a good idea to take them along as extra armor, given the current chance of catching on fire. (See the *Car Wars* rules revisions in this issue.)

3. Probably; why don't you tell us?

4. No. Just as the Killer RV in *Sunday Drivers* was a one-shot forerunner of *Truck Stop*, so the Dempsey XM-6 is a predecessor of a unified set of military vehicle rules. (No, we don't know if and when we'll have a set of such rules.) We don't suggest transposing tank components into civilian vehicles; it's likely to produce unbalanced play.

5. Yes; see number 3.

1. Can you put a turret on a sidecar in such a way that you could fire to the front, one side, and back?

2. Could you have remote-control mines?

Dirk Tischer  
Birmingham, TX

1. A sidecar turret . . . why not? There are some technical problems, but Uncle Albert thinks it'll sell. Watch his ads in ADQ.

2. Yes, you could easily have remote-control mines, detonated either by a cable or by radio. The cost would be the same as for ordinary mines. However, you would have to double the cost if you wanted mines that could be set off both by remote control and by being run over.

1. Do cycles move in 1/2" increments, or 1" increments like a car?

2. When making a bend, does the move from B to C on the chart add another D3 to the first move from A to B, or do you roll each D3 separately?

3. Can a pedestrian carry a heavy weapon (MG, LAW, etc.) at full 25 mph rate?

4. In the "Crusaders" scenario of *Sunday Drivers*, can the internal police and city hall forces be deployed on the roof?

David Saha  
Bellaire, TX

1. Cycles move a full inch for every 10 mph, just like cars (and trucks).

2. A to B is a D3 maneuver executed in one phase. So is B to C. They are both bends. If you want to do it all in one phase, execute a tight bend at D6.

3. Any pedestrian can carry up to "6 grenades worth" and still move at max speed. Neither an MG or a LAW encumbers a pedestrian that much.

4. Yes.

1. How much does a clip of ammo weigh, in

grenades and pounds, for hand weapons?

2. How long does it take to reload a hand weapon?

3. In *Sunday Drivers* there was a rule change to the effect that all tires within 2" of a grenade take 1 die damage and vehicles take 1/2 die damage to the nearest side. Does this mean a grenade exploding under a car affects all four tires and the underbody armor?

4. Is detonating an AP grenade a fire action?

Curt Graham  
Carmel, CA

1. Cost is of the clip itself, not counting ammo. Lbs. (weight) and G (grenade equivalents) are for fully loaded clips. Neg = negligible.

Weapon	Cost	Lbs	G
Machine gun	\$50	55	2
Submachine gun	20	2	1
Rifle, shotgun, hvy or lt pistol	5	neg	1/2
Recoilless	50	20	2

(Note that the MG and RR costs reflect a change in *Sunday Drivers* rules.)

2. Two seconds.

3. Yes. Note that on some oversized vehicles, not all tires will necessarily be within 2" of a grenade under the vehicle.

4. Yes.

1. How deep must water be to short out the various vehicles?

2. How dust- and watertight are the various vehicles? (Do they float?)

3. What are the effects on acceleration and deceleration of uphill and downhill travel?

4. What is the effect of firing a burst effect weapon at point-blank range?

5. Shouldn't there be a To Hit modifier for firing at or from a weaving vehicle? Similarly, what about the effect of high speed on targeting?

6. What is the jumping capability of cars, and how much damage does a jump incur? (Also asked by James Phillips, Hanover Park, IL and Lee Lytle, Stow, OH.)

7. What is the effect of electrical shock on a vehicle, and how well is the driver insulated?

8. Given the bruising and physical shock effect, don't you think that being hit on the body armor ought to be a +1 hazard?

