

Spring 2035

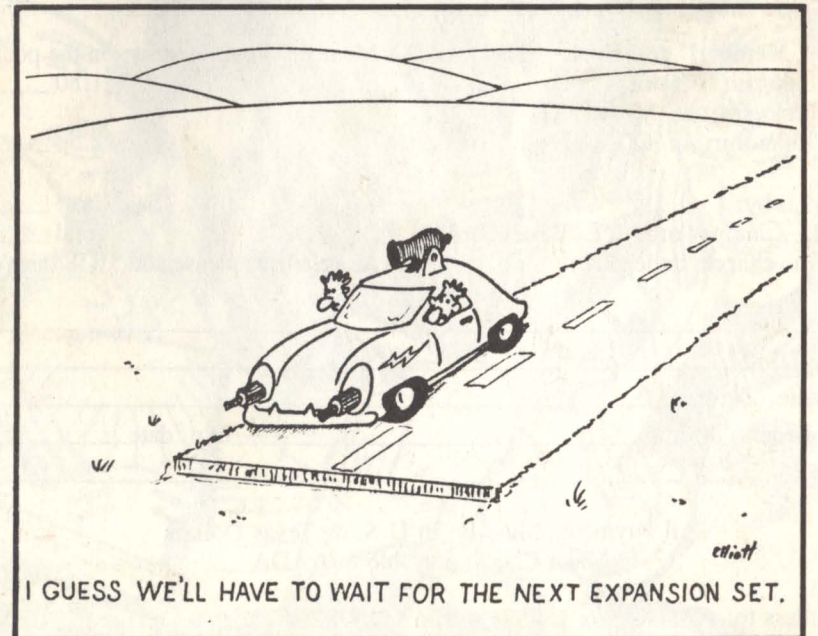
Vol. 3, No. 1

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Autoduel Quarterly

THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION

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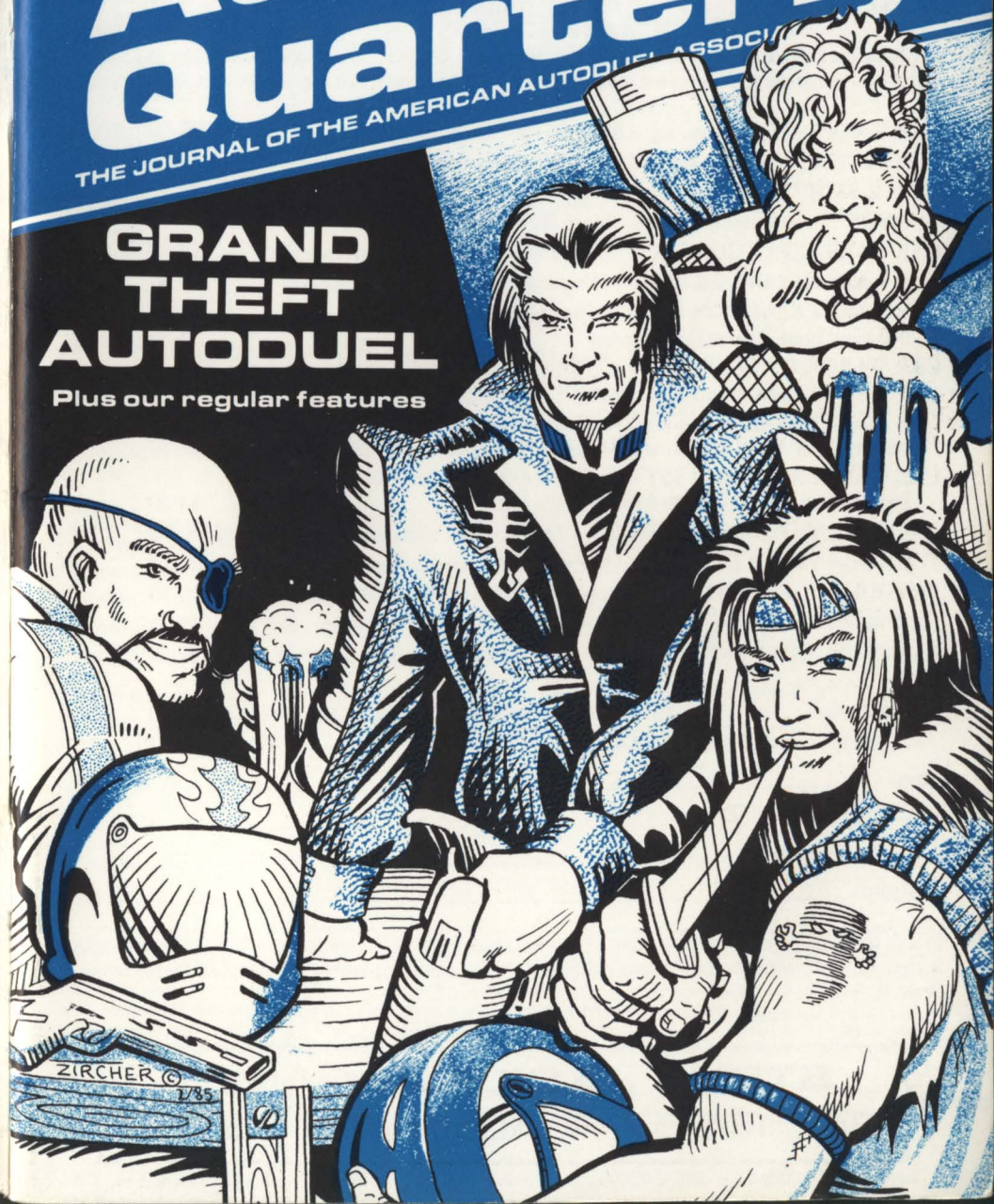
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Autoduel Quarterly



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CONTENTS

Grenades: Theory and Practice Scott Haring	8
ADQ Custom Feature Scott Haring	10
Grand Theft Autoduel/A <i>Car Wars</i> Roleplaying Scenario Michael C. Youtz	14
Surprise Package: Driving Off Semi Assault Ramps W. Peter Miller	36
Excerpts from the North American Road Atlas and Survival Guide, 3rd Edition: BOULDER, COLORADO Sam Hatcher	38

DEPARTMENTS

The Driver's Seat/Scott Haring	2
Newswatch/Scott Haring	4
AADA News	42
ADQ&A/Questions and Answers	44
Backfire/Letters	46

ADVERTISERS

AADA inside front mailer	
Aerodrome Industries	41
Crane Industries	3
Games of Berkeley	back cover
Mystic Motors	37
Prometheus Motors	13
Steve Jackson Games	inside front cover, 5, 37, inside back cover
Uncle Albert's Auto Stop and Gunnery Shop	6, 7

Designs in this issue:

Scott Cook (Cluster Bomb): 41. Reed Decker (External Weapon Pods): 7. Mike Emrick (Continuous Smokescreen): 7. Jeffrey Field (Thundercat): 6. Kenneth Heilfron (No-paint Windshield): 41. Tim Ray: 37. Peter Reed (Dump Trailer): 6. Craig Sheeley: 3.

Autoduel Quarterly (ISSN 0740-3356) is published four times a year by Steve Jackson Games Incorporated, P.O. Box 18957, Austin, TX 78760-8957. Second-class postage paid at Austin, TX. POSTMASTER: Send address changes to *Autoduel Quarterly*, P.O. Box 18957, Austin, TX 78760-8957. All material is copyright © 1985 by Steve Jackson Games. All rights reserved. Subscription rates as of March 15, 1984 — In the United States: 4 issues \$10 (Texas residents please add 5½¢ tax). Outside the U.S.: please add 50¢ 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 Driver's Seat

Boy, am I glad to see Spring. I thought Canadians were the only ones who had to put up with the D4 hazard of driving on ice, but this past winter was not kind to us Texans. Now, I love Texas duellists — I'd put 'em up against anybody, anywhere — but they just flat can't drive on ice. Lack of experience, of course, is responsible, but it sure has been funny watching all these cars slippin' and slidin' around.

Time for another back-issue update. Issues 2/3 and 2/4 are still available. Older ones are out-of-print. We also get requests for back issues of *Space Gamer* with *Car Wars* material in them. All back issues of *SG* are now available from Zocchi Distributors, 01956 Pass Road, Gulfport, MS, 39501. The back issues of *SG* with *Car Wars* material are 50, 51, 58, and 69. Contact Zocchi for price and availability.

Random Bits

As you may have noticed, we have entered our third amazing year. I want to take this opportunity to thank everyone who's supported us over the past two years, and to promise that we'll keep putting out the magazine you all want.

Unfortunately, we still make mistakes. A number of readers have pointed out a typographical error in last issue's "Trailers in *Car Wars*." On the Trailer Construction Chart on page 40, we give the weight of the 6-foot van trailer as 100. That's wrong. It should be 1000. Thanks to everyone who pointed out the error, and even more thanks to those who did it politely.

Got a letter from Mike Emrick, a university student from Florida, answering my question about the G-forces of an Ejection Seat. Using the well-known equation, $a = (2s - 2vt)/t^2$, where s is distance traveled (in this case, 150 feet), v is the seat's initial velocity (in this case, 0), and t is time (in this case, 2 seconds), Mike determined that the acceleration force of the ejection seat is 75 feet/second². Since one "G" is 32.2 ft/sec², the force is 2.3 Gs. Normal Earth gravity is one additional G, so whoever's riding the ejection seat will face a force of 3.3 Gs. That's not real pleasant, but it's not dangerous.

Another thing I'm sure you noticed about this issue is our new price. (Took me a while to get around to mentioning it, didn't it?). Of course, I'll make all the standard excuses — costs continue to rise, paper's more expensive, my aunt needs an operation — but the truth is, a) we've increased the size of the magazine twice without a price increase, and costs *have* gone up, and b) *somebody's* got to pay for my new Morningstar. All of this does have a marginally happy side — subscription rates will remain the same! The price increase applies only to single-issue purchased at newsstands, conventions, and through direct mail. Also, back issues that carry a \$2.50 price tag will remain at \$2.50. There, that wasn't so bad, was it?

Drum Roll, Please

We've got a big project coming out this summer that's going to be a must for all you autoduellists. It's a boxed, deluxe version of *Car Wars*. *Deluxe Car Wars* will combine all the rules from the original *Car Wars*, *Crash City*, and *Truck Stop*, as well as taking in elements from *Autoduel Champions* and the many issues of *Autoduel Quarterly*.

Deciding what's going in the box was pretty easy. It'll have lots of road sections, maps, and counters, as well as a turning key and the rulebook.

Ah, the rulebook. One book, which combines, organizes, and reorders material from a dozen different sources. It's a big enough job with just the reorganization, but we're also going to fix some of the more . . . well, less-than-perfect rules.

Who, us? Less than perfect? 'Fraid so, but I have a sneaking suspicion from the mail that some of you knew that already. Of course, I can't be too specific right now (most of the darn thing's not written yet), but there are a few things we want to do:

Encourage people to go fast. The simplest way to do this we've thought of so far is to add a combat modifier making a vehicle harder to hit the faster it's going.

Increase the roleplaying aspects. Simply put, this means we want to create more variety between characters, and add to the list of possible skills — and then we want to create adventures that make characters *use* those skills.

Fix the little, annoying problems. It

doesn't specifically say (for example) that you can't hit a sidecar from the opposite side of the cycle. We'll fix that. The grenade rules need a lot of work. We'll fix them. (For a preview, see the article on grenades in this issue.)

On the other hand, we're not going to make changes that radically alter the game. We've already considered some changes that would make other parts of the game invalid — and we've rejected them. You already know how to play *Deluxe Car Wars* — we're just going to make it better!

One last note: Included in this issue is a nomination ballot for this year's Origins Awards. Vote any way you want, but vote! And by the way — since the board-gaming magazine category is traditionally for historical gaming mags, we consider *ADQ* a roleplaying magazine.

I've got to go now; too much to do and too little time. Keep on duellin'!

—Scott D. Haring

Copperhead

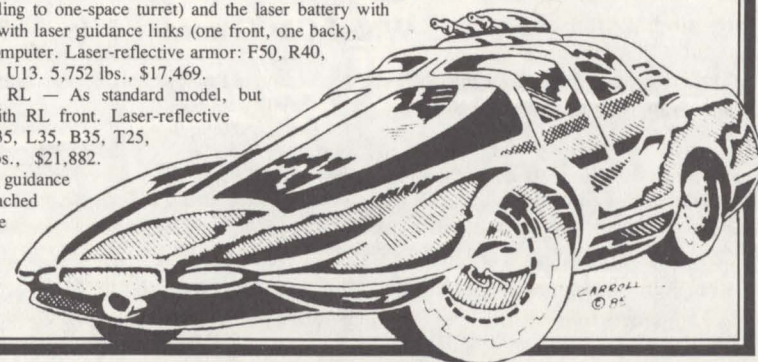
Using the latest in missile-guidance technology, Crane Industries' Copperhead is the car for the laser duellist who likes a little explosive punch to scrub off his opponent's laser-reflective armor. Clad in gleaming copper LR armor, the Copperhead lives up to its name: a truly venomous vehicle.

Copperhead — Mid-size, X-hvy. chassis, large power plant, hvy. suspension, 4 PR radials, driver, fire extinguisher, laser battery, 2 linked light lasers in turret, HR front, HR back, laser guidance link for both rockets. Laser-reflective armor: F45, R35, L35, B35, T25, U21. Four 5-point laser-reflective wheelguards. Accel. 5, HC 3, 5,753 lbs., \$19,420.

Arena Copperhead — Same as standard model, but replace one light laser (downgrading to one-space turret) and the laser battery with two more HRs with laser guidance links (one front, one back), add targeting computer. Laser-reflective armor: F50, R40, L40, B40, T30, U13. 5,752 lbs., \$17,469.

Copperhead RL — As standard model, but replace HRs with RL front. Laser-reflective armor: F45, R35, L35, B35, T25, U16. 5,759 lbs., \$21,882.

Note: The laser guidance link may be attached to an RL, but the \$200/rocket cost must be paid for all 10 rounds of ammo.





NEWSWATCH

History of Sports on TV

- 1982: National Football League peaks in ratings. The game is still played in a little-known six-team league — most people know it today as “sissyball.”
- 1987: Increased saturation of sports programming, along with the proliferation of satellite “superstations,” cable TV systems, and private satellite dishes, drives sports ratings through the floor. All three broadcast networks admit major financial losses. Angry stockholders demand cutbacks in the sports departments.
- 1991: Commercial networks abandon sports programming altogether, citing inability to compete with superstations. Highest-rated sport on TV is now pro wrestling.
- 1996: Most cable systems now offer over 150 channels — over a dozen devoted to specialty sports.
- 1997: Replays of the first televised “accidental” ring death in pro wrestling set ratings records. To keep ratings high, wrestlers issue “death threats” and routinely stage “to the death” matches — which are usually faked or conveniently stopped by staged disqualifications.
- 2003: Fitzsimmons Sports debuts “Shootout,” a one-on-one version of “Capture the Flag” featuring live ammo and spectacular prizes for the winner. Because all participants have signed extensive waivers, and the game does not require players to kill each other (it’s only extremely helpful), the producers are acquitted of manslaughter charges — and the ratings go through the roof.
- 2004: Four-time “Shootout” champion Randall Jentz draws a 10-year prison term for manslaughter after police raid secret filming location. Brief experiment in “death sports” is over, but more traditional sports grow in violence.
- 2009: “Combat Football” and “Full-Contact Basketball” are debuted. Commercial networks get back into sports programming as ratings for these new, bloodier sports increase.
- 2011: Citing journalistic freedom to cover “news events,” footage of battles between Third World armies and guerrilla forces is packaged as entertainment and shown on prime time. Critics’ charges that the combatants are paid performers and the entire battles are put on for the benefit of the cameras are never proven.
- 2021: Supreme Court decriminalizes manslaughter in arena sports. “Shootout II,” featuring heavy weapons and a team format, leaps to the top of the ratings.
- 2023: First televised autoduel broadcast by BGN (The Blood & Guts Network) from Austin’s Armadillo Autoduel Arena.
- 2026: AutodueLLing becomes highest-rated TV sport. Combat football and private wars run two and three — Shootout II slips to fourth.
- 2029: Nearly every station or network in operation today offers at least local autodueLLing coverage. The American Autoduel Association estimates that 80% of all official AADA events are now televised.
- Today: Taste of the viewing public seems to have shifted somewhat from arena duelling to highway combat. Networks cut back on arena coverage (although it’s still number one in the ratings) and devote more resources and time to tracking down and broadcasting random highway combats.

50 Years Ago Today

‘Cute’ 3-Wheel Car Comes to Life

“People are skeptical about three wheels,” says Blythe Rogers, who fancies himself an automaker. “But then, my car is so cute. When people see it, they’ll want one.”

In his native Vancouver, British Columbia, Rogers is building three-wheel cars he calls “microvans.” His emphasis is on function and simplicity plus one other big factor — a small price tag. Rogers says he will be able to sell the Rogers Rascal in the United States for less than \$5,000 by buying the engine and transmission from established companies and by relying on very little labor.

With its three wheels and two-cylinder, 750-cubic centimeter engine, the Rascal qualifies as a motorcycle, a classification carrying less stringent emissions rules. In addition, the little engine gets more than 60 miles per gallon.

Rogers says the car is “as safe as humanly possible.” One safety feature he touts is bumpers made of Surlyn, a plastic compound best known as the covering for cut-proof golf balls.

—Austin American-Statesman, Nov. 2, 1984

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YOU
AWAY!



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CRASH CITY is available from your local retailer, or send \$5.95 plus 55¢ postage and handling to:

STEVE JACKSON GAMES
BOX 18957-T
AUSTIN, TX 78760

The first CAR WARS roleplaying supplement has a new title — but the action's just the way you remember it! The MONDOS, the EOSELS, and Black Jesse's Crusaders fight it out in the streets of Midville, Ohio. Components include Pocket Box, full-color counters painted by Denis Loubet, ziplock bag for counters, 24-page rulebook, and a huge 42" x 32" map.

Coming this summer: DELUXE CAR WARS, our biggest CAR WARS release ever, and CAR WARS EXPANSION SET #7 — to keep you duellin'.

