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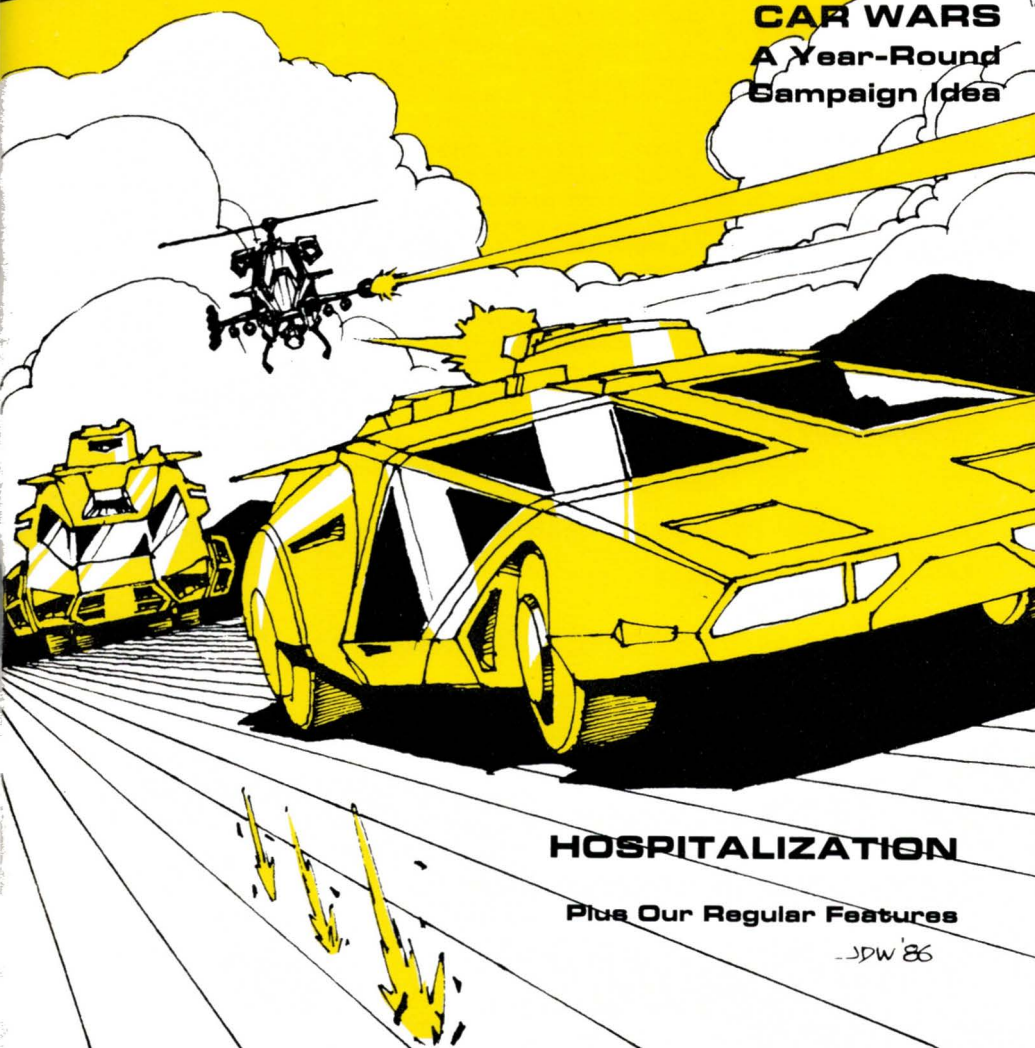
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CONTENTS