9. Presumably, doors are lockable from the inside on vehicles. Will a limpet mine do enough damage to unlock a door?

10. Shouldn't there be a possibility that a T-Boned car will roll?

11. What is the effect of crushing an opponent against a solid object?

James Rousey  
San Francisco, CA

1. Half of the height of the vehicle.

## SJ GAMES ORDER FORM

SUBSCRIPTIONS - Please circle desired rate:

	3 issues	4 issues	6 issues	12 issues	Lifetime
Space Gamer	\$8	n/a	\$13	\$23	\$200
Fantasy Gamer	\$8	n/a	\$13	\$23	\$200
Fire & Movement	\$8	n/a	\$13	\$23	\$250
Autoduel Quarterly	n/a	\$10	n/a	n/a	\$100

Check here if this is a subscription renewal. Please add 50 cents per issue for Canadian addresses, and \$1.00 per issue for addresses outside the U.S. and Canada. All copies are sent surface mail.

CAR WARS - Cycles and autos battle on the highways! (Pocket Box) . . . . . \$ 5.50 \_\_\_\_\_

SUNDAY DRIVERS - New adventure and vehicles for *Car Wars*. (PB) . . . . . \$ 5.50 \_\_\_\_\_

TRUCK STOP - 18-wheelers and other large vehicles for *Car Wars*. (PB) . . . . . \$ 5.50 \_\_\_\_\_

CAR WARS EXPANSION SET 1 - More and different roads and counters . . . . . \$ 3.50 \_\_\_\_\_

CAR WARS EXPANSION SET 2 - Duplicate counters plus turning key . . . . . \$ 3.50 \_\_\_\_\_

AUTODUEL CHAMPIONS - Supplement for both *Car Wars* and *Champions* . . . . \$10.50 \_\_\_\_\_

CAR WARS REFERENCE SCREEN - Charts, tables, index, design sheets, etc. . . . \$ 5.50 \_\_\_\_\_

Payment is by: \_\_\_\_\_ Texas residents add 5% sales tax (except on subscriptions) \_\_\_\_\_

check  MasterCard  Visa \_\_\_\_\_ Total enclosed \_\_\_\_\_

Name \_\_\_\_\_ Address \_\_\_\_\_

City \_\_\_\_\_ State/Prov \_\_\_\_\_ Zip \_\_\_\_\_

Credit orders: Acct. no. \_\_\_\_\_ Date exp \_\_\_\_\_

Signature \_\_\_\_\_

Prices include postage and handling. Payment must be in U.S. dollars on a U.S. bank. All subscriptions start with next issue published. Send to SJ Games, Box 18957-T, Austin, TX 78760-8957.

Summer 2033

37



2. No more so than today, which means that some are well sealed and some aren't. A tight seal on a vehicle would cost a hefty amount; let your referee determine how much.

3. Slopes affect both max speed and acceleration. In general, figure that each degree of slope decreases (or increases) max speed by 1 mph. Thus, a 30° uphill slope decreases max possible speed by 30 mph. Figure that an uphill slope under 15° doesn't affect acceleration; that a slope between 15° and 30° cuts maximum possible acceleration by 5 mph; that a slope between 30° and 45° cuts acceleration by 10 mph; etc. Downhill slopes add to acceleration in the same way. Braking isn't hard to do; it isn't made easier or harder by slopes.

4. If you're within the range of a burst effect weapon, whether you're the one who fired it or not, you take the appropriate damage.

5. Weaving is simply a series of maneuvers, so you're suggesting a modifier for maneuvering vehicles. This is logical; we've omitted it to make *Car Wars* more playable. However, if you want an adjust, use it when you referee. (Maybe a minus to hit if Handling Status falls below -2.) As for high speed targeting, any weapon which can fire at one target and then swing 60° and fire at another target in less than a second (which any turreted or side-firing weapon can do), is going to have very little trouble tracking a speeding vehicle.

6. Falling damage is covered in last issue's ADQ&A. To "jump," a vehicle has to be going fast enough to cross the gap before it falls below the landing site. It will fall 1" in the first second, and 4¼" in the first two seconds. A take-off ramp (or slope) helps, of course: a vehicle at 60 mph, taking off from a 15° ramp, travels 9" before falling back to its take-off level. Extrapolate other results from that.