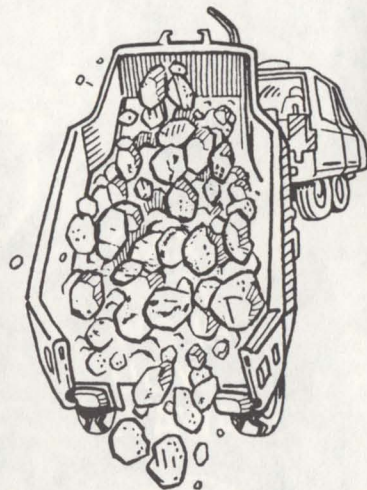
Texas residents add 35¢ state sales tax.



UNCLE ALBERT'S

Dump Trailer

Specially built by a Canadian manufacturer and offered by Uncle Albert, the Dump Trailer lets you carry bulk items into dangerous areas safely. No longer do you have to tie up valuable escort vehicles protecting an unarmed dump truck — the Dump Trailer, combined with a moderately-armed tractor, can more than take care of itself. For an economical alternative to your bulk-hauling needs in these difficult times, count on Uncle Albert — the people's choice.



Dump Trailer — 40' chassis, \$11,000, 6,000 lbs., 10 (+60) spaces, armor cost/weight 40/18. No top armor may be installed, and turrets may not be installed. Only 10 spaces may be devoted to weaponry. The trailer may be raised to dump the contents. Controls are on either side of the trailer, or it may be controlled from inside the tractor. It takes 7 turns to raise the bed fully, and only 5 turns to lower it. Loose materials in the trailer will start to spill out after the 2nd second of elevation.

Uncle Albert Listens to the People!



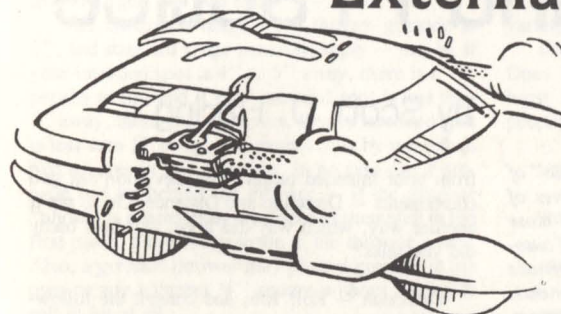
Thundercat Power Plant

The people wanted a car power plant with muscle, one with enough guts to pull a heavy trailer, one with enough performance to outrun trouble — and Uncle Albert delivers! The Thundercat's got what it takes to pull a total load of over 20,000 pounds . . . and stripped down, it'll make 120 mph easy! Get a Thundercat today — and blow their doors off!

Thundercat power plant — 2,000 lbs., 8 spaces, \$12,000, 15 DP, 6,700 power factors. Maximum acceleration is 10 mph/turn, but maximum speed without damage is 120 mph.

AUTO STOP & GUNNERY SHOP

External Weapon Pod



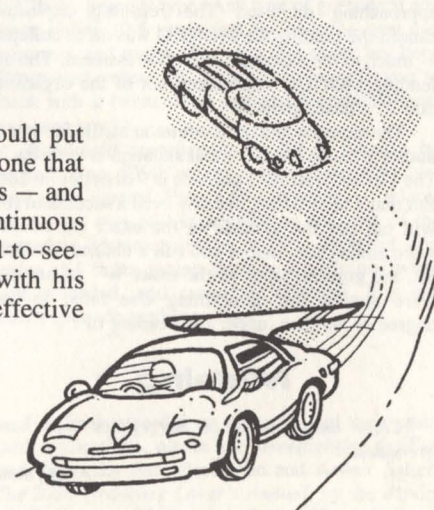
The people wanted a way to mount more firepower on their vehicles — and Uncle Albert delivers again. You can increase the punch of your vehicle in any situation with our External Weapon Pods. Special this month — free installation with any weapon purchase.

External Weapon Pods — These pods come in four sizes and must be mounted in matched pairs on either side of a vehicle. No more than one pod may be mounted in any one armor location. Helicopters may mount a third pod on the underside. Pods may fire to the front or rear, but the direction must be set upon installation. Pod armor costs \$10 and weighs 4 lbs. per point, but the maximum is 10 points due to the structural limitations of the mounting arm. Pod armor is universal — there is only one armor location. If the side of a vehicle with a EWP is hit by enemy fire, roll 1d6. If the number is equal to or less than the number of spaces the pod has (i.e., 2 or less for a two-space pod), then the pod takes damage first, then the armor on that side, and so on. If the number rolled is greater, the pod is missed, and the side armor takes damage normally. Pods can be targeted at -3, but a miss misses the vehicle entirely. If a vehicle rolls, the pods and weapons in them are automatically destroyed. A one-space EWP will fit on any vehicle, costs \$500 and weighs 100 lbs. The two-space pod will fit on a mid-sized car or larger, costs \$1,000 and weighs 250 lbs. The three-space pod will fit only on a van, oversized vehicle or helicopter, costs \$2,000 and weighs 400 lbs. The four-space EWP will fit only on a standard or transport helicopter, costs \$4,000 and weighs 600 lbs.

Continuous Smoke Screen

The people wanted a smoke screen that could put serious smoke between them and a pursuer, one that could leave a trail of smoke to cut off enemies — and yet again, Uncle Albert delivers! Our continuous smoke screen will put a constant trail of hard-to-see-through smoke between you and anybody with his sights on your back bumper. Especially effective against lasers! Get one today.

Continuous Smoke Screen — 1 space, 50 lbs., \$350, 5DP. 10 shots, CPS 10, WPS 5. Loaded cost \$450, loaded weight 100 lbs. When triggered, the CSS will emit a smoke screen every phase the vehicle moves. Can be shut off any time before it runs out of ammo, but shutting it off also counts as a firing action. This item will be much more effective with the addition of extra magazines.



Grenades: Theory and Practice

by Scott D. Haring

From the "potato masher" and "pineapple" of nearly a century ago to the modern explosives of today, the hand grenade has always been a close friend of the foot soldier. In the early days of auto-duelling, many a pedestrian counted on the grenade as an "equalizer" against vehicular opponents. Today, autoduellists themselves enjoy the compact, deadly convenience of grenades. And with so many different applications for grenades available to the duellist of today, this humble little weapon's potential is nearly unlimited. . . .

—Excerpt from *The 2034 Ordnance Lover's Annual, Explosives Week* magazine.

A grenade is, in its simplest definition, a small bomb. It has a 2'' burst effect radius, but unlike other burst effect weapons, it does not do any impact damage at all. Used in bunches, they can be devastating. In 2032, a well-meaning member of the Midville Organization for Neighborhood Defense Ordnance (the famed MONDOs), unaware of the potential for disaster, dumped 24 pre-set grenades from a rooftop onto the street below as a trap for approaching duellists. The resulting explosion caused the bulding the MONDO was on to collapse — much to the movement's embarrassment. The offending MONDO was kicked out of the organization . . . posthumously.

The simplest and most common method to introduce a grenade into a combat situation is to throw it. The "to hit" roll for a grenade is 9 or better on 2d6. But that's misleading, because even a successful roll will not put the grenade in the exact square you were aiming for, unless you roll a natural 12. On a 12, the grenade lands in the exact ¼'' square you were aiming for. Everything else falls, to one degree or another, under the heading of . . .

Missing

Close only counts in horseshoes and hand grenades.

—Anonymus

For any grenade toss (or shot with a grenade launcher, for that matter) that is less than the best possible (i.e., a 12), there will be some deviation

from your intended target. This deviation has two components — Direction and Distance. Or, to put it another way, which way did it go, and how badly did you miss?

Direction — Roll 1d6, and consult the following:

- 1 — Off to the right.
- 2 — Off to the left.
- 3 — On line, but long.
- 4 — On line, but short.
- 5 — Off to the right, and either long or short (roll randomly).
- 6 — Off to the left, and either long or short (roll randomly).

Distance — How far the grenade lands from the intended spot depends on how badly you missed your "to hit" roll:

Made your roll or better, but rolled less than 12 — 1d3 ¼'' squares in each direction called for by the direction roll.

Missed by 1 — 1d6-1 (treat a 0 result as 1) in each direction called for.

Missed by 2 — 1d6+1 squares in each direction called for.

Missed by 3 — 2d6-2 (treat a 0 result as 1) squares in direction called for.

Missed by 4 or 5 — 2d6+3 squares in each direction called for.

Missed by 6 or more — 3d6 squares (8 squares minimum) in each direction called for.

If the line of flight for the grenade is diagonal in relation to the grid lines, just remember that each square is ¼'', and use a ruler to determine the final location of the grenade.

Example: George thinks an enemy vehicle is about to slip out a side alley, so he wants to toss a grenade into the open area where the alley intersects the street. George needs a 9 or better on two dice to hit, and rolls an 8. Not bad, but a miss. Next George rolls on the Direction table, and rolls a 5 — off to the right, and either long or short. George assigns "evens" to long, and rolls another 5 — indicating the grenade came up short, too.

Next, George consults the Distance table —

"missed by 1" means the grenade is off by 1d6-1 squares in each direction called for by the first set of rolls, rolled separately. George's grenade is both to the right and short of the intended spot. George first rolls a 2, and then a 3 — so the grenade ends up one square to the right and two squares short of the intended target. Not bad at all!

The maximum range for a thrown grenade is 5'', and standard range penalties apply — that is, if your intended spot is 4'' to 5'' away, there is a -1 penalty to hit, and if your intended spot is less than 1'' away, there is a +4 bonus. If your intended spot is less than 1'' away, you cannot miss by more than two squares in any direction. In no case can a grenade end up behind the thrower — if the distance "short" is greater than the distance attempted in the first place, place the grenade at the thrower's feet. Also, a grenade thrower may place a grenade in his own or any adjacent ¼'' square without having to roll to hit at all.

A grenade may be thrown from a moving vehicle at -2. There is no "automatic hit" for adjacent squares, but the +4 point-blank bonus would apply. A grenade dropped from a vehicle could go anywhere. A roll of 2 or 3 indicates disaster — the grenade is dropped inside the vehicle and rolls under the seat — or something equally nasty.

Equipment

So many weapons, so little time.

—Col. "Buck" Bramble, *Explosives Week*
Hardware Editor

Most grenades, no matter the type, look alike. They have a simple time-delay switch (0 to 5 seconds), and an activation switch. Setting the time-delay takes one second, but they can be set ahead of time. Changing the time delay also takes one second.

To throw a grenade, simply start the timer by pressing the activation switch, and throw it. The grenade will go off at the end of the turn in which the timer stops. If you set the timer at 0, it will go off at the end of the turn in which you press the switch. Grenades fired from vehicular or hand-held launchers are automatically activated upon firing.

The types of grenades available:

Explosive — The standard. One grenade equivalent, \$25, does one die damage in a 2'' burst radius to tires and all non-vehicular items, ½-die damage to vehicles.

Tear Gas — One grenade equivalent, \$30. Creates a 1'' x 1'' cloud of gas that has the same duration and effect on weapons fire as smoke. Unprotected pedestrians and cyclists must roll once per turn any turn they are in a cloud. Multiple rolls don't produce cumulative results — just apply the worst result rolled so far:

- 1 — Character unconscious for 5 minutes.

- 2-4 — For one minute, character is -6 to hit with any weapon, and can only crawl at 3 squares/turn.

- 5-6 — Character is -2 to hit with any weapon for this turn and 3 more turns.

Smoke — One grenade equivalent, \$20. Creates a 1'' x 1'' standard smoke cloud. Available in a variety of colors.

Concussion — One grenade equivalent, \$40. Does 1 point of damage to pedestrians only in a 1'' burst radius, but has an additional effect on all people within a 2'' radius. Roll 1d6:

- 1-2 — Character unconscious for 10 minutes.

- 3 — Character unconscious for 1 minute, stunned for 2 more minutes.

- 4 — Character unconscious for 10 seconds, stunned for 2 more minutes.

- 5 — Character stunned (-3 to hit with all weapons, movement reduced to 4 squares/turn, reflexes dropped to 0 if a driver) for 30 seconds.

- 6 — Character stunned for 10 seconds.

- 7 or more — No effect.

Characters inside a vehicle with intact armor between them and the blast add 3 to their rolls. Characters with a building wall or other major cover between them and the blast add 5.

Paint — One grenade equivalent, \$20. Creates a 1'' x 1'' standard paint cloud. Available in a variety of colors.

In addition, there are two types of grenade launchers.

Vehicular launcher — To hit 7, damage by grenade type, 2 DP, \$1,000, 200 lbs., 2 spaces, WPS 4, CPS by grenade type. Any type of grenade at any timer setting (0-5 sec.) may be loaded — you can even mix and match. But once the order has been determined when the weapon is loaded, you're stuck with it (write down any exotic combinations, and keep track).

Hand-held launcher — To hit 7, damage by grenade type, \$300, counts as two grenade equivalents when carried. Fires a five-shot clip — replacement clips cost \$50 in addition to the cost of the grenades. Maximum range is 15''. Types of grenades and timer setting must be determined when clip is loaded, and cannot be changed. Mix and match grenade loads are legal.

★ ★ ★

For further reader on grenades and their practical applications, please see *Streetfighting for Fun and Profit*, by Sam Bronfman and Arthur Salter; *The 2034 Ordnance Lover's Annual*, by the editors of *Explosives Week*; and *Basic Hand Weapon Techniques*, by the Greater Hartford Survival Research Center.

Real-life “McDade” Blasts Popular Series

by Scott Haring

Honus McDade should be happy. He’s got a profitable trucking business, a solid rig, and all the fame that the Hollywood TV machine can generate. But McDade has a startling opinion on it all: “It’s been awful. The biggest mistake I ever made was signing that contract. The second-biggest was talking to them in the first place.”

It all started in 2031, when McDade, then a “tractor-for-hire,” was hauling a mixed load of machine parts and agricultural products from New Tulsa to Chicago. In the now-famous “Springfield Incident,” McDade not only beat a combined police department/cycle gang road block scam, but made away with the evidence needed to put the crooked police chief behind bars.

It was the stuff television action shows are made of, and the networks went right to work to secure the rights to McDade’s life story. The first problem was finding him. Unaware he was being hunted, McDade continued his work, criss-crossing the Midwest, pulling whatever trailers he could find paying customers for. Eventually, an agent from Reasoner Satellite Variety Programming found McDade.

“He told me that the series was still in development, and that chances were it would never get on because most shows in development never get any farther,” McDade recalled. “The money was good, more than I make in a year, and it was up front. All I had to do was sign over the rights, and then spend a week in California talking about myself and story ideas. It seemed like easy money.”

But McDade quickly found out that “easy money” has a price. “Everything seemed fine at first,” he said. “But about halfway through the first season, they ran out of ideas, and the show started to change. The guy in the show started doing things I could never pull off. They started putting him in these ridiculous situations — and everything was explosions. Exploding cars, exploding bodies, exploding buildings — you name it, they were blowing it up.”

RSVP representatives did not wish to be quoted, but said they felt they had done a good job with the show and that the ratings proved it. After two seasons as the No. 1 fiction show in North America, “McDade” has slipped to seventh — still an excellent rating in these days of multiple-satellite-access television, where over 350 shows compete in a market in which only the top 60 or so can be profitable.

McDade’s troubles started with his trucking acquaintances. “Once the show got really silly, a lot of folks who knew about me thought I was feeding the network these tall tales,” he said. “That led to quite a few misunderstandings. And of course, some folks were just plain jealous. Anyway, I found out who my real friends were in a hurry. I tried to complain to RSVP, but they just laughed and told me to read my contract.”

McDade checked it out, and discovered he had no control or recourse over the show at all. “They told me that if I was really upset, I could stop cashing my royalty checks in protest. Real funny guys. I’ll tell you, the money’s not bad,

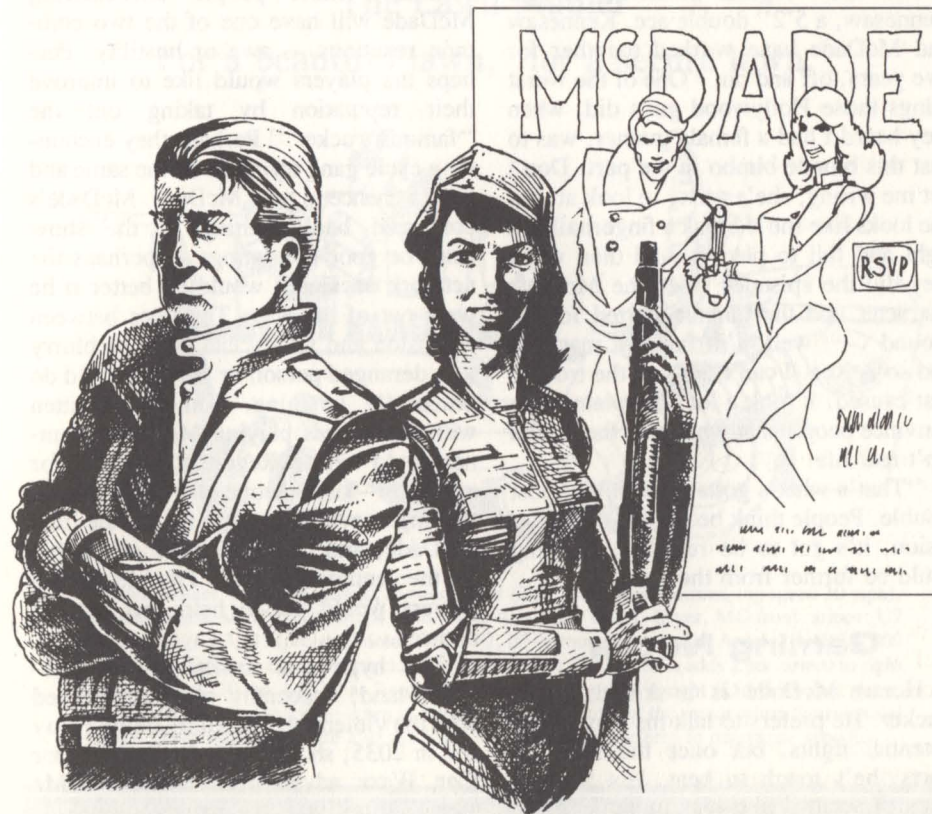
but compared to what they’re making on the show, I’m just an incidental expense, a throwaway. And I got completely cut out of all the merchandising money, too.” Spinoffs of “McDade” toy guns, trucks, lunch pails, children’s clothing, camping gear, and coloring books (to name just the most successful) have earned RSVP and its licensees an estimated 450 million dollars over the past three years. Of that money, McDade hasn’t received one penny.