Hospitalization: A Car Wars Variant <i>Craig Sheeley and Scott Haring</i>	8
GURPS Autoduel Designer's Notes/ <i>Scott D. Haring</i>	10
ADQ Custom Feature/ <i>John Nowak</i>	12
The Corporate Approach to <i>Car Wars</i> / <i>Mad Al Loud</i>	14
World Champion Maintains Winning Form/ <i>Jim Davie</i>	20
Mini Scenarios	
The Road to Freedom/ <i>Roger Range</i>	21
Night Raid/ <i>Joshua Lindemann</i>	22
Midville II/ <i>Neil Tangri</i>	24
The Defense of Wooded Grove/ <i>Andrew Metzger</i>	26
Rumble: First BLUD, Part II/ <i>Bill Horvath II</i>	28
Excerpts from the North American Road Atlas and Survival Guide, 3rd Edition: GREATER LAFAYETTE AREA, INDIANA <i>Barton H. Stano and M. K. "Steck" Stoecklin</i>	32

DEPARTMENTS

The Driver's Seat/ <i>Scott Haring</i>	2
Newswatch/ <i>Scott Haring</i>	4
AADA Classified	36
AADA News	40
Backfire/Letters	44
ADQ&A/Questions and Answers	46

ADVERTISERS

AADA	inside front mailer
Adventures By Mail	39
Atlantic Industries	39
Falcon Industries	31
Fnrord Motors	back cover
Genesis Armaments	43
Origin Systems, Inc.	inside back cover
Steve Jackson Games	inside front cover, 3, 11, 42
TSR	5
Uncle Albert's Auto Stop and Gunnery Shop	6, 7

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the Driver's Seat

Winter — or what passes for it — descends on Texas, and the fourth year of *Autoduel Quarterly* comes to a close. It's hard to believe that I've been doing this for 14 issues, now. Anyway, this issue should keep everybody happy. Mini-scenarios have always been well-received, and this issue has *five* of them. Also, I want to recommend the "Corporate *Car Wars*" article, by "Mad" Al Loud of the Canadian Autoduel Association. They've come up with a new way to make *Car Wars* a year-round campaign, and it works. Be sure to check it out.

I don't have anything too earth-shattering for this column this time, but I do have a lot of little things. In no particular order —

New Goodies. I would be remiss if I didn't tell you about *Car Wars Expansion Set 10*, which contains not only duplicate counters from *Expansion Sets 3, 4, 5, 7, and 8*, as well as *Dueltrack*, but also the amazing *Car Wars Wheelie!* We provided a simple wheelie as a subscriber bonus a few issues back, but this new and improved, three-piece disc not only helps you keep track of your current speed and handling status, it also gives you the targeting modifiers for that speed, and calculates your control roll for you! You have to see it to believe it. It's \$4.95, and available at your local hobby shop, or you can get it from us through the mail (see the order form on the inside front cover).

Coming soon will be the *Combat Showcase*, which will be filled with new vehicle designs, presented in computer-generated record sheets, which can be photocopied and marked on in battle! All the details are not worked out on size and price at this writing, but look for it in early 1987.

Also, the second *Car Wars Adventure Gamebook*, *Fuel's Gold*, has been published by TSR, and should be available at bookstores everywhere. The book involves an ARF plot to terrorize Boston with a secret weapon — a newly-discovered cache of gasoline! Definitely worth checking out.

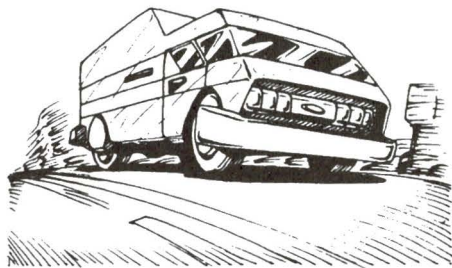
Postal Doings. Time to repeat our postal policies. We will gladly answer any rules questions or suggestions, if they are accompanied by a self-addressed, stamped envelope. Because of the crush of mail, we cannot answer letters that do not have an SASE — though we will still read them. If you are making a submission to the magazine, please also include an SASE, so we can tell you the fate of your article. If you don't include one, we may still run your article, but you won't find out about it until you see it in print.

Foreign correspondents should include, instead of stamps, an International Postal Reply coupon. Your local post office can tell you what this is, and how to get one.

And please have patience — sometimes the work piles up, and we can't get to your letters right away. We *will* answer each one that comes with an SASE — sooner or later.