7. If it penetrates (and remember armor is plastic, not metal), it might arc across one random interior component (including occupants), fusing or frying it.

8. Anytime a vehicle or its occupants take damage, there is a Control Table roll; if you'd like to increase the difficulty of the Hazard by +1 when you're refereeing, go ahead.

9. Not until it removes the armor.

10. In real life, yes. If you want to include that possibility when refereeing, then do so.

11. Figure collision damage from the initial collision (vehicle A striking vehicle or pedestrian B). Then, if vehicle A carries B along with it (as per "Conforming Movement" in this issue's *Advanced Collision System*), figure a second collision with solid object C at A's revised speed, with collision damage occurring first to B. If solid object C delivers more damage than B can sustain, pass the remaining collision damage on to A.

1. Tire blowouts are unclear. If the tire is lost to enemy fire it is a D3 hazard, yet if the last hit of damage is from enemy fire the wheel is lost and handling goes to -6. Losing a tire to enemy fire would then seem to be an automatic change to -6 handling. Is this so?

2. Can a car or van continue to drive after having lost one or more tires (not wheels) without loss of speed?

Thomas Miller

1. Not quite. (We agree - the rule is not written too well.) If you lose a tire to spikes, move the handling marker to -6 immediately and roll for a possible crash; the car's handling class drops by 2 starting next turn. If you lose a tire to enemy fire, move the handling marker to -6 immediately and roll for a possible crash; the car's handling class drops by 3 starting next turn. The designation of those hazards as "D2" and "D3" is confusing and might well be ignored.

2. Yes, it can. This is not realistic, but the rules allow it.

1. Do you receive driver skill for killing a vehicle with a ram (i.e., bootleggering into a cycle gang)?

2. Can you use a weapon burst to scatter or set off mines?

3. Is it possible to drive between the posts on the chain counters? It looks like you can't.

4. Can you make a pothole by firing at the street?

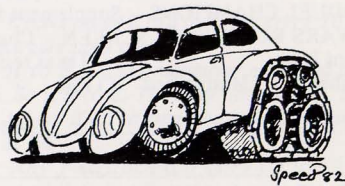
Eric Reeder

1. Yes.

2. Not unless you spend a lot of time at it - for most practical purposes, therefore, no.

3. A cycle can get between them, a car can't.

4. All right. If you want to put a pothole in the road, do more than 8 points damage with a single shot. The pothole will be ¼" on a side, and will act as a D2 hazard when driven upon.



# Backfire

Well, I just got ADQ 1. Convoy was great and I loved the new weapons, but what happened to everything we were promised? Where was "Chassis and Crossbow," "Maniac," "AADA Membership Card," and free *Car Wars* counter sheet?

Convoy was great. The encounters were well thought out. The scenario was logical and well presented. The ads were both useful and entertaining. Newswatch is great and the new info on Midville was a big help. And the article on characters was fantastic. I can see we can expect the same quality from ADQ that we do from TSG.

I have only two more questions. Do you plan to put ADQ in mailing covers like TSG and, finally, what's the max ammo load for the Artful Dodger (the same as an oil spray)?

Yours in combat,

Carl F. Neal

Tulsa, OK

By popular demand (my own), I had to run one of these letters that loved everything in ADQ 1. We were deluged with at least two or three more. The membership cards and counter sheets should have arrived by now; if they haven't, let me know. "Chassis and Crossbow" is scheduled for ADQ 3; "Maniac" will probably be in ADQ 4.

Since "Maniac" was first promised, I was appointed editor; a duellist loose in a shopping mall is an intriguing idea, but we're removing the victory points for killing bystanders (and will probably remove bystanders as well). In

final form, it will resemble an arena laid out inside a multi-level mall. ADQ won't be in mailing covers unless it's arriving damaged. (Let us know if it is.) And yes, the Artful Dodger carries the same 25 shots that a regular jet does.