“But the money isn’t the point anymore,” McDade said. “Do you know how hard it is to be taken seriously on the highway when a biker says, ‘Yeah, my little sister’s got a coloring book about you?’ Between the autograph hounds, the weirdos, and the guys trying to pick fights, I can’t even go into a truck stop for a quiet cup of coffee anymore.”

“The challenges are the worst,” he continued. “Every punk from Maine to Montana thinks he can gain instant fame by taking me out. It’s a mistake that costs most of them their lives. But I can’t fight forever — eventually I’m going to lose one.”

But for all the difficulties life on the road presents for McDade, he says he’s not quitting. “I’m making enough off the show to quit working and still get by,” he said, “but that would go against everything I believe in. You don’t quit because things get difficult, and you don’t stop doing honest work for your livelihood.”

For McDade, that “honest work” is pretty much the same thing he’s been doing for the past eight years, hauling freight as a “tractor-for-hire.” “If it makes weight — that’s anything under 22





tons — I'll haul it," McDade said proudly. "There isn't nothing I haven't carried at one time or another — not all of it legal," he winked. "I've got a good rig and a tough partner. We've done all right."

McDade drives a lightly-modified Scorpio sleeper longnose. The Scorpio has an interesting history. It was first developed by Sterling Designs, a small, independent manufacturer based in Florida in 2030. But when Mystic Motors announced they were going to add big rigs to their "Zodiac" line, Sterling made a deal. To this day, Scorpions are made in Florida and shipped to a Mystic Motors plant in Alabama, where the Mystic Motors nameplates, logos, and paint job are applied. Then they're sold across North America under the Mystic nameplate.

McDade's regular gunner is Reggie Kennesaw, a 5'2" double ace. Kennesaw and McDade have worked together for five years, off and on. "One of the worst things those Hollywood guys did, when they heard I had a female gunner, was to cast this blonde bimbo in the part. Don't get me wrong, she's pretty to look at, but she looks like she'd break a fingernail in a fight and fall to pieces. And then when they did the episodes when the McDade character and the gunner started foolin' around . . . well, I'm happily married, and so is Reg. I can't tell you the trouble that caused. It took a lot of explaining to convince people that what's on the screen isn't real life.

"That's what's gotten me in the most trouble. People think because it's on television, it's got to be real life. Nothing could be further from the truth."

Gaming Notes

Honus McDade is a skilled, smart trucker. He prefers to talk his way out of potential fights, but once the shooting starts, he's tough to beat. His Scorpio tractor is well-armed with plenty of elec-

tronics and weapons with lots of ammunition.

Scorpio: Sleeper longnose, X-hvy. chassis, large truck power plant, 10 solid tires, driver, gunner, turreted heavy laser, 3 Vulcan MGs (one each F, R, and L), 10 AP flechette grenades, laser battery, 2 hi-res computers, radar, 3 bumper triggers (one each F, R, and L), 4 10-point wheelguards (covering front and rear tires. Note that the middle set of tires is unguarded), fireproof armor: F55, B40, R40, L40, T35, U31. Room for 1 spc., 34 lbs. cargo. HC 0, \$126,038, 16,166 lbs.

McDade is a Trucker-3, Driver-0, Gunner-2, Mech-1. His regular gunner, Reggie Kennesaw, is a Gunner-3, Driver-0, Trucker-0, Mech-0. There are a number of interesting encounters that could be devised for the players using McDade. Most people encountering McDade will have one of the two common reactions — awe or hostility. Perhaps the players would like to improve their reputation by taking out the "famous trucker." Perhaps they encounter a cycle gang trying to do the same and have a chance to save McDade. McDade's continued bad-mouthing of the show can't be good for ratings — perhaps the network decides it would be better if he were out of the way. The lines between television and reality can often be blurry — a deranged person or persons could do practically anything. Someone smitten with the actress playing McDade's gunner could kidnap Reggie Kennesaw, for example — or someone else could take to the highways, claiming to be the real McDade, and cause all sorts of trouble for the genuine McDade. Trouble that the players would get to help sort out, of course . . .

The hype and artificiality of television-land, especially when contrasted with the violent, gritty reality of everyday life in 2035, should be a fertile topic for *Car Wars* adventures. Creative GMs should go to it.

When you climb behind the wheel, you have an "equalizer" at your fingertips. When you move onto the highway, you feel the firepower you carry. Now you have that same feeling of security as you work in your own back yard.

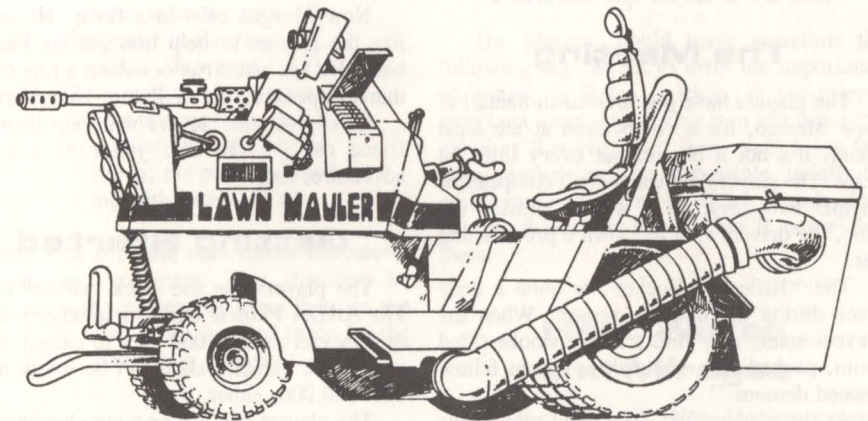
PROMETHEUS MOTORS

proudly announces the introduction of its
2035 line of Lawn Mauler riding mowers.

Armed with a 36-inch cut and a .50 caliber MG, the Mauler can cut in half your time in the yard, or anyone who tries to slow you down. The motor and blade housing are fully armored, and the Mauler comes equipped with the attached holster for your favorite sidearms. Solid, deep-tread tires are standard. Optional grass catchers, trailers, garden implements, and rear firing MG mounts are available at your local Prometheus Lawn Mauler dealer.

The Lawn Mauler

For a beautiful lawn, for a secure lawn.



Lawn Mauler — Riding mower, mower motor (2DP, 400 power factors, top speed 30 mph), light suspension, standard chassis, 4 solid micro-tires (2DP each), driver, MG front, armor: U7 (bladehousing), L3, R3 (protects motor only), F2, B7 (armored seat back). Accel. 10, HC 0, 800 lbs., \$2,720. Optional equipment includes a grass catcher (20 lbs, \$50, adds 2 pts. armor to right side) and a cart (50 lbs, \$100, has 2 solid micro-tires, armor cost/weight is \$5/5 lbs. per point, has a 500 lb. weight capacity — keep in mind the power factors of the motor when figuring total weight). Other implements are also available — it's up to the referee to determine specifics.

Grand Theft Autoduel

A CAR WARS Roleplaying Adventure

by Michael C. Youtz

This is a *Car Wars* adventure for two to five players, plus a referee. If more than five players are used, the number of opponents should be increased. One player doesn't have much of a chance to survive.

You will need the *Car Wars* rules and road sections. Additional road sections from Expansion Set 1, cycles and soldiers from *Crash City*, and counters and rules from *Truck Stop* should be used. You *should* be able to run this adventure even if you don't have the supplements; just use your imagination.

The Meeting

The players have just arrived in Santa Fe, New Mexico, for a competition at the local arena. It's not a biggie, but every little bit helps. The players' division won't compete for another two days. As a way of passing the time, the drivers visit the town's pro-duelling bar.

The "Rifle and Rocket" is quite a busy place during the duelling season. When the players enter, they find a large, smoke-filled room, packed with about three dozen fellow "speed demons."

As the players find a seat and place their orders, one of them notices a familiar face at the bar. After a closer look, the players recognize him as an old buddy from the early days on the circuit, Morgan Treely. He looks like he's just been run over by a truck (in a manner of speaking). When the players approach him, he will seem distant at first, but will soon recognize them. He asks them to sit down and join him in a round of drinks. Without prompting, he will begin to tell his tale.

Two days ago, Morgan pulled into town in his brand-new \$16,000+ Piranha for the duels. After parking in the garage and locking the car up, he went to his motel room to settle down and get some sleep. When he returned to the pit area about four hours later, his car was gone without a trace. He reported the theft to the police, but today he was told there weren't enough leads to follow. So now he is out \$16,000 with a \$1,000 car payment due at the end of the week. And without a car, there's no way to earn it.

Now Morgan calls in a favor. He would like the players to help him get his Piranha back. He has heard rumors about a ring of car thieves operating out of Raton, New Mexico.

Of course, the players will help their old friend out — otherwise you can't use this adventure, right?

Getting Started

The players can use stock vehicles (from *The AADA Vehicle Guide* or another source) or they can get \$20,000 each to custom-build one. Stock vehicles shouldn't be worth more than \$20,000, either.

The players can use ongoing characters or new characters created for the adventure. If new ones are used, they are allowed 5 additional levels each. Ongoing characters should not be very much stronger; the referee should use discretion here.

Persons planning to play in this adventure should read *no further*.

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After the players are done setting up, they should start looking for more clues and rumors to help them out in the future. Of course, if they want to go charging blindly into battle, let them. What they miss is their own problem.

Each player looking for information will hear 1d6-2 rumors. After the amount has been rolled up, roll 2d6 to find out what rumors were heard. Refer to the table below:

Roll	Rumor
2	All vehicles in the thieves' ring are painted blue. (F)
3-4	The leader of the ring is a biker. (F)
5	A madman is loose on the roads. (T)
6	The "Dust Devils," the local cycle gang, have increased their activities in the area. (T)
7	A month ago, a Big Rig was stolen outside this cafe! (T)
8-9	The thieves have a killer RV which they use for defense. (F)
10	The entire Santa Fe police force is on the take. (F)
11	The leader of the ring is called "Scorpion." (T)
12	There really isn't a permanent thieves base, and it certainly wouldn't be in Raton; the place is crawling with bikers. (F)

The T or F beside each rumor indicates a true or false statement. This shouldn't be revealed to the players — leave them in the dark. If the same result is rolled twice for the *same* player, count it as no rumor.

Notes to the Referee

The only part of this adventure that should be read verbatim to the players is *The Meeting*. All other sections may be read if you see fit, but you should keep some things secret, in order to make the adventure more exciting.

The following Santa Fe background is for referees' eyes only, but parts may be given to the players as necessary.

Santa Fe

Santa Fe in the 21st century is very different from the city that existed in the 1970s, '80s, and '90s. Santa Fe was once a booming southwestern town. Then, the famines and wars caused the area to experience an economic collapse which would have ruined the town had it not been for the law. The police force began aiding a group of car thieves for a cut of the profits. As the years passed, corruption became institutionalized — it became a tradition for each new sheriff to continue aiding the thieves. As the city recovered and the area prospered once again, the police continued to rake in the money. This is why the sheriff is the richest man in town.

The police still continue to perform *some* duties, but car thefts are never investigated. "Not enough leads" is the most common excuse.

It should be noted that not all policemen in Santa Fe are crooked. Many aren't even aware of the sheriff's "aid," as only a few of his most trusted men are allowed to find out about the deal.

Hitting the Road

The players should leave sometime the following day. Stress to them the importance of getting to Raton quickly, so the thieves won't get away. If this ring is in any way typical, they'll convoy their stolen vehicles to far-away markets as soon as possible, usually by secret route and by night. If the players don't get the thieves in Raton, they'll never find them.

Heat Waves and Mirages

In hot climates like New Mexico, mirages (light refracted by hot air) are common occurrences and may be a distraction for some players. Every 10 miles the players travel, there is a 1 in 6 chance of spotting a mirage. These can range from a pool of water to a small car. Enough mirages could lead the players to start doubting real encounters, so play it up!

Heat waves on an asphalt road tend to obscure objects in the distance. The effects of heat waves are only felt from about 11:00 a.m.

to 5:00 p.m. A vehicle more than 20 inches away will not be spotted because of the waves of heat.

As the vehicle nears, there is a 1 in 6 chance of it being spotted, -1 on each roll for every inch closer than 19. This is also modified by the size of the object. A human, +4; a motorcycle, +3; a subcompact and compact, +2; a mid-sized, luxury, and station wagon, +1; a pick-up and van, 0; oversized, -2; helicopters are not affected.

The heat also affects combat. Subtract 1 from the "to hit" roll because of the blurry conditions of the road. This modifier does not apply if the target vehicle is within 12 inches.

Vehicle Charge

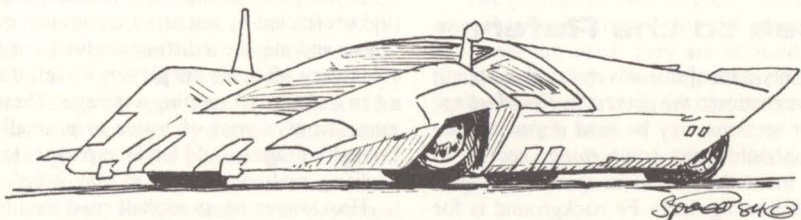
A typical power plant (fully charged) will last for approximately 200 miles if you rarely go faster than 55 mph; you might be able to stretch that to 220 if you average 50 mph or less. Subtract 20 miles of range for every 5 mph of speed you average over 55. Each time a laser is fired, subtract two miles from the vehicle's range, unless it is equipped with a laser battery (ADQ 1/4). A shot from a heavy laser will subtract three miles from the range.

Weather Forecast

Night will begin at 8:00 p.m. and end at dawn (6:00 a.m.). The hours from 7 to 8 p.m. and 6 to 7 a.m. are dusk/dawn. Clear and sunny, high temperatures with no chance of precipitation.

To-Hit Modifiers

- 3 for nighttime
- 1 for dusk/dawn
- 1 for heat waves (if target is over 12 inches away)



All truck stops on the road have power stations, of course. Two vehicles may be charged at a time; a charge takes ten minutes, and costs \$20 for a cycle; \$50 for a car, or \$100 for an oversized vehicle.

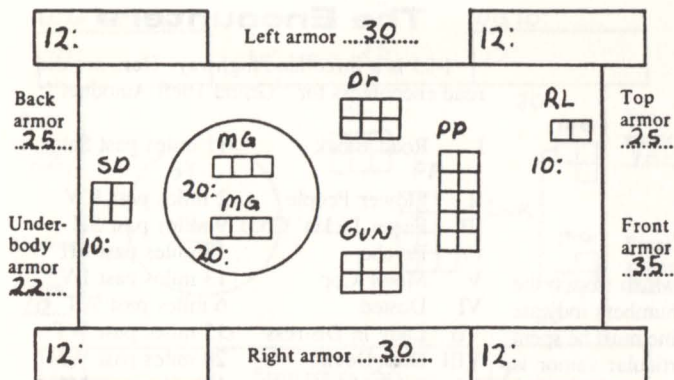
Each stop for a power charge will take at least ten minutes (the time it takes to charge one vehicle). Two vehicles may be charged at once. Of course, a stop may take longer if the drivers want to mingle, pick up rumors, or anything else.

If the team wants to stop along the road to investigate something, this will take at least ten minutes. In this time, any loose equipment can be picked up and stored in the team's vehicles, if there is room. Other salvage will require a die roll for success, as described in *Truck Stop*, and will take longer.

Record Keeping

Every 30 miles:

- a) Calculate time elapsed by adding Driving Time (see chart below) to time taken for stops.
- b) Figure current time.
- c) Have players set speed for next 30 miles.



Vehicle: Police Cruiser
 Size: Luxury
 Weight: 5,995 lbs.
 Chassis: Heavy
 Suspension: Improved
 Acceleration: 5
 Handling class: 2
 Cost: \$16,540
 Extras: Targeting computer
 Notes: Driver is Driver-1,
 Gunner-0, he has armor.
 Gunner is Driver-0,
 Gunner-2, he also has armor.

Encounter I

Driving Time — for each speed in the left column, the time required to drive 30 miles is listed in the right column:

30 mph	60 minutes
35 mph	51 minutes
40 mph	45 minutes
45 mph	40 minutes
50 mph	36 minutes
55 mph	33 minutes
60 mph	30 minutes
65 mph	28 minutes
70 mph	26 minutes
75 mph	24 minutes
80 mph	23 minutes
85 mph	21 minutes
90 mph	20 minutes
95 mph	19 minutes
100 mph	18 minutes

The Thieves

The loose-knit operation located in Raton has prospered greatly since the deal with the Santa Fe police. The leader of the group, known as "Scorpion," is a businessman from Denver (his real name is Alfred Hawker). His main interest is to make a large profit, with personal safety a close second. The car theft business is new to him — his father started the "business." The real boss is Tony Chelden, an ex-duellist. Tony runs a tight ship, with rapid output and good quality. His staff consists of some of the finest mechanics in the Southwest. They like to call themselves the

"Wizards." The hideout is guarded by a group of Mr. Hawker's company mercenaries, who are quite loyal and will fight to the end.

Recently, the ring has made an agreement with the "Dust Devils," a local cycle gang. The bikers are to act as road scouts and additional protection. Although they are quite rowdy, the Devils have done a pretty good job keeping out unwanted guests.

The Dust Devils are really nothing more than some petty thugs with a spaced-out leader. Things were pretty rough for them until they hired out to Scorpion. (They were starting to get used to being blown off the road.) They tend to fight well when they outnumber their opponents, but if things look bad, they will scatter.

Since the Dust Devils joined up, they and Scorpion's mercenary guards have been at each others' throats. This springs from their very different behavior and social backgrounds. They often play practical jokes on each other, because all-out warfare has been forbidden by their respective leaders. Things will get violent occasionally, though. The leader of the Dust Devils is "Dusty" Silverton.

Truck Stops

At each truck stop on the road, there is a chance that the players will hear a rumor which might help them later on in the adventure. Below are the abbreviations for all the truck stops you encounter.