Credit Where Credit's Due. It's come to my attention that the "Newswatch" from *ADQ 3/4* was credited to me in the table of contents. That's a mistake. "The History of Kane Motors" was written by Andrew Buttery of Melbourne, Australia, one of our regular contributors. Sorry about that, Andrew.

Vehicle Guide II. About a year ago, I asked for designs for the second *AADA Vehicle Guide*. Well, we got an overwhelming response. Many of the designs were good, others weren't. After a thorough elimination process, many of the designs selected got taken for the upcoming *Combat Showcase*. So now, we need more designs! Please send us your favorite vehicle designs. Make them easy-to-read, and include a worksheet so we can check your math. We'll use all types of designs, but we're particularly interested in vehicle types that weren't in the first guide —



ten-wheeled trucks and minibuses, car trailers, tractor-trailer combinations, reversed trikes, and the like. We also want to see designs that utilize the many new Uncle Albert gadgets that have been published since the first guide. We'd also like to see legitimate working vehicles — courier cars with real cargo capacity, for example. And try to keep the costs down — \$55,000 motorcycles, while feasible under the rules, simply make no sense (nobody would put a cyberlink and a laser on a vehicle with only 2 points of armor . . .). Now that you know what we're looking for, go for it! Send the designs to our regular address, but mark the envelope, "Attn.: Vehicle Guide II."

Classifieds. The response to "ADQ Classifieds" has been very good, but I have one small request. Because of the possible consequences if you (or I) make a mistake, we will not print phone numbers in the ads, just addresses. I don't want to be responsible for some innocent victim getting dozens of phone calls from autoduelling fanatics! So addresses only, please.

Second Edition Deluxe Car Wars. Nothing fancy here, we just took all the errata and clarifications and minor changes that we've previously listed here in *ADQ*, fixed them in the *Deluxe Car Wars* rulebook, and reprinted the book. The new rulebook will be in sets on the game store shelves in early 1987. The only difference (other than the changes) will be a notice on the title page of the rulebook. Just another improvement from SJ Games . . .

Bulletin Board. The new Steve Jackson Games computer bulletin board is up and cooking! Using the latest T-Net software at 1200 baud, the BBS has an ongoing *Car Wars* discussion, as well as boards for all other SJ Games products, plus a fair amount of just-plain-weirdness. Give it a call — (512) 447-4449. It's free, except for the long-distance charges, and fun!

Well, that's about it for this time. Keep On Duellin'!

— Scott D. Haring

WE GIVE YOU MORE

Car Wars Expansion Set #10 has more of what you've been waiting for! Like 170 *more* counters!

Counters for vehicles. Counters for helicopters. Counters for trikes and cycles. Trucks and tractor trailers. Police units. Grasshoppers. Buses. Plus racing pits. Drop spike plates. And a helipad! *All* of the collected counters from Expansion sets 3, 4, 5, 7, 8, and *Dueltrack*.

Can there be more? Yes!

Expansion Set #10 also contains the never-before-released *Car Wars Deluxe Wheelie*. What is it? A fun, colorful pair of wheels that help a player keep track of vital game information — including the entire Control Table!

Look for it at your local hobby store or send \$5.50 (Texas residents add 41¢ sales tax) to:

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NEWSWATCH

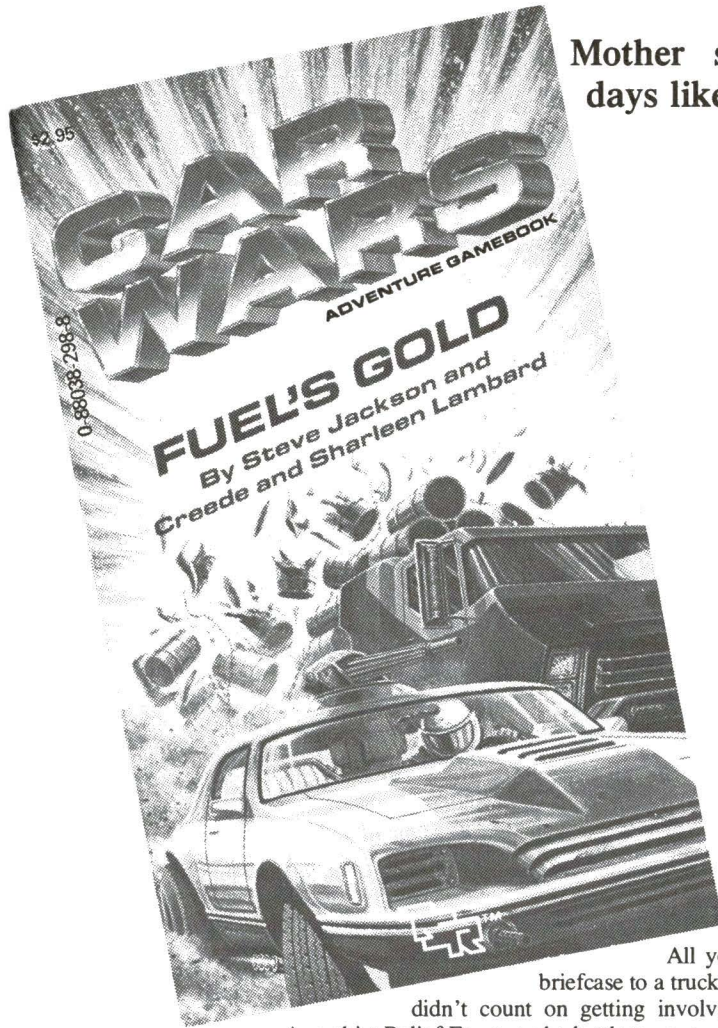
History of the Corporation

- 1880s — The heyday of the “robber barons.” Rich men — and their corporations — did whatever they wanted, to whomever they wanted, whenever they wanted. Sherman Antitrust Act of 1890, and later, the Clayton Antitrust Act of 1914, greatly curtail corporate abuses.
- 1920s — Anti-Big Business sentiment remains high; Labor unions on the rise. Increasing labor violence forces federal government to step in and impose compromises that end the most onerous corporate abuses (unsafe working conditions, child labor, 12-hour days) in exchange for labor peace.
- 1980s — A new era of deregulation begins to reverse, ever so slowly, decades of government control of business practices. Consumer protection still alive and well (if underfunded), but environmental abuses and interference in foreign governments is ignored.
- 1993 — The Oil Crash. As a result of new reports of the near-total depletion of world oil reserves, oil company stocks drop to an average of 7% of their pre-Crash value in just three days. The multinational corporations that diversified survive; the others disappear. Destitute oilmen complain about “government overregulation.” A nervous Congress, looking at millions of angry unemployed former oil workers, passes sweeping deregulation measures, virtually freeing business from all government control.
- 2000s — The Secession Wars, like all wars, give a big boost to US business. Many corporations develop their own “security forces” to protect corporation plants and offices from invading troops. Thousands sign up when service is ruled to be a legal alternative to military enlistment. Many of these groups converted to standing, private armies after the wars end.
- 2009 — Randall Enterprises brings new meaning to the word “hostile takeover” when Alabama manufacturing concern uses its private army to secure a competing steel plant and claim it for its own. Former owners of the plant, taken completely by surprise, later “sell” the plant to Randall for \$1 — and the return of a number of corporate wives and children.
- 2010s — A bloody era in American free enterprise, as companies find new, violent ways to get an edge on the competition. Assassination of business rivals becomes widespread; Combat skills as useful for executives as MBAs. Long-hated by authorities, the corporate private armies prove invaluable during the Food Riots, keeping mob damage to a minimum.
- 2020s — Use of private armies in direct assaults drops off as business leaders realize that destroying a plant while trying to take it over is counterproductive, to say the least. Corporate assassinations also on the decline, especially with the introduction of Gold Cross. An expense-account clone becomes the #1 corporate “perk” of the 21st Century.
- 2028 — Private armies once again prove their usefulness when Orange County Agricultural Enclave forces push back Mexican invaders.
- Today — Most industrial plants are so well-defended that armed attacks are no longer cost-effective; business, ever-attentive to the bottom line, has noticed. Still, corporate private armies are necessary to defend private property, and occasionally perform socially useful functions.