-DL

Why do vehicle weapons weigh so much more than their man-portable counterparts? From my own military experiences I've found the opposite to be more of the norm. A 150 lb. M-60 MG?!? A 300 lb. Recoilless vehicle mount to the 65 lb. man-portable?!? A 450 lb. Flame Thrower and that's not counting fuel?!?

This is not quite a game question but I'm sure there are a lot of gamers besides me who would be interested in the answer . . .

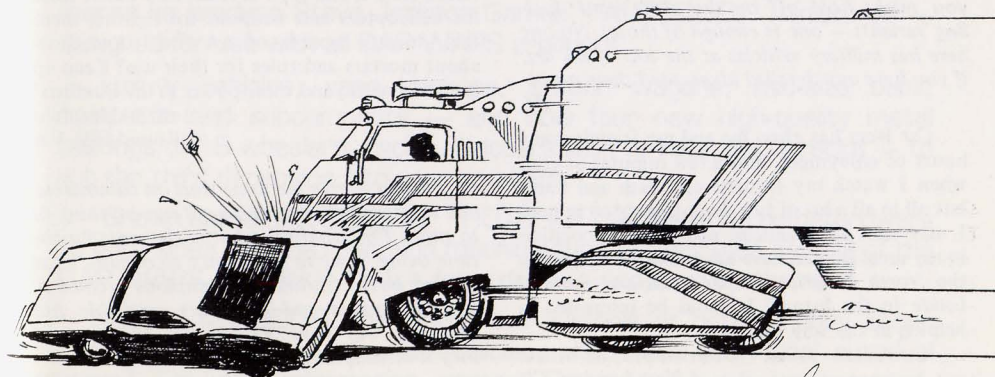
In what books are the short stories that the *Car Wars* games are based on found in?

I know that Roger Zelazny's *Damnation Alley* is a separate novel, but what about his stories "Devil Car" and "Last of the Wild Ones"?

I also know that Alan Dean Foster's "Why Johnny Can't Speed" can be found in the Ballantine / Del Rey Book *With Friends Like These*, and that Harlan Ellison's "Along the Scenic Route" can be found in the Signet *The Beast That Shouted Love at the Heart of the World*.

Where can I also find Fritz Leiber's "X Marks the Pedwalk"? Any other stories written that relate to the *Car Wars* game that would prove useful for campaign ideas?

Of interest is the old Laser Books 17 *The Black Roads*, by J.L. Hensley (available in a used/trade book store with any bit of luck). It concerns a post-holocaust America whose society centers around life on the highway, especially the happenings for two elite Red Roadmen. The Red Roadmen are sort of your elite highway patrolmen who act as Judge/Jury/Executioner for traffic violators in the fast lanes (as





opposed to the slower computer controlled safe lanes). Note that this novel is not as interesting as Ellison's and Foster's; weapons are more rare and somewhat homemade (if any) and the cars are pretty much unarmored and hybrid Hover/Cars similar to the Ellison story. Also most of the plot concerns the society's isolation attitudes to the outside world, rather than with the highways. Still, it makes for pretty good reading.

David A. Kraklow  
Rock Island, IL

*The listed weight includes not only the weapon, but also the vehicular mount (which moves and aims the weapon by remote control) and the linkage to the firing controls.*

*Thanks much for the literary references. Zelazny's "Devil Car" is in his short story collection, The Doors of His Face, the Lamps of His Eyes, among other places. "X Marks the Pedwalk" is in Themes of Science Fiction (ed., Leo Kelley). We couldn't find a citation for "Last of the Wild Ones" — do I hear anyone with an answer? Most of these selections have appeared in the SF magazines as well, but I don't have any of the citations immediately at hand.*

—DL

Question: Whom should I get in touch with at SJG regarding rules for military vehicles, if such rules are indeed being developed? I would like to have a hand in that, as the XM-6 Dempsey had all the accuracy and firepower (as tanks go) of a kid with a spitball gun. I have my own theory about this, which I shall type up and send to you on the proposition of it becoming part of your "future history."