GL = Glorietta
 RW = Rowe
 SH = Soham
 RV = Romeroville
 LV = Las Vegas
 WT = Watrous
 WM = Wagon Mound
 SP = Springer
 MX = Maxwell

Abbreviations indicate at which stop(s) the rumor can be picked up; the numbers indicate how many minutes of game time must be spent asking around before the particular rumor is heard.

- GL: No rumors.
 RW 5: A bunch of weirdo church people have been working the highway up ahead.
 RW 15: The church people are really a bunch of terrorists.
 SH 5: A truck load of live chickens was due in from Springer about two hours ago. The truck stop is starting to get worried.
 SH 10: There's a madman reported between Soham and Las Vegas. He has already picked off a cycle and a compact car, but he didn't loot the wrecks.
 SH 20: The madman is really an ex-duellist named Philip Montrose. He went crazy after the death of his wife.
 RV 5: Duelling is not allowed in Las Vegas, and the cops don't care for duellists either.
 LV 5: The Dust Devils have been very active on the stretch from Wagon Mound to Springer (this area is called "Devils' Alley").
 LV 10: Most towns past Springer aren't very receptive to visitors.
 LV 15: The Colorado State Patrol has been known to make busts as far south as Maxwell.
 WT 5: The Devils have hit again; their latest victims are on the road a few miles north.
 WT 20: Rumor has it that an A.P.B. (All Points Bulletin) has been put out on some vehicles which look a lot like yours. Something about messin' up some Santa Fe cops.
 WM 10: It's said that the thieves live in a base made out of an old prison. This base is heavily guarded.
 SP 5: These strange dudes in uniforms (not police) were just in town looking for you guys.
 MX: No rumors.

The Encounters

I-85 is a three-lane highway. Here are the road encounters for "Grand Theft Autoduel":

I	Road Block	11 miles past Santa Fe
II	Flower People	2 miles past RW
III	Finger Lickin' Good	9 miles past SH
IV	Psycho	18 miles past SH
V	Motor Cop	13 miles past LV
VI	Dusted	6 miles past WT
VII	Lady in Distress	15 miles past WT
VIII	Dust Devils	20 miles past WM
IX	Ambush!	15 miles past MX

Encounter I

As the drivers round the corner, they catch sight of a vehicle 19'' away, parked lengthwise across the road with red and blue lights flashing on the top of it.

When the players get within 7'' of the vehicle, they will see that it is a red and white Santa Fe patrol cruiser. On either end of the car is a wooden barricade (a D2 hazard if hit) with 3 DP — and it doesn't slow down any vehicles that break through.

One policeman will step out of the car and attempt to flag down the players; if shot at, they will return fire and pursue. See the diagram on page 17.

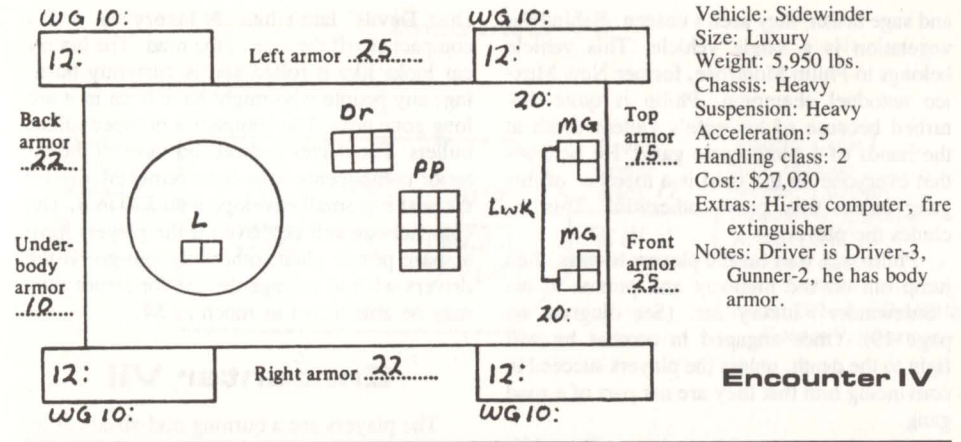
If the players stop, the policeman will walk to the lead vehicle and tell them that due to the large number of car thefts in the area, they're checking the registration papers of all vehicles passing through this area.

The players may or may not cooperate. If they do, they will be asked to step out of their cars and then hand over the proper papers.

The cop will gather the papers and head back to the cruiser. Once inside, the officers will sit for a while (they will be matching car descriptions).

As you know, some of the law in Santa Fe is crooked, and these officers are bad ones. (They were tipped off by a snitch in town.) As soon as they have a positive match, the first policeman will begin to get out of the car again. When he is halfway out, the gunman will open fire on the defenseless drivers!

The police will continue to fight until they lose at least 15 points of armor in any one location, at which time they will head for Santa Fe.



Each policeman carries a light pistol, a shotgun, and \$150. (They also have badges and uniforms, hint, hint.)

Encounter II

The players encounter a group of men standing in the middle of the road about 12'' ahead. The men are singing and dancing, and wearing strange orange and white robes. Several of them have their heads shaved. Parked next to the highway is an orange van with "Peace" written on the side.

As the drivers near, it will become evident to them that these strange people want them to stop. The reason for this is unknown.

If the players stop, they will be approached by three of the men who will introduce themselves as "Kol Azard," "Sunray," and "Brother Clyde." They will ask the players if they would like to buy some lovely flowers for a small donation to the *Sunrise Church of Those Who Like to Pick Flowers and Do Other Strange Things* or S.C.O.T.W.L.T.P.F.A.D.O.S.T. The flowers cost \$5 and will lead to the players being asked to join the church.

Should the players attack or choose to avoid the representatives of the S.C.O.T.W.L.T.P.F.A.D.O.S.T., they will find themselves under attack. There are 7 cultists total, each with a light pistol under his robe. Inside the van (which itself is unarmed) are 4 SMGs, 9 grenades, and \$560 in cash. The van does have some armor — there are 10 points at each location. It has a handling class of 2, and an acceleration of 10.

Encounter III

As the players top the hill they will see ahead of them a tractor-trailer rig on its side. Running about on the road next to the truck is a flock of chickens! Amid the chickens is a tall man with his hands on his head. The players should stop to help this poor fellow out. When they do stop, the man will explain that his rig had a blow-out and went on its side about two hours ago, and as you can see, the chickens got loose. Steve, the driver, will ask the players to call for a heavy tow truck, since his radio was damaged during the accident. He would also like them to help him get the chickens back in their cages. It will take about 20 minutes to get everything straight. Should the players stay with him until the truck arrives he will tell them about a strange car that passed him a few miles back. The car was brown with a big snake painted on the side. At the wheel was a man in brown body armor. For a while it looked as if he would open fire on the truck, but for some reason he shook his head and passed by.

A few minutes later, the tow truck will arrive to help out; Steve will thank the players and tell them that they have a friend in Soham whenever they stop by.

Encounter IV

On this stretch of road, the players will have a smooth ride and no real problems. Everything seems all right — maybe this will be easier than they thought.

Yet, as they pass by a group of low trees

and sage brush, they aren't unseen. Behind the vegetation is a single vehicle. This vehicle belongs to Philip Montrose, former New Mexico autoduel champion. Philip is quite disturbed because of his wife's violent death at the hands of a motorcycle gang. He believes that everyone on the road is a member of this gang unless they prove otherwise. This includes the players.

Philip will wait for the players to pass, then jump out on the highway and pursue in his "Sidewinder" luxury car. (See diagram on page 19). Once engaged in combat he will fight to the death, unless the players succeed in convincing him that they are not part of a road gang.

When he gets on the road he will be 10'' away and moving 20 mph. He will continue to use maximum acceleration until within 5'' of the rear vehicle, at which time he will try to match speeds and fire. His car is brown with a long snake painted on both sides.

If the players win and the "Sidewinder" doesn't burn, they can loot the car.

They will find \$500, a heavy pistol, four grenades, and about 20 pictures of a very attractive woman (Philip's wife).

Encounter V

Coming up behind the players is a lone cycle, moving 5 mph faster than they are. When first spotted, it will be 12'' away. The cycle will continue to close until it is within 2''; at this point, the rider will radio the players. He will identify himself as a Las Vegas policeman and he wants them to pull over for some questioning. He is riding a stock Shogun 200. He also has a heavy pistol, two grenades, and body armor.

If the drivers stop, they will be questioned for 15 minutes about their reasons for passing through the area, their home base, anything they've seen on the highway, and their destination. If everything goes well, the cyclist will let them go. Otherwise he might ask them more questions.

Should the players decided to shoot at him, he will immediately head back to Las Vegas to get back-up.

Encounter VI

Ahead of the players lie the remains of the

Dust Devils' latest hits. A luxury car and a compact sit off the side of the road. The luxury car looks like it rolled and is currently burning; any people who might have been in it are long gone now. The compact is pumped full of bullets. The driver is dead and most of the interior components have been removed. Under the seat is a small envelope with \$20 in it. The compact can still be driven if the players have a spare power plant; otherwise, no go. If the drivers wish to salvage the car for armor they may be able to get as much as \$4.

Encounter VII

The players see a burning mid-sized car on the left side of the highway ahead. Positioned around the car are four motorcycles. As the drivers approach, they will see that the cyclists are the Dust Devils — local brigands and all-around nasty people.

They seem to be harassing a young lady, who is in quite a fix.

As soon as the players are within 10'', the bikers will hop on their choppers and move to take on the duellists. See diagrams on page 21. If two of their number are blown away, the others will try to outrun the players and survive to return in Encounter VIII.

Should they win the battle, the players can loot the cyclists' bodies. Biker #1 — SMG, two grenades, and \$120; Biker #2 — light pistol, VLAW, and \$90; Biker #3 — rifle and \$200; Biker #4 — heavy pistol, 3 grenades, and \$160.

If the young lady (Cindi Heartsmith) is still alive, she can act as gunner for one of the players. (She is quite willing to do this.) Cindi is Driver-0, Gunner-1, and has a heavy pistol. Her body armor has 1 point left. Her money (\$200) was collected by the Devils, and she would like it back.

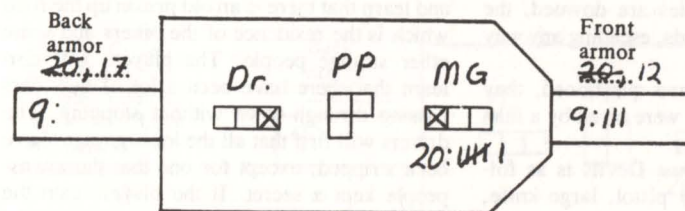
Her car is totally ruined and nothing can be salvaged from it. (She barely made it out alive.)

Encounter VIII

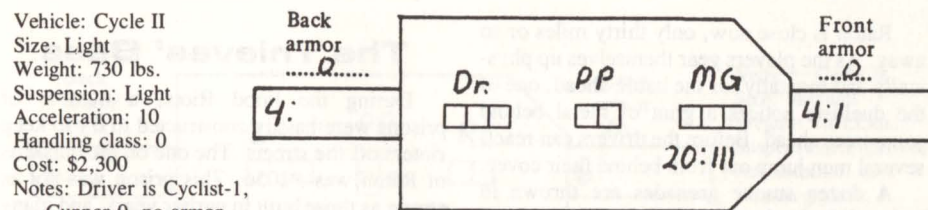
The players hear the sounds of gunfire behind them. Coming up fast are five motorcycles (plus any that escaped from Encounter VII). It's more Dust Devils and they have orders not to take prisoners. (They rarely do anyway.) See diagrams on pages 23 and 25.

Autoduel Quarterly

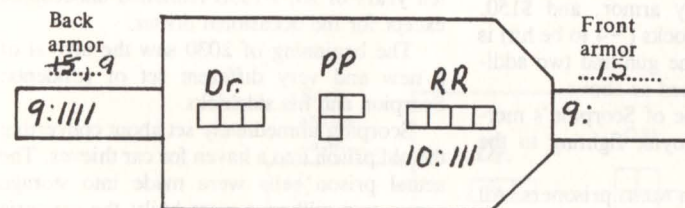
Encounter VII



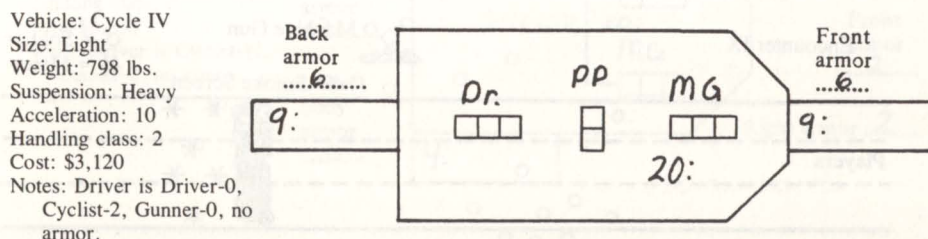
Vehicle: Cycle I
Size: Medium
Weight: 1,050 lbs.
Suspension: Improved
Acceleration: 10
Handling class: 1
Cost: \$3,940
Notes: Driver is Cyclist-2, Gunner-0, no armor.



Vehicle: Cycle II
Size: Light
Weight: 730 lbs.
Suspension: Light
Acceleration: 10
Handling class: 0
Cost: \$2,300
Notes: Driver is Cyclist-1, Gunner-0, no armor.



Vehicle: Cycle III
Size: Medium
Weight: 1,150 lbs.
Suspension: Heavy
Acceleration: 10
Handling class: 2
Cost: \$4,480
Notes: Driver is Cyclist-1, Gunner-1, no armor.



Vehicle: Cycle IV
Size: Light
Weight: 798 lbs.
Suspension: Heavy
Acceleration: 10
Handling class: 2
Cost: \$3,120
Notes: Driver is Driver-0, Cyclist-2, Gunner-0, no armor.

Spring 2035

They will attempt to divide the players into two groups and eliminate them in good time. They are 9" away and moving 10 mph faster than the players.

When four motorcycles are downed, the rest will scatter to the winds, escaping any way they can.

If any are captured and questioned, they will reveal only that they were hired by a man named "Scorpion."

The loot from the Dust Devils is as follows: Biker #2 — heavy pistol, large knife, \$1000, and a physical description of the players' cars; Bikers #2, 3, and 4 — SMG, 3 grenades, and \$900; Biker #5 — shotgun and \$950.

Encounter IX

Raton is close now, only thirty miles or so away. As the players gear themselves up physically and mentally for the battle ahead, one of the duellists notices a glint of metal behind some trees ahead. Before the drivers can react, several men jump out from behind their cover.

A dozen smoke grenades are thrown in front of the lead car's path, creating 3 smoke counters across the road. Unknown to the players, four mine counters are placed on the other side of the smoke. See the diagram on page 22 for the set-up.

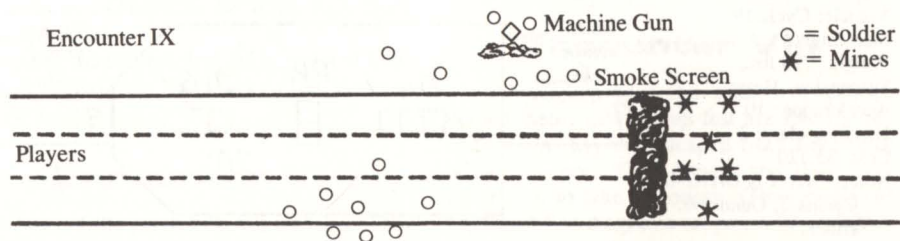
There are 13 men: Each has a SMG, 2 (regular) grenades, body armor, and \$150. Also behind a group of rocks (-4 to be hit) is a tripod-mounted machine gun and two additional crewmembers armed as above.

The soldiers are some of Scorpion's mercenaries and are very loyal, fighting to the death.

At this point Scorpion *wants* prisoners. All soldiers have been ordered not to kill any of the players, unless necessary.

Raton

This once-peaceful town is now under the



iron rule of the Dust Devils. This is not too apparent, except for the fact that people run away after spotting the players' vehicles. The players can calm down the citizens of Raton and learn that there is an old prison up the road which is the residence of the bikers and some other strange people. The players will also learn that there have been a lot of new cars passing through town without stopping. The drivers will find that all the local garages have been stripped, except for one that the townspeople kept a secret. If the players gain the townspeople's confidence, they can use the garage for some quick repairs at 40% off.

The players shouldn't stay in town longer than necessary. There is a 1 in 6 chance (rolled each hour) while the players stay in town that they will be discovered and the base alerted.

The Thieves' Base

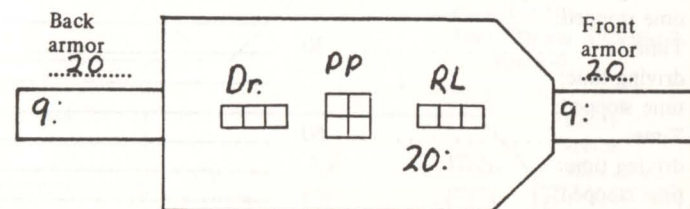
During the Food Riots, a number of prisons were hastily constructed to try to keep rioters off the streets. The one on the outskirts of Raton was #1056. This prison was not as strong as those built in earlier years, and many prisoners escaped. A tower was added and the number of guards increased, but to no avail. The ratio of prisoners escaping to those who served out their sentences was so lopsided #1056 was closed in the last part of 2017. For ten years or so, #1056 remained unoccupied except for the occasional drifter.

The beginning of 2030 saw the arrival of a new and very different set of residents: Scorpion and his sidekicks.

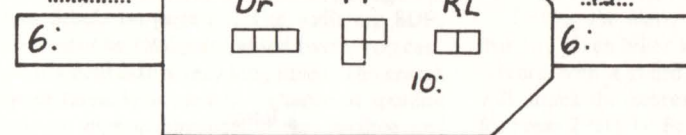
Scorpion immediately set about converting the old prison into a haven for car thieves. The actual prison cells were made into storage areas; two pillboxes were built; the cafeteria was totally remodeled into a giant garage. The walls of the prison once had an electric wire system across the top, but that was taken down when #1056 was closed in 2017. The whole project took over a year, and cost well over 4

Encounter VIII

Vehicle: Cycle I
Size: Heavy
Weight: 1,280 lbs.
Suspension: Light
Acceleration: 10
Handling class: 0
Cost: \$4,580
Notes: Driver is Cyclist-1,
Gunner-1, no armor.

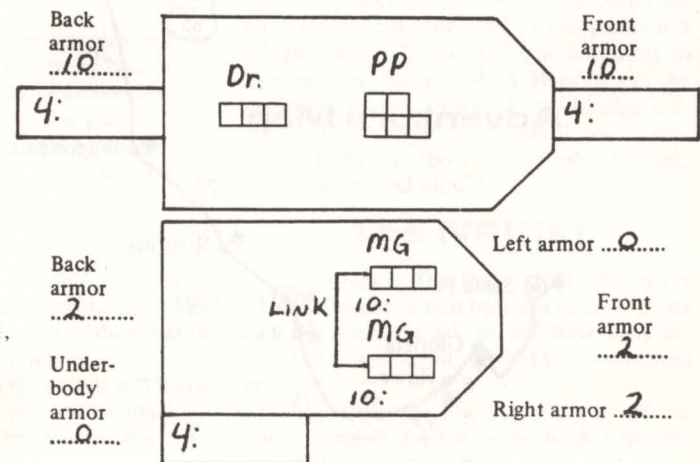


Back armor
...10.....



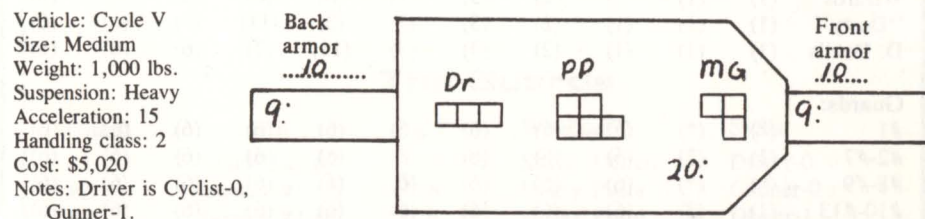
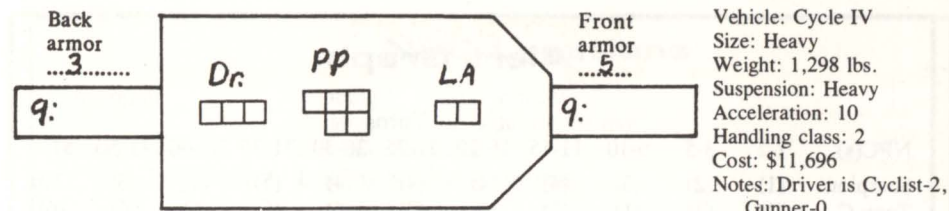
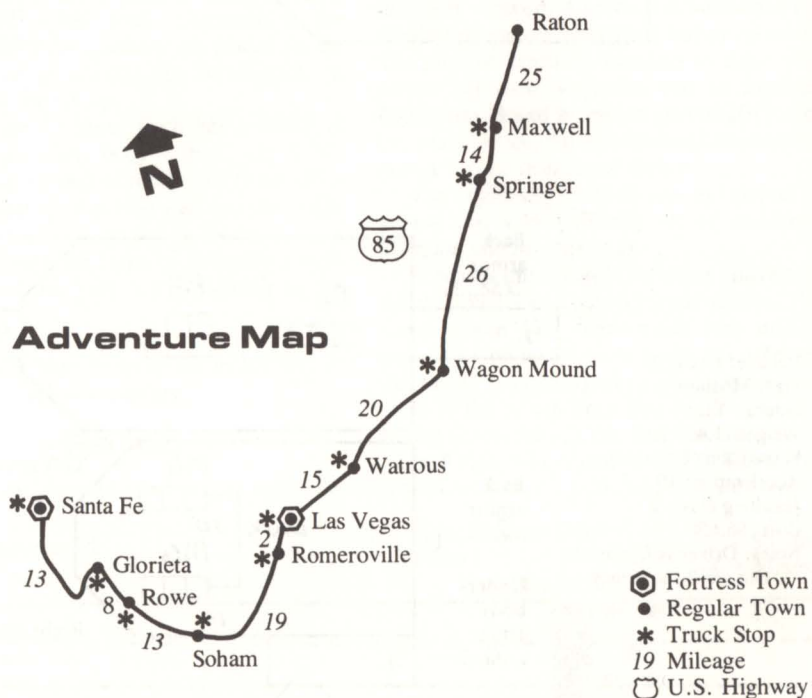
Vehicle: Cycle II
Size: Medium
Weight: 1,015 lbs.
Suspension: Improved
Acceleration: 10
Handling class: 1
Cost: \$3,415
Notes: Driver is Cyclist-2,
Gunner-0, no armor.

Vehicle: Cycle III
Size: Medium
Sidecar: Light
Weight: 1,425 lbs.
Suspension: Improved
Acceleration: 10
Handling class: 2
Cost: \$6,650
Notes: Driver is Cyclist-1,
Gunner-2, no armor.



Record Chart

Time	Mileage	Notes on travel and stops
Time:	0	
driving time:		
time stopped:		
Time:	30	
driving time:		
time stopped:		
Time:	60	
driving time:		
time stopped:		
Time:	90	
driving time:		
time stopped:		
Time:	120	
driving time:		
time stopped:		
Time:	150	
driving time:		
time stopped:		



Encounter VIII

million dollars, but the profits have made it well worth the price.

A map of the complex appears on page 28, with details on page 29. The walls are 8DP, but cannot be totally collapsed (well, you can, but it would take a very long time). The search tower (area 3) has a 3 in 6 chance of spotting anyone approaching during the daytime and only a 1 in 6 chance during the night. The guard at the gate (area 1) has a 5 in 6 chance of spotting anyone on the main road during the day and a 4 in 6 chance in the dark.

3) The players are spotted in Raton.

If the base is alerted in advance, they will be on turn 16 of the Alert Graph (see page 26).

During the alert, there is a 1 in 6 chance that any given biker will decide to settle a difference with a guard. For one turn, the biker will attack the nearest guard position (except for areas 2 and 3). Barring this, the bikers will attack the players. "Dusty" and any bikers with him will not attack guards.

Scorpion will try to get away as soon as things look even a little bit bleak for the guards and Devils. If Scorpion succeeds in leaving the prison — which he'll do on foot, leaving through a secret door behind the outhouse (area 10) — he will be met by a company car 5 minutes later. The car will take him away to Denver. The car is a stock Hotshot and the driver is Driver-1, Gunner-1, and Mechanic-0. He has body armor, heavy pistol, and 3 grenades. If no one spots the Scorpion leaving, they'll never find him.

Alert

Anyone approaching the complex will be spotted by the guard in the search tower or the gate (within the limitations described above). If the players are spotted, the guard's first response will be to contact area 5 then either 3 or 1 (depending on which guard noticed the players). A verbal alert will be given to the two pillboxes (area 2). The duty of all guards is 1) to protect the gate and walls from intruders, 2) to keep the Scorpion safe, 3) to defend the garage and its contents. The graph on page 26 shows the reaction of the prison's occupants on each turn of action.

There are three ways the prison will know of the players' approach prior to an attack.

1) Any Dust Devils that escaped the drivers will notify the base.

2) The soldiers in Encounter IX don't report back for 30 minutes.

The NPC(s)

"Scorpion": The leader of the thieves is Alfred Hawker, a rich business man. If given enough time (2 turns), he will have body armor and a light pistol. He has no duel-related skills.

Tony Chelden: The actual leader of the thieves. An ex-duellist, very much a perfectionist. He will have body armor and heavy pistol. He is Driver-0, Gunner-1, and Mechanic-0.

Alert Graph

NPC(s)	Turns										
	1-2	3-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-50	51+
Scorpion	(1)	(2)	(3)	(4)	(4)	(4)	(4)	(5)	(5)	(8)	(10)
Tony C.	(1)	(1)	(1)	(2)	(3)	(7)	(6)	(6)	(6)	(6)	(6)
Wizards	(1)	(1)	(1)	(2)	(3)	(7)	(6)	(6)	(6)	(6)	(6)
“Dusty”	(1)	(1)	(1)	(2)	(3)	(3)	(3)	(11)	(7)	(6)	(6)
D. Devils	(1)	(1)	(1)	(2)	(3)	(3)	(11)	(7)	(6)	(6)	(6)

Guards:

#1	(*)	(*)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)
#2-#7	(1)	(2)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)
#8-#9	(*)	(*)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)
#10-#13	(1)	(2)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)
#14-#17	(1)	(1)	(2)	(7)	(6)	(6)	(6)	(6)	(6)	(6)	(6)

Key:

- (1): Not alerted.
 (2): Alerted.
 (3): Getting ready.
 (4): Set up incinerator.
 (5): Start burning papers.
 (6): Defend position.
 (7): Move to defend. Guards #14-#17 will move to protect the garage. Tony and Wizards move to the front of the garage. “Dusty” and Dust Devils move to the prison grounds.
 (8): Finish burning papers.
 (9): Prepare to leave.
 (10): Leave.
 (11): Ready to move out.
 (*): Treat as 2 if that NPC was the spotting guard; otherwise, treat as 1.

“Dusty” Silverton: The organizer and top man of the Dust Devils. He is a pretty good shot, but his courage is something else. He will run if things are going too badly. He is Cyclist-2, Gunner-2.

Morgan Treely: This old buddy of the players will go with them to the prison, if there is enough space in one of the cars. He is very brave and may sacrifice himself for another. As soon as the drivers find his car, he will hop into it and fight any nearby opponents. He is Driver-1 and Gunner-1.

Cindi Heartsmith: The attractive young lady at the wreck is really an undercover state policewoman. She will go with the players in hopes that they will head for the base. She is very secretive and will not reveal her true profession until the end of the adventure. She is Driver-0 and Gunner-1. She has a heavy pistol

and body armor (with only 1 point left).

Philip Montrose: This “madman” was once a very good duellist, taking the New Mexico title two years in a row. He had it all, a good career, a nice car, and a beautiful wife. One day his dream world fell apart. He returned home to find that his house had been burned down with his wife in it. He later found out that a cycle gang named the Vultures had been responsible for the torching. He set out to find these bikers, and now there isn't one left alive in New Mexico! Philip had gone quite mad by this time and he continued to hunt down cyclists and sometimes cars. Lately, he has been attacking anybody he feels is connected with the late Vultures. He is Driver-3, Gunner-3, Mechanic-1, and Cyclist-0. He has a heavy pistol, body armor, four grenades, and his car.

NPC Locations

Scorpion	Building 5, room b at night Building 9, room b during the day
Tony Chelden	Building 9 anytime
“Dusty” Silverton	Building 8, room d anytime

The Guards

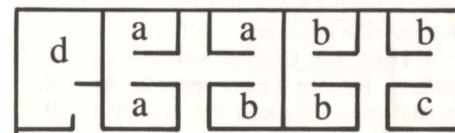
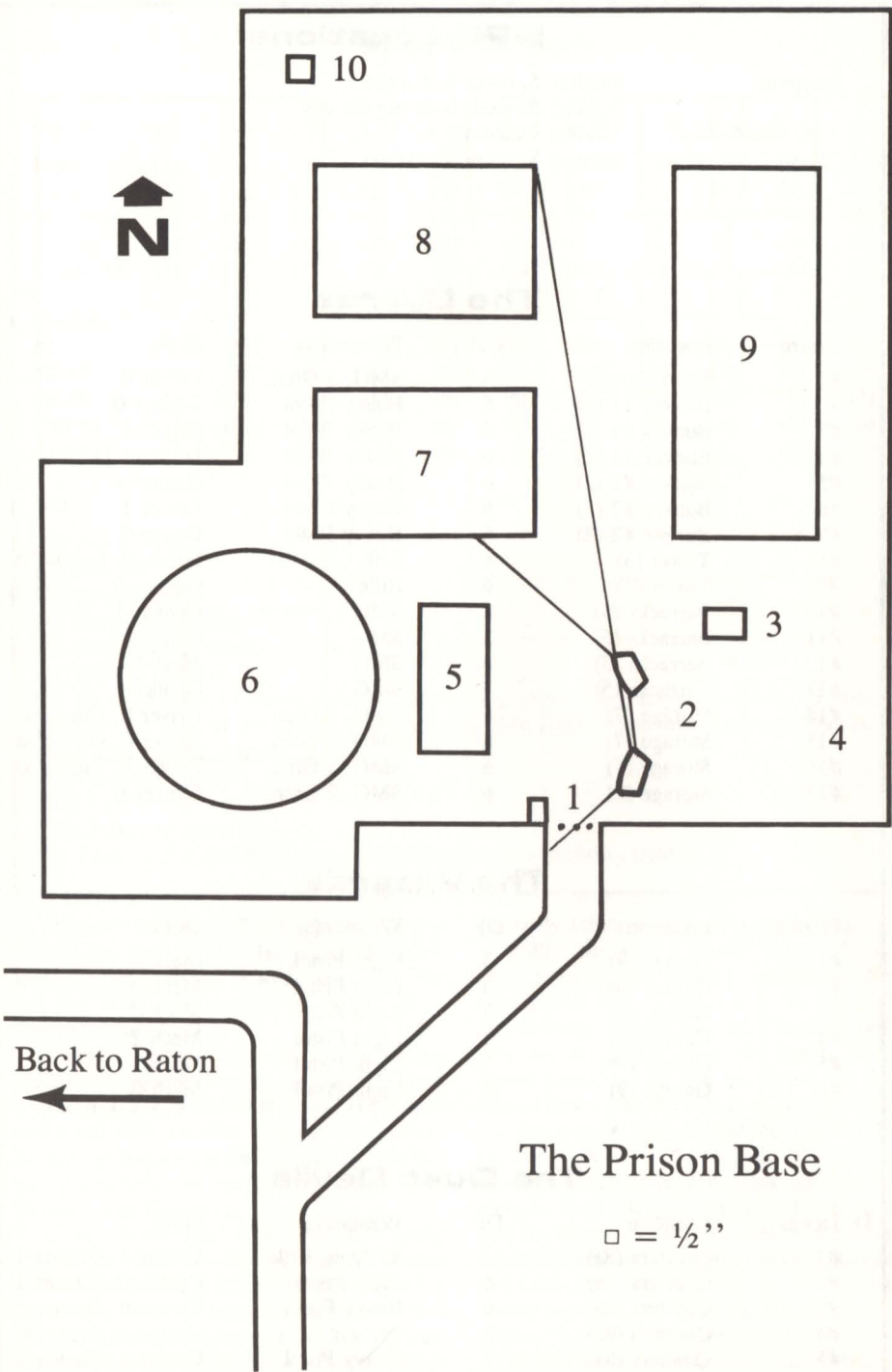
Guard	Location	DP	Weapon(s)	Skills
#1	Main Gate (1)	6	SMG, 3 Gren.	Driver-0
#2	Bunker #1 (2)	6	Heavy Pistol	Gunner-0
#3	Bunker #1 (2)	6	Heavy Pistol	Driver-1
#4	Bunker #1 (2)	6	Heavy Pistol	Driver-1
#5	Bunker #2 (2)	6	Heavy Pistol	Gunner-1
#6	Bunker #2 (2)	6	Heavy Pistol	Driver-1
#7	Bunker #2 (2)	6	Heavy Pistol	Driver-0
#8	Tower (3)	6	Rifle	Driver-0, Gunner-0
#9	Tower (3)	6	Rifle	Gunner-0
#10	Barracks (5)	3	SMG	Gunner-1
#11	Barracks (5)	3	SMG	Driver-0
#12	Barracks (5)	3	SMG	Mech-0
#13	Barracks (5)	3	SMG	Gunner-0
#14	Storage (7)	6	SMG, 2 Gren.	Driver-0, Gunner-0
#15	Storage (7)	6	SMG, 2 Gren.	Driver-0, Gunner-0
#16	Storage (7)	6	SMG, 2 Gren.	Driver-0, Gunner-0
#17	Storage (7)	6	SMG, 2 Gren.	Gunner-0

The Wizards

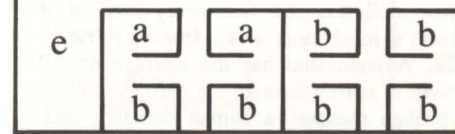
Wizard	Location	DP	Weapon(s)	Skills
#1	Garage (9)	3	Light Pistol	Mech-0
#2	Garage (9b)	3	Light Pistol	Mech-0
#3	Garage (9)	3	Light Pistol	Mech-0
#4	Garage (9)	3	Light Pistol	Mech-2
#5	Garage (9b)	3	Light Pistol	Mech-2
#6	Garage (9)	3	Light Pistol	Mech-3

The Dust Devils

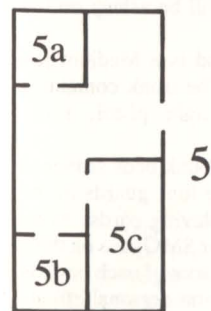
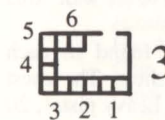
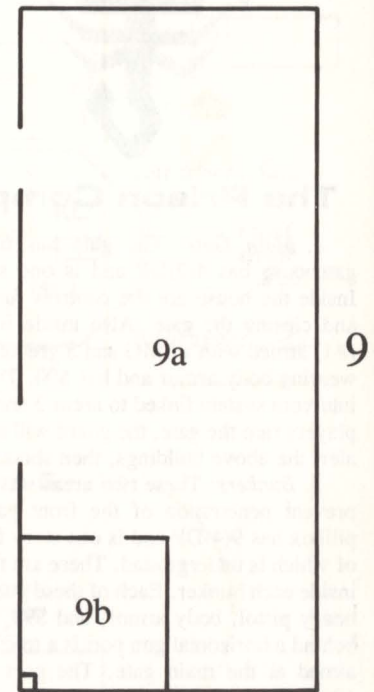
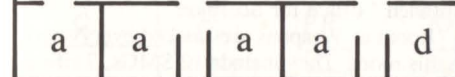
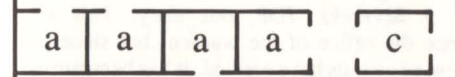
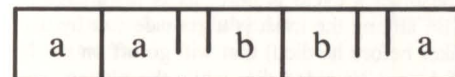
D. Devils	Location	DP	Weapon(s)	Skills
#1	Quarters (8a)	3	Shotgun, Rifle	Cyclist-1, Gunner-1
#2	Quarters (8a)	6	Light Pistol	Cyclist-0, Gunner-1
#3	Quarters (8a)	6	Heavy Pistol	Cyclist-0, Gunner-1
#4	Quarters (8a)	3	Shotgun	Cyclist-1, Gunner-0
#5	Quarters (8a)	3	Heavy Pistol	Cyclist-1, Gunner-1



8



7



5

Enlarged Scale of Prison

□ = 1/4"



The Prison Complex

1. *Main Gate:* The gate has 6DP. The gatehouse has 4(2)DP and is one story tall. Inside the house are the controls for opening and closing the gate. Also inside is a guard (#1) armed with a SMG and 3 grenades. He is wearing body armor and has \$90. There is an intercom system linked to areas 3 and 5. If the players ram the gate, the guard will attempt to alert the above buildings, then shoot.