Craig Sheeley  
Springfield, MO

*Any rules or variants get routed to me; I'm glad to see anything that comes in (although you might hold off on the skateboard dueling variants — one is enough of those). No one here has military vehicles at the top of his list; if you have any detailed ideas, send them on in.*

—DL

*Car Wars* has given me and my friends many hours of enjoyment, and a few minutes of grief when I watch my favorite car crash and burn, but all in all a lot of fun. I am interested in how I may start an American Autoduel Association in my area. Do you have any plans on publishing the *North American Road Atlas and Survival Guide* in the future? I would be interested in helping in any way that I can.

Christopher B. Willett  
New London, CT

*The best way duellists can help is to keep submitting products, news tips, scenarios, Survival Guide excerpts, and anything else you feel appropriate. I don't promise to run it, but . . .*

—DL

In ADQ 1, is the front armor on the Morningstar (p. 24) a ramplate?

Matt Healy  
Medina, NY

*Yes — sorry we didn't make it clearer.*

—DL

A towtruck would be a useful vehicle for a campaign game. It could take between 45 and 60 seconds to pick up or unload a vehicle. Also, as an N scale model railroader, I find that your *Car Wars* miniatures are not quite usable with the 1/160 N scale equipment. As a matter of fact, your vehicles are closer to 1/192 scale (1/16" = 1") than the advertised 1/180. There are many figures and vehicles available in the 1/192 scale in any good architectural supply store.

David A. McConnell  
Manhasset, NY

*Tow trucks have been suggested by at least three of you, including one who submitted fairly complete stats. If anyone has any useful comments on this, let me know; we'll try to publish a usable design fairly soon. You're right about the scale situation — N scale was a rough approximation to the 1" = 15' scale that we came up with solely for *Car Wars*, and 1/192 is closer. Thanks for the supply store tip. Between those and the Grenadier releases, you should all be well supplied.*

—DL

I agree with the letter by Dathis Kaulenas (ADQ 1) in asking for dump trucks, bulldozers, tanks, APC's, and ATV's. Also, how about rules for helicopters and weapons for fighting them (i.e., turrets capable of AA fire)? And, how about mortars and rules for their use? Keep up the good work, and more power to the Duellists!

Jeff Breidenstein  
Round Hill, VA

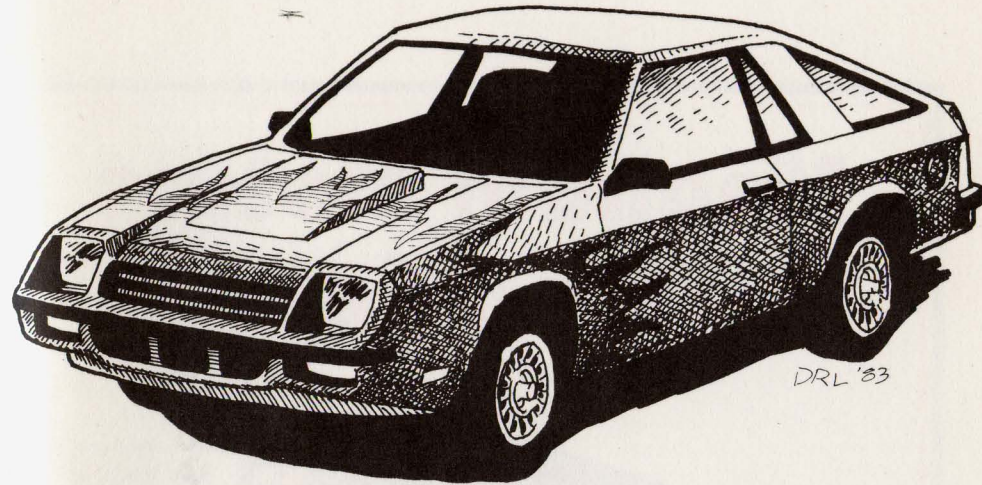
*I repeat — give me some stats on commercial and military vehicles, and we'll run anything fit to print. I'm avoiding airborne elements for the time being — we've got plenty to occupy us at ground level. "Autoduel Champions" (combining *Champions* and *Car Wars*, available this summer) will have helicopters, though, and they'll be adaptable to *Car Wars*.*