2. *Bunkers:* These two areas were built to prevent penetration of the front gate. Each pillbox has 9(4)DP and is one story high, half of which is underground. There are three men inside each bunker. Each of these guards has a heavy pistol, body armor, and \$90. Mounted behind a horizontal gun port is a machine gun, aimed at the main gate. The port allows a 120° arc of fire to the front (illustrated by the dotted lines on the map). To shoot at the guards in the bunkers, the driver/gunner subtracts 4 from his "to hit" roll. (A flamethrower subtracts only 1, due to its wide area of effect.)

Three beds will also be found in each building, along with a large chest. The chest contains 2 extra clips for each heavy pistol, 20 grenades, and 2 spare clips for the machine gun.

The gunners in both bunkers will fire at anyone forcing their way over the wall or through the gate.

3. *Guard Tower:* The base of the tower is 8(3)DP; the whole tower is six stories tall, but the first five are only stair areas. The sixth floor houses a large spotlight which covers almost all the prison at night. Stationed in the tower are two soldiers. Both have body armor, a rifle with laser-targeting scope (+1 to hit), and \$90. Inside the room is an intercom link with connections to buildings 5 and 1. Anybody sneaking over the walls has a 3 in 6 chance of being spotted by these two men (1 in

6 at night). Their first move will be to contact the two buildings, then open fire on the intruders. A weapon case is on the walls by the stairs; it holds four more rifles, 10 grenades, 16 extra rifle clips, and two LAWS.

4. *Trash Pile:* Garbage and car scraps litter this area, forming a giant obstacle. Any vehicle that passes through the area will suffer 1d6-2 damage to each tire (there are a lot of sharp things thrown in here) and a D3 hazard. The smell and the rats keep most of the prison's inhabitants away from this rubbish pile. Anyone who has the courage or willpower to search through the garbage will find a broken shotgun, a human skeleton, and a fully operational Shogun 100! The skeleton was a victim of the guard/Dust Devil feud. The biker's cycle is here, as is his shotgun. Also among the trash is a grenade (set by the biker before he died) that will go off on a roll of 1 on a six-sided die, while the players are searching the mess.

5. *Barracks:* 7DP, one story. This was once the office of the warden, but since the new occupants have arrived, it has been turned into a barracks for the guards and the "branch" office for Scorpion.

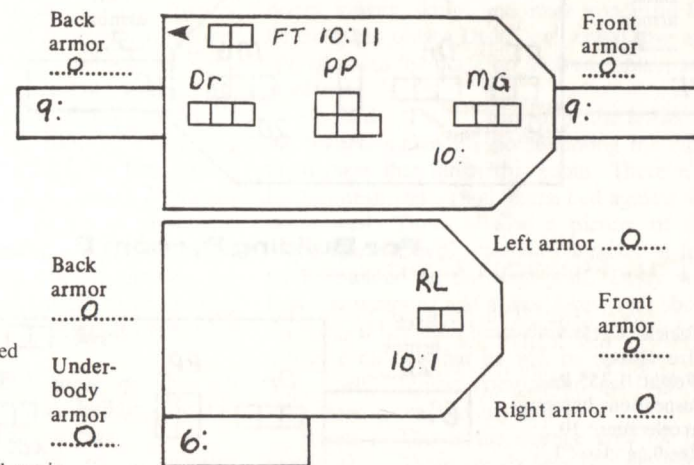
Room a: Weapons are stacked everywhere in this room. They include 12 SMGs, 7 rifles, 4 shotguns, 10 heavy pistols, 6 light pistols, 30 grenades, 6 LAWS, 8 VLAWs, 2 recoilless rifles, 2 machine guns, 8 suits of body armor, and 4 extra clips for each weapon.

Room b: Scorpion's office; there are several desks — nothing of real interest on them, though. Behind one of the desks is a bed and trunk. During the day, Scorpion will be in building 9. At night, he will be asleep on the bed.

The trunk is locked and is a Medium job for a mechanic to open. The trunk contains a suit of body armor, a light pistol, spare clothes, and \$6,000.

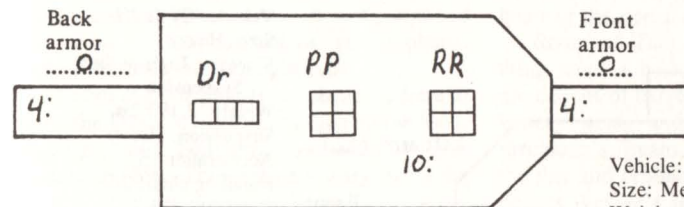
Room c: There are 13 bunk beds scattered about the room. There are four guards in the room drinking beer and playing cards. None are wearing armor and their SMGs are on their beds (out of range). At the foot of each bunk is a trunk; in each trunk are the personal effects of the guards. By the door is an intercom which is linked to areas 3 and 1.

6. *Water Tank:* This tank is 15(1)DP and holds approximately 100,000 gallons of water. On the east side of the tank is a set of rungs

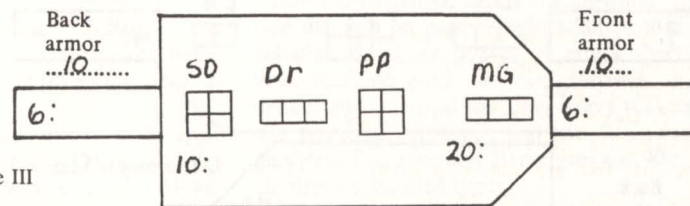


Vehicle: Cycle I
Size: Heavy
Weight: 1,920 lbs.
Suspension: Heavy
Sidecar: Light w/improved suspension
Acceleration: 10
Handling class: 3
Cost: \$7,900
Notes: Driver is one of those in the rooms.

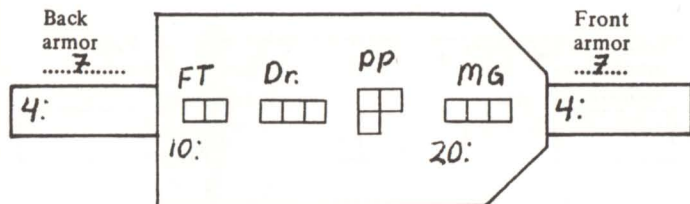
For Building 8, room E



Vehicle: Cycle II
Size: Medium
Weight: 1,005 lbs.
Suspension: Light
Acceleration: 10
Handling class: 0
Cost: \$3,750
Notes: Driver is one of those in the rooms.



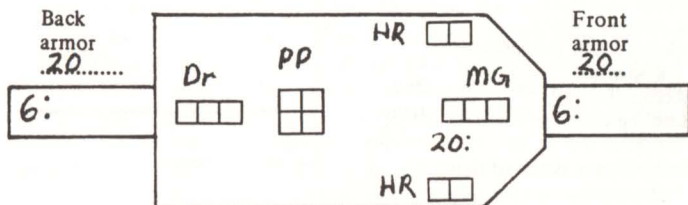
Vehicle: Cycle III
Size: Heavy
Weight: 1,110 lbs.
Suspension: Improved
Acceleration: 10
Handling class: 1
Cost: \$4,540
Notes: As above



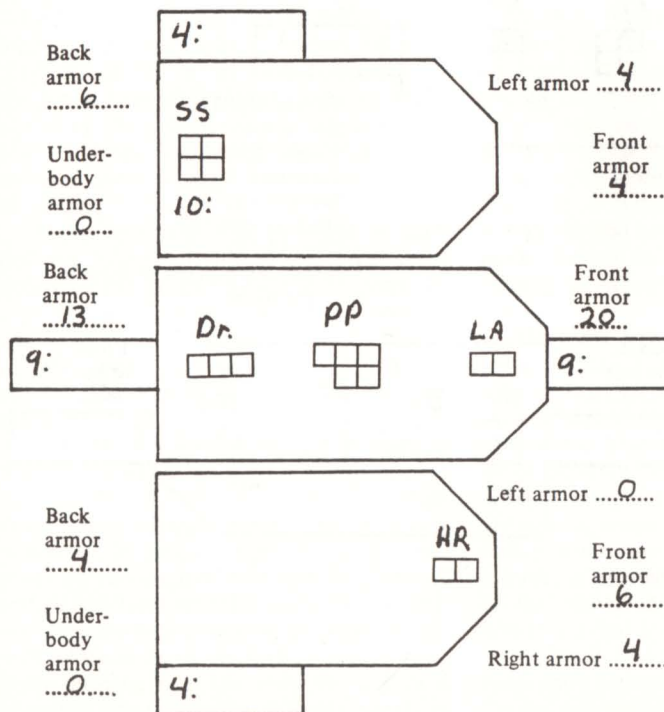
Vehicle: Cycle IV
 Size: Heavy
 Weight: 1,464 lbs.
 Suspension: Light
 Acceleration: 5
 Handling class: 0
 Cost: \$3,918
 Notes: As above

For Building 8, room E

Vehicle: Cycle V
 Size: Heavy
 Weight: 1,355 lbs.
 Suspension: Improved
 Acceleration: 10
 Handling class: 1
 Cost: \$4,880
 Notes: As above



Vehicle: Cycle VI
 Size: Heavy
 Sidecars: Light w/light
 Suspension
 Weight: 2,193 lbs.
 Suspension: Heavy
 Acceleration: 5
 Handling class: 2
 Cost: \$13,426
 Note: This vehicle belongs to
 Dusty.



which lead to the roof. It takes 4 phases to reach the top. If the tank is breached, anyone (including bikers) within 2" will suffer 1d6-1 points of damage from crashing water. (Armor doesn't protect against this.) Anyone 3" to 4" away will suffer 1d6-3; 5" to 6", 1d6-4. Cars are not harmed, but they have a 1 in 6 chance of stalling out, taking 2 turns to restart. The water will then spread throughout the prison grounds creating a D2 hazard when performing maneuvers. After 5 minutes, the water will have drained enough to be ineffective. During the flood, pedestrian movement will be slowed by half.

7. *Storage:* 10(20)DP, one story. This was once the minimum security building for the prison; it is now used for storage.

Room a: Each of these rooms contains about 20 large crates of canned food, mostly leftovers from the cafeteria, with the remainder from the townspeople who "give" to the thieves.

Room b: These two rooms are crammed with the goods taken from the stolen semi. The crates contain batteries which were destined for Santa Fe; they are not car power plants, but are instead the flashlight type.

Room c: Four guards are stationed here to keep the Dust Devils from raiding all the food. Each guard has body armor, a SMG, two grenades, and \$90. They are very wary, since the Devils often try to sneak in and steal some food (even though they are given rations). In the room are a table, 5 chairs, and a TV. The TV is a prized possession of the guards.

Room d: This is the restroom for this part of the prison; it is a run-of-the-mill rest area and there is nothing here to interest the players.

8. *Dust Devil Building:* 12(20)DP, one story. Formerly the maximum security building, it is now home for the bikers and their ill-gotten goods.

Room a: Each of these rooms is occupied by one Devil, his personal gear, and his weapons. Most bikers will be drunk and will react slowly to an alarm.

Room b: These rooms are also being used by the Dust Devils as quarters, but are currently unoccupied. They also contain a bed and footlocker. The footlocker holds personal gear of little value.

Room c: This special room is used to show off trophies. Various license plates, guns, car

doors, knives, skulls, and other wonderful little treasures only a Dust Devil could love are spread about the place on shelves, tables, and stools.

Room d: "Dusty" Silverton, the leader of the bikers, makes his home among the cluttered mess that litters this room. There is a broken desk and a moth-eaten bed against the north wall. There is also a picture of the "Tasmanian Devil" cartoon character in full whirl, painted on the west wall. Dusty will have his weapons and armor thrown all about the room if he hasn't been alerted yet. There is a 5 in 6 chance that he will be occupied by a . . . well, female companion, and will be very slow to react to any alarm.

Room e: This is the storage area for the motorcycles. There are six here (see diagrams on pages 31 and 32 for details), ready to go. One of the bikes belongs to Dusty — the one with "Dusty" written on it.

9. *Garage:* 7(6)DP, one story. What is now the garage was formerly the cafeteria, but you couldn't tell by looking at it. It is now the heart of the operation.

Room a: This huge area contains everything from a hydraulic lift to a jack. There are dozens of barrels containing paint, grease, battery acid, and brake fluid. This is a mechanic's dream. Everything here is top of the line and probably cost well over 2 million dollars (but let's see them try to get the stuff out of here). The garage is capable of repairing (or stripping) anything from a motor scooter to a heavy rig. There are the equivalent of 16 tool kits, 4 portable shops, and 2 (combined) smaller garages. Currently in this building are 2 Stingers, 4 Shogun 150s, a Piranha (Morgan's), and a tractor-trailer rig (see diagram on page 34). In addition to the vehicles, there are dozens of armor sheets, three machine guns, one flamethrower, one minedropper, two oil jets, four heavy rockets, one targeting computer, and two fire extinguishers. There are also 20 car tires and 90 cycle tires of assorted types.

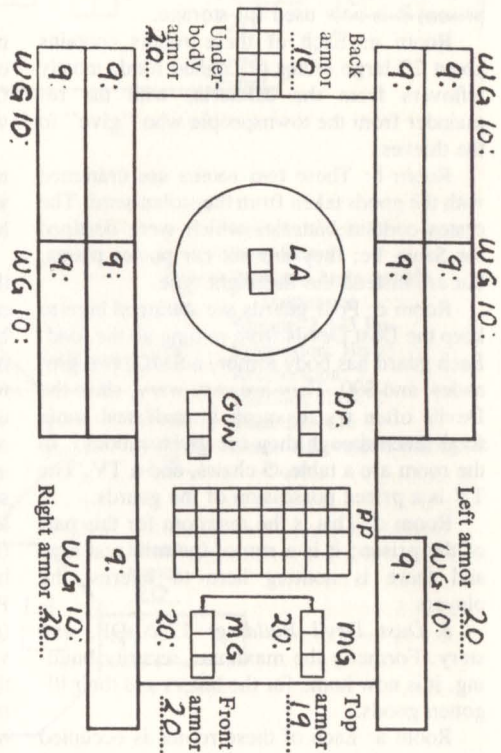
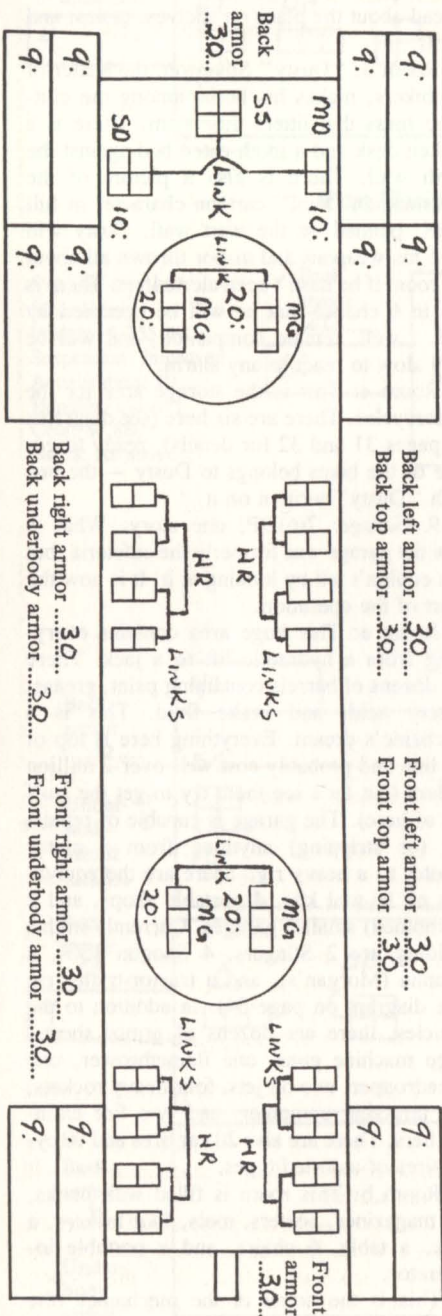
Room b: This room is filled with bunks, car magazines, posters, tools, foot lockers, a desk, a table, 6 chairs, and a portable incinerator.

This is the home of the mechanics (the Wizards) and their boss (Tony Chelden). There is a weapons rack on the east wall. It contains 7 rifles and 7 light pistols.

For Building 9, Room A

Vehicle: 40' van
 Size: 40' van
 Weight: 12,190 lbs.
 Cost: \$34,300

Vehicle: Old Miss
 Size: Sleeper Cab-Over
 Weight: 11,975 lbs.
 Chassis: Heavy
 Cost: \$74,138
 Extras: Hi-res computer,
 weapons link



Prestige Chart

Action	Prestige	Reward (from police or private)
Each "Dust Devil" captured	+1	\$100
Each "Dust Devil" killed	+2	\$50
Each Guard captured	-	\$50
Each Guard killed	+1	\$25
Scorpion captured	+5	\$2,000
Scorpion killed	+2	\$200
Dusty captured	+4	\$1,500
Dusty killed	+3	\$300
Tony Chelden captured	+3	\$350
Tony Chelden killed	+2	\$250
Each Wizard captured	-	\$75
Each Wizard killed	+1	\$20
The important papers lost	-2	\$0
The papers were captured	+3	\$3,000
The stolen cars are lost	-4	\$0
Morgan's cars returned	+5	\$0
Morgan's cars damaged/destroyed	-5	\$0
Tractor-trailer returned	+4	\$10,000
Tractor-trailer damaged/destroyed	-4	\$0
Each Stinger returned	+2	\$1,000
Each Stinger damaged/destroyed	-2	\$0
Each Shogun 150 returned	+1	\$500
Each Shogun 150 damaged/destroyed	-1	\$0
Scorpion escaped	-3	\$0
Dusty escaped	-1	\$0
Tony Chelden escaped	-1	\$0

The desk contains papers which list buyers in Denver, the true name of the Scorpion (and his connection with the thieves), and a full record of all other activities.

During the day, Tony, Scorpion, and two other mechanics will be in here going over the next month's business. Should the base be attacked, Scorpion or Tony will try to burn these papers in the incinerator.

10. *Outhouse*: 2(1)DP, one story. This is the same as room d in building 7.

the important papers be in the possession of the players, it will be easy for the state police to bring him to justice; otherwise, he will be impossible to catch. He may send out hit men to take care of the players.

The other big daddy, the Sheriff of Santa Fe, will quietly disappear, not to be seen again. Whether he was killed or just went to El Paso to sell pots, he won't be a bother. The crooked members of the police force will likewise vanish.

"Dusty" and Tony will go their separate ways, if they get away.

The prison will be overrun by Smokies the next day and everything (garage included) will be confiscated.

If all goes well, the players will collect the above rewards (plus an extra \$15,000 from the New Mexico State Police). With this money, they can finally sit down and toast: "To friends far and near, may their roads be smooth and clear."

Happy duelling.

The Conclusion

The adventure will be over when the stolen vehicles are returned to the owners. Prestige and rewards will be awarded as in the accompanying table. Prestige is also awarded for road combat as if a TV crew had been present.

If the Scorpion (Alfred Hawker) escapes, he will head directly to Denver and his corporate HQ. There he will plot revenge. Should

Surprise Package:

Driving Off Semi Assault Ramps

by W. Peter Miller

Truck Stop included assault ramps for unloading people and vehicles from trailers, buses, and RVs. But what that supplement didn't include was a set of rules for actually driving off the ramp if the oversized vehicle was moving. Cars and cycles suddenly appearing from the back of a "lone" truck are a great way to fight off uninvited escorts.

There are two factors to be considered when you want to drive a vehicle off a ramp from a moving oversized vehicle to the roadway. These factors are the speed of the oversized vehicle and the orientation of the off-loading vehicle.

The speed of the oversized vehicle has two effects on the off-loading vehicle. These effects are the damage to the off-loading vehicle's tires and the difficulty (D class) of the maneuver.

Tractor-trailer rigs can have assault ramps only on the back of the trailer. Buses can have ramps out the front or back. Assault ramps are 1/2" long. Lowering a forward assault ramp lowers the vehicle's handling class by 2 for as long as the ramp is down. Lowering a rear ramp is not a hazard.

The off-loading vehicle will be facing either forward or backward relative to the oversized vehicle's direction of travel. If the off-loading vehicle is facing forward then it may off-load normally. If the off-loading vehicle is facing backward, but has a relative velocity of 20 mph or less, it may also off-load normally. But, if the off-loading vehicle has a relative velocity over that vehicle's maximum speed, or over 20 mph in reverse, then that vehicle may *not* off-load normally. The factors for normal off-loading are in the accompanying table.

Normal Off-Loading

Velocity of Off-Loading Car Relative to the Road	Difficulty of Maneuver	Damage to Tires
0-19 MPH	0	0
20-29 MPH	1	2 pts.
30-39 MPH	2	1d3+1
40-59 MPH	4	1d6
60-79 MPH	5	1d6+2
80-100 MPH	7	2d6

Non-Normal Off-Loading

If a vehicle is off-loading with a velocity relative to the road over its maximum speed, or over 20 mph in reverse, then that vehicle is immediately put at its top speed or 20 mph in reverse (whichever is appropriate). The vehicle takes the maneuver and the tire damage (at its off-loading speed) from the Normal Off-Loading chart, plus the maneuver and tire damage from the necessary deceleration, *plus* one die of damage to the power plant due to the stress of the maneuver.

Examples

At the beginning of a turn, a bus driving 60 mph drops its rear assault ramp. On phase 7, Barb pushes her Outlander backwards (backwards to her; just remember that she is going 60 mph along with the bus) 5 mph, or 1/2". This places her on the ramp. The next turn, on phase 7, Barb pushes her bike off the ramp and onto the road. She immediately puts her speed at 55 mph (60 - 5). She also (as shown on the accompanying chart) drops her handling class by 4, putting her at -2. Each one of her tires takes 1 die of damage. With her handling class at -2 she checks the control table at her new speed, 55 mph. Barb rolls a 5 and makes it. She now moves on the rest of the phases of this turn that 55 mph moves on.

At the beginning of a turn a semi-trailer drops its rear assault ramp. The rig is going 100 mph. On phase 7, Al, in his Killer Kart, accelerates to reverse 10 mph and back off the ramp. Al's speed is now 90 mph (100 - 10). Since Al off-loaded at 90 mph, his tires take 2 dice of damage. He also drops his handling class by 7, putting it at -4. Al looks at the control table and sees that he needs a 6. He rolls a 3. Oh, well. Al rolls on crash table 1 (remembering his +3 modifier) and gets an 8. Poor Al. He flipped and burned.



COMING SOON!

Uncle Albert's 2035 Catalog

Uncle Albert's 2035 Catalog will offer dozens of weapons and devices to the discriminating auto-duellist. Ram plates, fireproof armor, flaming oil jets, tear gas, portable flamethrowers, and every product from the widely-sought, hard-to-get, out-of-print issues of *Autoduel Quarterly!* They can all be yours — and at bargain prices!

Uncle Albert's Auto Stop & Gunnery Shop gives the people what they want.

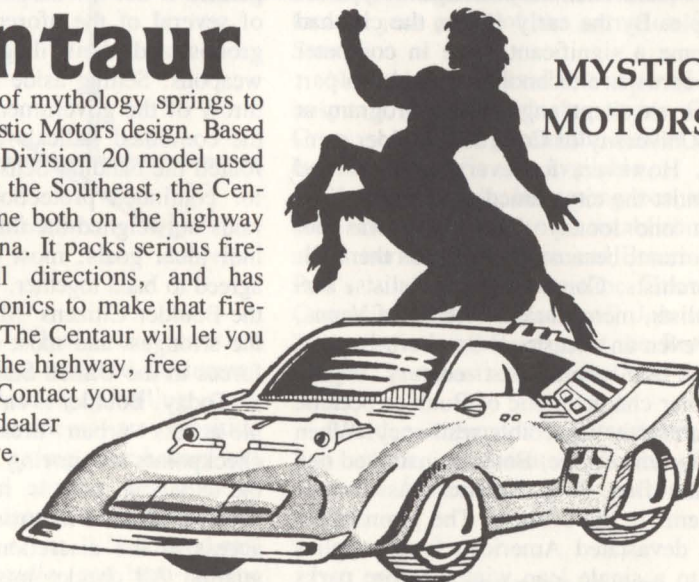
Coming soon from:

STEVE JACKSON GAMES

Centaur

MYSTIC MOTORS

The beast of mythology springs to life in this Mystic Motors design. Based on a popular Division 20 model used extensively in the Southeast, the Centaur is at home both on the highway and in the arena. It packs serious fire-power in all directions, and has enough electronics to make that fire-power count. The Centaur will let you gallop down the highway, free from worry. Contact your local Mystic dealer for a test drive.



Centaur — Luxury, x-hvy. chassis, hvy. suspension, super power plant, 4 PR tires, driver only. 2 RRs linked front, one HR right, one HR left, one FT back. Hi-res computer, fire extinguisher. Armor: F35, R30, L30, B35, U25, T25. Accel. 5, HC 3, \$19,400, 6,600 lbs.

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

by Sam Hatcher

Boulder, Colorado, a small city situated 25 miles northwest of Denver, has emerged as one of the few reasonably intact population centers in the southwest United States. Traditionally a hotbed of political activity and extremist views, Boulder is a magnificent example of the cooperation possible between widely divergent groups to save their own necks.

History

Boulder has always attracted very special — and often very strange — types of people. By the early 1980s, the city had become a significant force in computer and aerospace technology, thanks in part to an excellent engineering program at the University of Colorado Boulder campus. However, for every engineer and scientist the city gained, it also gained at least one looney. The cause was not important, because Boulder has them all: Anarchists, Communists, socialists, survivalists, mercenaries, Friends of Venus, and even an occasional Southern Baptist.

As the twenty-first century began, another characteristic of Boulder became apparent: its incredible resiliency. When oil became scarce, Boulder instituted one of the first fully electric mass transit systems in the country. The grain blight that devastated American food supplies led to a single lean winter before parks and greenbelt were converted to high-efficiency vegetable farming. Consumers were annoyed by the lack of goods from the outside world, but local facilities

proved sufficient for producing the basic necessities of life. In short, Boulder transformed a crisis situation into an inconvenience (a major inconvenience, to be sure, but an inconvenience nonetheless). It was inevitable that the city would become a target.

The first raid against Boulder occurred on March 15, 2014, and came from the north on State Highway 119, the Longmont Diagonal. A large, well-equipped group of bikers struck early that morning and managed to destroy a large portion of north Boulder before any resistance could be assembled. Even then, city police would have been outnumbered and outgunned if not for the timely intervention of several of the aforementioned fringe groups and their illegal stockpiles of weapons. Setting aside the violent overthrow of the government for a moment, the combined radicals and reactionaries routed the bandits. Sensing that the need for continued protection against future raids outweighed the importance of their individual goals, most of the defenders agreed to band together. Thus was formed the Boulder Citizens' Militia, still one of the strongest and most effective defense forces in the United States.

Today, Boulder is an unwalled, multiple-access urban area with fortified checkpoints monitoring all approaches to the city. No toll is required at these checkpoints, but motorists can be denied access at the discretion of the on-duty guards. All checkpoints are in constant radio contact with Militia headquarters.

1) *University of Colorado* — The largest surviving university in the Rocky Mountain region, CU offers a wide range

of academic programs. The College of Engineering is instrumental in the design of new weapons and vehicles for the Militia. Campus life is varied and interesting, with frequent clashes between student groups and campus police reminiscent of the 1960s. Duelling is prohibited on campus, as are firearms and explosives.

4) *Downtown* — Boulder business has become largely decentralized, but the Pearl Street Mall and surrounding area still contain a large concentration of businesses. The mall is also the home of some of the world's most talented panhandlers. The area is closed to vehicles and weapons must be holstered.

5) *North Boulder* — Never rebuilt after the 2014 raid, this area serves as home to transients and the lower-income locals. The residents are generally peaceful, desiring nothing more than to be left alone. They grow their own food in communal gardens.

Facilities

Fully-equipped service stations can be found throughout Boulder. The nearest truckstop is 5 miles south on US 36.

Crossroads Autoduel Arena, at the corner of 28th and Arapahoe, seats 6800 and features a full schedule of duelling events, regional telecoverage, and the prestigious Colorado Cup championship. Several garages and car dealerships are located just north of the arena on 28th Street.

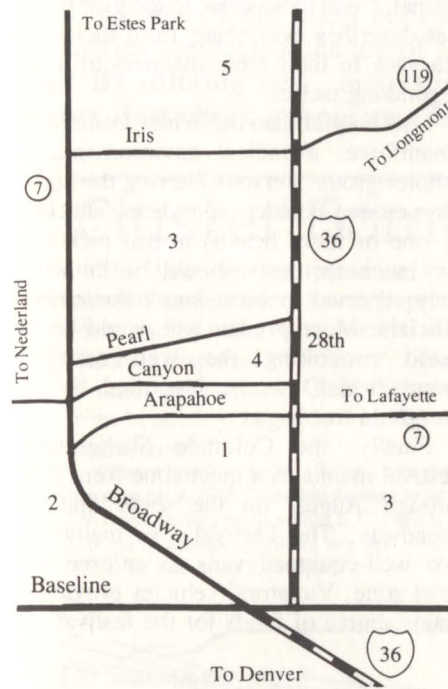
Medical care is available at two local hospitals, both of which provide Gold Cross service. A paramedic-staffed ambulance service is also available.

The most popular bar among local autoduellists is Bob's, a small establishment at the corner of Baseline and Broadway. Bob's is owned by three-time Colorado Cup winner Bob "Badman" Johnston. The rowdier crowd frequent the Broken Gasket, just east of the mall on Pearl Street.

Boulder is famous for its variety of fine ethnic restaurants, but be forewarned: Albanian food is *not* for the uninitiated.

Organizations

The number of organizations in Boulder is vast, and only those with immediate effects on the traveller can be



2) *The Hill* — This district consists primarily of student-oriented businesses and off-campus housing. Duelling is not prohibited, but residents are sensitive about stray shots hitting their homes and have accumulated enough weaponry to seriously discourage most duellists.

3) *Residential Areas* — North and east of campus are middle- and high-income houses and apartments. All of these areas are patrolled and the more affluent residences are fenced or walled. Duelling is strictly prohibited.

considered here. Interested readers are referred to the locally published *Who's Shooting Who in Boulder*.

The local AADA chapter keeps a low profile due to the tremendous diversity of views held by its members. A more politically active group is the League of Women Drivers, an association of female professionals in the trucking and duelling industries.

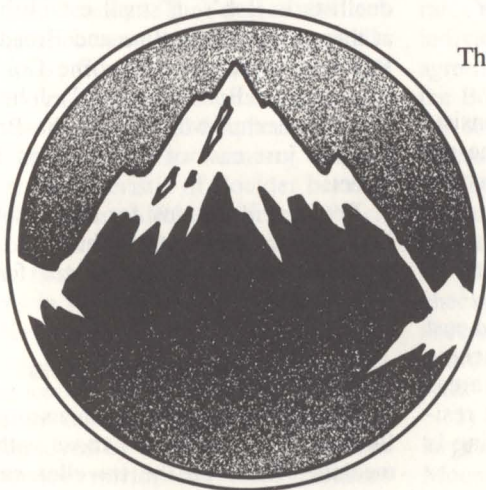
The Boulder Citizens' Militia is the primary peacekeeping force. Verbal in-fighting and philosophical rhetoric are common among the various factions, but enough outside threats exist to keep the militia from fighting each other — with an occasional exception. To keep these exceptions at a minimum, the Militia holds a monthly "Challenge Day" to vent hostilities. Different groups within the Militia are responsible for hosting "Challenge Day" on a rotating basis. The host group sets all ground rules, with the only restriction being that the duels be *non-lethal*. Targeting lasers and paint-pellets are common, but the occasional log-rolling contest, drag race, or pie fight crops into the proceedings. The results are often very entertaining and are the highlight of the Boulder social calendar. Boulder Citizens' Militia members fly the colors of their individual groups, but all

display the Militia logo, a snow-capped mountain.

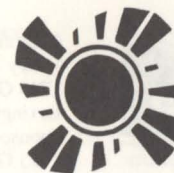
An allied organization is the White Demons motorcycle club. The Demons help patrol the outskirts of Boulder, assist motorists, and combat local outlaw gangs such as the Banditos. The Demons' color is, understandably, white, while the Banditos have no regular dress. The best way to describe the Banditos would be "neanderthal," and those close to the group say that describes everything from their appearance to their table manners to their negotiating tactics.

Less helpful than the White Demons is Greenforce, a radical environmentalist splinter group. Persons littering the highways around Boulder report being attacked by one or more heavily-armed pickups. Any such incidents should be immediately reported to local law enforcement officials. More prudent yet would be to avoid provoking the well-equipped group, which can be identified by its evergreen tree logo.

Finally, the Colorado Shakespeare Festival maintains a quiet zone from July through August on the south end of Broadway. The Festival also maintains two well-equipped vans to enforce the quiet zone. Violators' vehicles provide a major source of funds for the festival.



The Boulder Citizens' Militia logo.



AERODROME INDUSTRIES

The home of the finest helicopter accessories available, Aerodrome Industries has been at the top of its field for years. How did we get to the top? By offering new, innovative, and timely products at affordable prices. Just check out our two latest ideas:

Cluster Bomb

The latest in anti-personnel ordnance! This new bomb has an improved burst radius, and that means more effective dispersal of infantry, rioters, or other pedestrians. Clear the rabble from beneath your skids with the new cluster bomb!

Cluster Bomb — \$200, 150 lbs., one shot, 1 space, to hit 9, 2DP. Does 2d6 damage to target, 2d6 burst damage to all within a 3" radius, and 1d6 burst damage (vehicles are not affected) within an additional 2" radius.



No-Paint Windshield

Tired of some smart-aleck with a paint sprayer forcing you to see the world through rose-colored glasses? Our new No-Paint Windshield makes the paint sprayer obsolete! Thanks to a permanently charged electrostatic layer, paint rolls off this windshield like water off a duck's back. Also available for cars, trucks, and cycles!

No-Paint Windshield — \$1,000, no space or weight. Paint clouds have no effect on vehicles equipped with this windshield. Helmets and gas masks can be modified with this material for \$100.



AADA News

It's been exactly a year since we announced the formation of the real, live American Autoduel Association, and we now have 24 officially recognized chapter clubs in North America! Many will have held their 2034-35 season Club Championships by the time you read this, and the winners will be gearing up for their respective Regional tournaments. This will all lead up to the AADA World Championships, to be held at Origins in Baltimore, MD, June 27-30. At all levels of competition, prizes will be awarded by Steve Jackson Games. So make those tournament plans now!