—DL

# GRENADIER MOTORS

a division of Grenadier Models, Incorporated

## ANNOUNCES ITS 1983 LINE!



The cars of 2033 — available in 1983.

Grenadier is proud to announce that it has acquired the exclusive license to produce Steve Jackson Games' "AUTODUEL" miniatures — designed for use with all CAR WARS products.

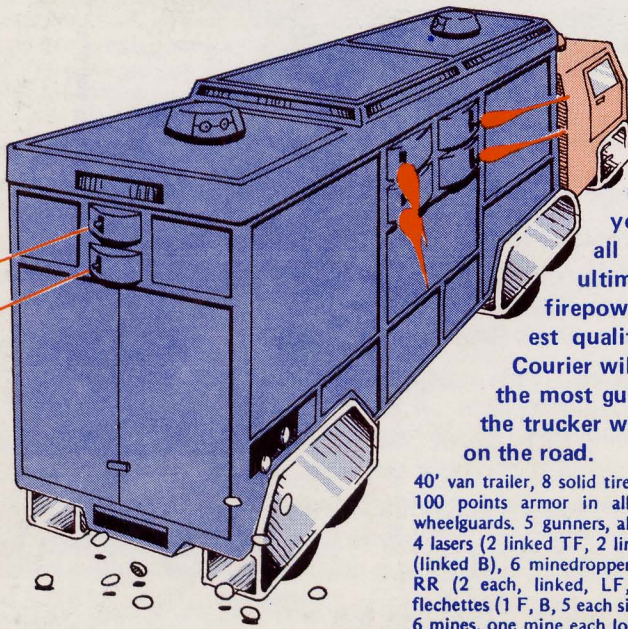
Luxury vehicles, vans, pickups, station wagons, mid-size cars, compacts and subcompacts — and now four new high-quality metal castings of 18-wheelers, cycles, sidecars with turrets, and wrecks — to put the third dimension into your combats.

Shown above: the Grenadier "HOTSHOT" — featuring flamethrowers to both sides and the rear, and machine-guns in front (see page 3 of the CAR WARS rulebook!) Take it for a drive — and burn up the road.

All the AUTODUEL miniatures are available at better hobby shops everywhere [for the full-sized vehicles, check out your local autoduel arena]. For more information, contact Grenadier Models Incorporated, P.O. Box 305, Springfield, PA 19604.



# Magnum Motors Courier



It's an ugly world out there, and you've got a man-sized job to do. Let Magnum Motors help you do it with our all new Courier, the ultimate in defensive firepower. With the highest quality weaponry, the Courier will safely carry even the most gun-shy cargoes, for the trucker whose reputation is on the road.

40' van trailer, 8 solid tires, quick-release kingpin. 100 points armor in all locations, 4 10-point wheelguards. 5 gunners, all with hi-res computers. 4 lasers (2 linked TF, 2 linked TB), 2 heavy lasers (linked B), 6 minedroppers (2 RB, 2 B, 2 LB), 8 RR (2 each, linked, LF, RF, LB, RB), 22 AP flechettes (1 F, B, 5 each side). Links connecting all 6 mines, one mine each location. Carries small car power plant (back-up power for lasers) and a Cargosafe. \$185,300; 40,220 lbs.