Here's a complete roster of the current AADA chapters:

EAST REGION

Allegheny County Autoduel Association
James E. Goodrich, President
1531 Fernleaf St.
Pittsburgh, PA 15210

Black Death Autoduel Association
501 Kingston Road, #105
Toronto, Ontario, Canada M4L 1V7

Central Massachusetts Crusaders
Russell Heller, President
29 Princeton Rd.
Sterling, MA 01564

Maple Shade Autoduel Association
Dave Connelly, President
33 S. Lippincott
Maple Shade, NJ 08052
Sponsored by S.W.A.T. Auto Repair
35 Merion Lane
Maple Shade, NJ 08052

MIDWEST REGION

The Beer Town Boys
Jacob Abrams, President
1638 N. Armington Pl.
Milwaukee, WI 53202
Sponsored by Napoleon's
3948 N. Maryland Ave.
Milwaukee, WI 53202

Central Kentucky Autoduel Association
Hilary Hartman, President
1705 Gettysburg Rd.
Lexington, KY 40504
Sponsored by Hartman Motor Works
1705 Gettysburg Rd.
Lexington, KY 40504

The Cook County Autoduel Association
Ray Cison, President
10247 S. 82nd Ct.
Palos Hills, IL 60465
Sponsored by Mottl's Hobbies and Crafts
15945 S. Harlem Ave.
Tinley Park, IL

Cornhusker State Autoduelling Association
Steve Tingley, President
6504 Aylesworth
Lincoln, NE 68505

Land of Lincoln Autoduel Association
Russell McKinney, President
2172 Jonquil Pl.
Rockford, IL 61107

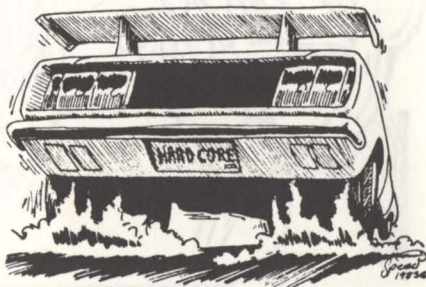
Macoupin County Autoduel Association
C. Kevin Handling, President
202 South Maple
Brighton, IL 62012

South Fulton Double Clutchers
Mark L. Tippett, President
Box 247
Astoria, IL 61501

SOUTH REGION

Arlington Autoduel Association
Larry Lauenders, President
1726 Park Hill Drive
Arlington, TX 76012

Austin Autoduel Association
Scott Haring, President
Box 18957
Austin, TX 78760
Sponsored by Steve Jackson Games
Box 18957
Austin, TX 78760



Duellists, Experts, Aces, and Terminators
for Hire
David Wilson, President
37 Yorkshire
Bedford, TX 76021
Sponsored by the Society of Adventure
Gaming Enthusiasts
37 Yorkshire
Bedford, TX 76021

Garfield County Autoduel Association
Kenneth G. Gordhamer, President
1709 S. Wallace
Enid, OK 73701

Smith County Avengers
Dave Burnett, President
Rt. 1, Box 232-25
Whitehouse, TX 75791
Sponsored by Hobby Chalet
4500 S. Broadway
Tyler, TX 75703

Tulsa Overt Operators for the Betterment
of Autoduelling
Carl Neal, President
5914 E. 25th St.
Tulsa, OK 74114

WEST REGION

Arcadia Autoduel Association
Robert Keil, President
27 East Pamela Road
Arcadia, CA 91006

Berkeley Autoduel Association
Ray Churchfield, President
2819 Milvia
Berkeley, CA 94703

Carmel Autoduel Association
Curt Graham, President
Rt. 1, Box 231
Carmel, CA 93923

Idaho Autoduel Association
J.D. Burdick, President
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Joe Rudynski, President
2013 W. 245th St.
Lomita, CA 90717

South Salem Autoduel Association
Chuck Williamson, President
2545 Mountain Laurel Way South
Salem, OR 97302

One regional site has already been determined. The South Regional will be held in Tulsa, OK, during ConJuration II, May 10-12. The Tulsa Overt Operators for the Betterment of Autoduelling (TOO-BAD) will act as host. Defending AADA World Champion Carl Neal is from this group, so the action should be intense. All other clubs in the South Region should complete their tournaments before the above date, so their champion can compete. TOO-BAD has also arranged a discount on convention membership for champions coming to Tulsa to compete. Contact TOO-BAD for details.

For those of you who are new to autodueling, joining the AADA is easy: Subscribe to *Autoduel Quarterly*, the Journal of the American Autoduel Association, and you're in! Benefits include a membership card, periodic mailings containing free goodies, the right to form local chapters, and the opportunity to get "AADA Members Only" merchandise (see the inside of the mailer cover of this issue).

To form a local chapter, assemble at least five persons who are all AADA members. Then select a president, who will be responsible for all the official paperwork. (Don't worry, there won't be much of that). The president must agree to allow his or her name to be published in *ADQ*. Just send us the proposed name of your club, the names of your members, the name and address of your president, and a \$15 chartering fee to the American Autoduel Association, Box 18957, Austin, TX 78760.

And don't forget — we're always on the lookout for news from local chapters. The Arcadia Autoduel Association belatedly reported the winner of their 2033-34 Club Championship — Dale Rothrock. Rothrock won the "Recoilless Rifle Run," a marathon duel-and-race from Washington, D.C., to Arcadia, CA.

The Arcadia group also got together with the North American Mondo and Duellist Society (NOMADS) at the Gateway '84 game convention in Los Angeles. The two groups decided to call the match a draw rather than lose any more members to the dispute . . .

That's all the news for now. Drive Offensively!

- 1) Do wheelguards mounted only over the rear wheels of a four-wheeler reduce its HC?
- 2) If a rocket launcher fires and hits within point-blank range, does the firing vehicle take damage from the burst effect? If so, how much?

—Steve Shea
Torrance, CA

1) No. 2) Burst effects do not affect vehicles, so the firing car would be safe in this example.

—SDH

1) Can a rocket platform be mounted on the bottom of a helicopter?

2) If a pedestrian is standing in front of an object (car, other pedestrian, etc.) and fires a LAW, would the object take damage from the exhaust?

—Jason Glass and Jeff Pidlypchak
Reno, NV

1) No. 2) Interesting idea, but very complicated. For game purposes, no.

—SDH

1) In the story *Serendipity* (ADQ 2/3), what's the car "Magnum"?

2) How high can skill levels go?

—Brad Graham
Herndon, VA

1) The car Buster Coughlin drives in *Serendipity* is called a Magnum in the same sense that you would call a 1985 Mustang a "Ford." Magnum is the name of the manufacturer. Exact details on Coughlin's car are not given.

2) There is no rules limit on how high skill levels can go. But few characters get above 5 in anything — they either die or retire first.

—SDH

1) In ADQ 2/1, you and Uncle Albert gave

us the E-Z Ejection Seat made for passengers or the driver in an emergency. But in ADQ 2/4, someone asks if when ignited, does the seat do damage to the vehicle's interior, and the answer was yes. What if a person was to get rid of a passenger or the gunner — he would save them, but get killed by the effect of the blast? And what happens to the car's interior? What gives?

2) Can a Bumper Trigger (ADQ 2/3) be put on the side of a vehicle?

—Paul Chezzo
Pasadena, CA

1) Good point. To make this all work out, let's say that the damage that the ejection seat does half the time is only to the side of the interior that the seat was on. If the driver ejects the gunner, then half the time the rocket blast will render the gunner's position unusable until it's repaired — but the driver will always be unaffected.

2) Absolutely. That might make someone think twice about ramming you.

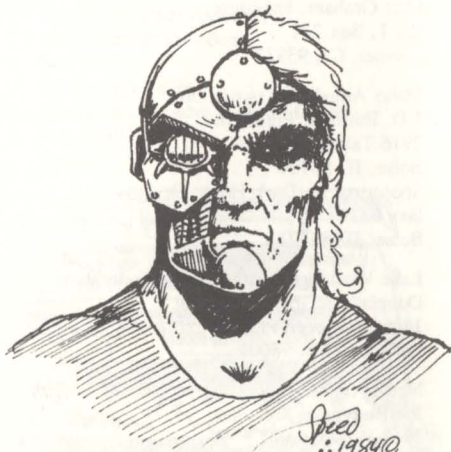
—SDH

How many Multiple-Fire Rocket Pods (ADQ 1/4) can be mounted on a car? Are they like rocket platforms?

—Mike Andersen
Arlington Heights, IL

The MFR is like any other weapon — if you've got the spaces and the weight, you can cram as many in as you want.

—SDH



If you cover someone's Reflective Armor (ADQ 2/2) with paint from your handy paint sprayer, would he take full damage from a laser? What I'm thinking of is that the paint will prevent the reflection of the beam until it can somehow be removed. This brings up a second question: Can paint be cooked off by a laser, and if so, how many shots would it take?

—Dirck de Lint
Regina, Sask.

If the laser beam can get through the paint to get to the reflective armor, it can probably get through the paint on its way out. I don't think paint would hamper the efficiency of laser-reflective armor at all. No, paint can't be cooked off by a laser.

—SDH

1) If a MONDO throws a grenade at a group of policemen at the beginning of a turn, can one of the policemen pick it up and throw it back? If so, is this a firing action?

2) Is it possible for a pedestrian to have weapons such as a portable laser, a portable rocket launcher, or smoke grenades? If so, how much would it cost, how much would it weigh, and how much damage would it inflict?

3) If a pedestrian is carrying 2 heavy pistols, one in each hand, could he fire them both on the same turn?

—Peter H. Berce
Presque Isle, ME

1) If the policeman has a free hand, he can try to pick up the grenade (if he's got his hands full with a weapon, he'll have to drop it this turn, and can't act until next turn). The "roll two dice and pray" method comes in nicely here; considering the stress factor, it should take an 8 or more (or thereabouts) on two dice to successfully pick it up. That's all he can do this turn, so our policeman friend better hope it was not set to go off at the end of this turn. If he's still alive, he can throw it next turn as per the standard rules. If he's relatively sure that he can't get rid of it in time, our heroic policeman could elect to fall on the grenade — this would require only a 5 or more on two dice to successfully accomplish (on a lower roll, he knocked it away a couple of feet trying to dive on it or something). The person falling on the grenade will take 2d6-1 damage — he might survive. No one else in the burst radius will be affected.

2) Portable lasers and rocket launchers for pedestrians don't exist yet . . . but I'm sure Uncle Albert's working on it. For more than you ever wanted to know about grenades, see the article elsewhere in this issue.

3) The Car Wars rules only allow pedestrians to fire once per turn, but we'll make an exception in this case. Unfortunately, fire from the pistol in your "good hand" is at -1 — this is because you're firing one-handed instead of two-handed — and fire from the pistol in your "off hand" is at -4.

—SDH

1) Why is tire weight included in maximum load? Aren't the tires on the ground anyway, and holding up the vehicle?

2) Does the hand-held flamethrower in ADQ 2/2 do full damage to vehicles?

3) In ramming, why is just the front armor affected? Aren't the other armor spots affected also? The vehicles look like they "bunch up" when they hit something. Some wreck counters looked like their side, top, and maybe bottom armor were affected along with the front armor.

4) Does the turret and the top armor have separate armor or are they put together? If someone destroys a turret, does this mean that the entire top armor is destroyed? The turret takes up only some of the area on the top, not the whole top area of the vehicle.

—Rogil and Gilbert Camama
Huntington, NY

1) You're right, but we decided long ago that keeping track of two weights — Total Vehicle Weight and Chassis Load Weight — was an unnecessary complication.

2) Yes.

3) Again, you're right. Things other than front armor should be damaged in a collision. But the complexity problem hits again — how much damage goes to which other parts? How does the ratio change if the collision is not directly head-on? For simplicity's sake, we're using the rules we've got.

4) Technically (and in some super-advanced, super-complicated version of Car Wars we may do this someday), you should keep track of Top Armor and Turret Armor as separate entities. But that's very complicated — the rules we have now simulate what's happening fairly well, and are a whole lot simpler.

—SDH

Backfire

There is a fine line between game enjoyment and adhering to the rules. It seems that with each issue of *ADQ*, I have one or more of my cars, drivers, or weapons scribbled from the tablet of reality. In the last few months, all of my character kills have been invalidated by virtue of the fact that we have revised such and such a rule.

While this may sell large numbers of the "up-to-date" version of *Car Wars*, and subscriptions to *ADQ*, it has made continuing characters almost pointless.

A specific case concerns the term "kill." In your Vol. 2, No. 3 issue of the quarterly, in response to Kirk Towner's letter you have chosen to say that a kill is a matter of stopping and disabling the firepower of a car. Mr. Towner's problem seems to be that any other way, all that is needed is to shoot a tire.

I have several problems with this. First, one tire does not a kill make, unless the car crashes and burns. Cars have crashed and burned without a shot being fired — these are still "kills" in one-on-one situations. Damaging only one tire merely reduces handling class. It does not "stop" the car. The purpose of wheelguards is to prevent the famous six-second "duel of tires."

Secondly, I'm sure many of the old school of autoduellists have any number of characters that have gotten kills through stopping or disabling firing systems. This has made it possible to not necessarily go for red blood in each duel. I would not want to have to change all my characters because of a change of rules three years late.

Another problem is that of common sense. If a car is not moving but has operable guns on one side, it is not a threat unless the opposing car cannot move, for that car could merely move out of the arc of fire. Having done so, the same car could a) park with his guns to bear on any of the other sides, b) ram him continuously, or c) blurrp the disabled car with an Artful Dodger.

Case two would be a car that cannot fire,

but can move. It may be argued that this car can escape or ram the other car(s) in the arena. However, as an effective duelling machine, it is useless. Such a car would be more appropriate to *Chassis and Crossbow* rules rather than standard *Car Wars*.

The most important problem is the continual revision of rules that seems to be going on. The first edition has become next to useless, and with this phenomenon the game has become less enjoyable. The original beauty of *Car Wars* was its simplicity. Where roleplaying games required hours of character generation and tedious adventuring, *Car Wars* merely required some paper, two dice and one — count them, one — rule book. I play *Car Wars*, not "Guess That Rule"!

—Alexander Baxter
Portland, OR

You cover a lot of ground in your letter, Alexander, but I'll try to address all your points. First, my response to Kirk Towner's letter in ADQ 2/3 was not a new rule — that's always been our interpretation of a rule that appears in the first edition and has never been changed. If you've had a different interpretation but didn't find out until reading that letter, that doesn't mean we changed it at that moment. Your examples are well taken. The car that cannot move and has operable weapons in only one arc of fire is most certainly a "kill," for as long as the other cars stay out of that arc of fire. If it's obvious to the disabled car's occupants that no one is going to dance in front of their guns, they'll probably surrender rather than die as target practice. And anyone who thinks a car that can't fire, but can move, is "useless" as a duelling machine has never been T-Boned by a luxury with a ramplate at 60 mph! As to your last point, I share some of your frustration about constant rule refinements, but please see my discussion in "Driver's Seat" for a longer explanation.

—SDH

My letter is an answer to a challenge given by Benjamin S. Hay in *ADQ* 2/2, in which he stated, "I defy you to give me an example of an explosive that would not be set off by extreme heat." As I am currently a member of the US Army and employed as an explosives handler, I can give a little insight into this . . .

Most mines today (1984) use a form of plastic explosive, or even dynamite, none of

which can be set off by heat alone. (We have even used it to cook our rations — just don't stomp out the flame!) . . .

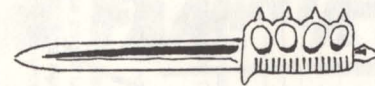
—Michael E. Byrd
Milwaukee, WI

This is just to say good work on Vol. 2, No. 3. Those three mini-scenarios are great, especially "Rush Hour." After a couple of quick playings, we came up with an even more nerve-wracking variant: an all-out duel going *against* the flow of traffic. The set-up is the same as before, except that all the vehicles are placed *facing* the two duellists. (Don't ask me how they ended up going the wrong way on the freeway during rush hour . . .) Add the possibility that a berserk or irate driver may decide to play "Chicken," and see if your nerves aren't shot after one playing . . .

Also thanks for printing my Bumper Trigger design. I wasn't expecting it and it was a very pleasant surprise! Thanks again! . . . As usual, I've submitted a couple of other new items with this letter . . .

Is there going to be any change to the grenade overshoot rules? As they stand now, our group of players constantly toss their grenades about 3' short, knowing they'll probably miss their "to hit" roll, and the overshoot rules place the grenades right where they want them. It also seems too easy to toss grenades from firing ports of vehicles . . . If you miss, you simply overshoot. I'd like to see some rules that would make a miss a lot more inaccurate, or downright *dangerous* (i.e., if you roll a 2, you've dropped the grenade in your lap, heh, heh . . .).

Mike Emrick
Gainesville, FL



I have just received *ADQ* Vol. 2, No. 3, and I'd like to compliment you on an excellent issue. I particularly admired your selection of letters. I also recently purchased *The AADA Vehicle Guide* and would, again, like to congratulate you on a superb product. I only wish that the views of the vehicles had been done in standard *Car Wars* scale (or perhaps slightly

smaller) to make it possible to photocopy, color with highlighter pens, and mount them to form a fascinating new fleet of cars, bikes, trikes, choppers, buses, and trucks. I hope that the next installment of this supplement will include vehicles equipped with autocannons and especially spoilers and airdams.

Speaking of spoilers and airdams, may I respectfully submit that they seem a bit too effective: I can't imagine myself designing a highway vehicle without one of the two. Maneuvers reduced to D0 or less should require control rolls: Otherwise, there is never any reason not to perform bends and such, which make things a touch easy for my taste. Perhaps spoilers should restrict turret fire in some way and should be the first things to go in a roll.

I have a vehicle which is about to have a bumper trigger installed on its front and connected to an MFR pod. Bumper triggers are an idea whose elegance and beauty are matched only by the annoyance of the thought: "Why didn't I think of that?" My hearty respect for the genius who came up with them.

"All Fired Up" is marvelous. I've always felt that lasers were simply too powerful and gave too much of an advantage to those who were armed with them, especially with their ability to set cars afire. If lasers are so nifty, then why didn't the Dempsey XM-6 carry any? Might I also suggest that ignited pedestrians be allowed to put themselves out by "dropping and rolling." This counts as a *fire* action (sorry) . . .

About bombs. It's a pity you flippantly referred a gamer to *Air War* when the *Car Wars* scale happens to give such an elegant answer to his question. The time in seconds it will take a bomb to fall a given distance in game inches is equal to the square root of the distance. A bomb dropped from 17" (for example) will take 4.1 seconds to hit the ground. From this it's very easy to figure out how far forward the bomb will travel as it falls, and add a scatter factor some way proportional to the amount by which the to-hit roll is missed (Perhaps I should mention that I won our high school's physics award and so this may be a lot more complex than I think) . . .

—John Nowak
LaGrangeville, NY

It is, but thanks anyway.

—SDH

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