FUEL'S GOLD

Mother said there'd be days like this . . .

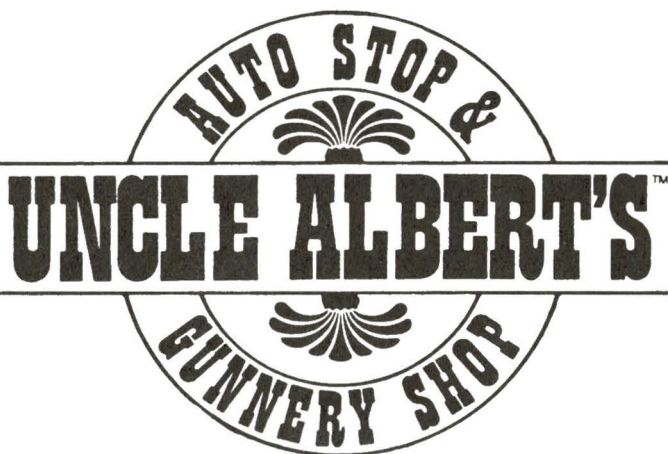


All you had to do was deliver a briefcase to a truck stop outside of Boston. You didn't count on getting involved with a cycle gang, the Anarchist Relief Front, and a battle to save your friend's truck stop from becoming an inferno . . .

With *Car Wars* adventure books, YOU create your driver, YOU improve your duelling machine and weaponry, YOU choose the many roads to adventure. Armed with your own 6-sided die, paper and pencil (not included), you're ready to "hit the road" *even* if you've never played the *Car Wars* game before!

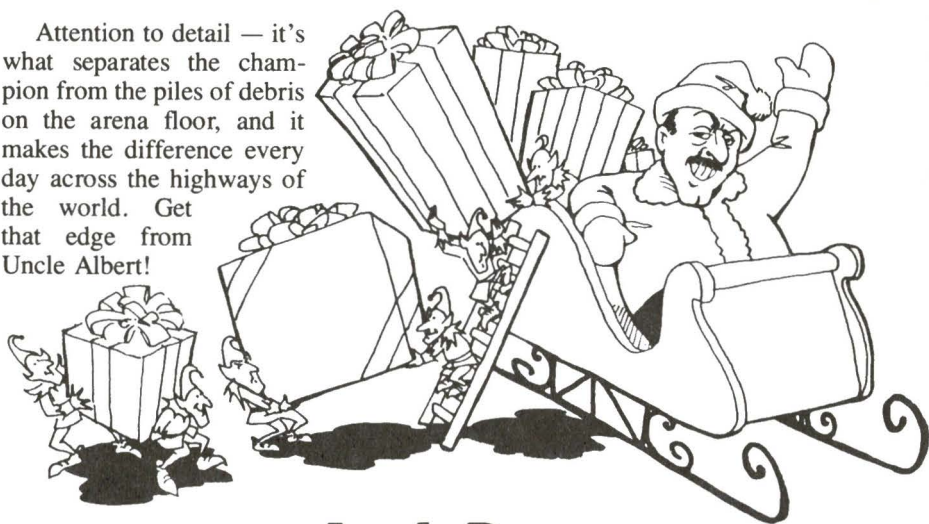
Based on the best-selling *Car Wars* game by Steve Jackson. Look for *Fuel's Gold* and other *Car Wars* adventure gamebooks at a store near you.





Uncle Albert remembers the little things!

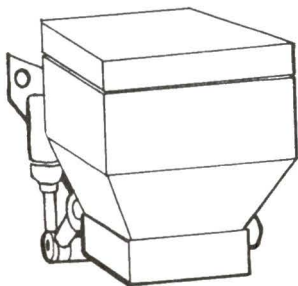
Attention to detail — it's what separates the champion from the piles of debris on the arena floor, and it makes the difference every day across the highways of the world. Get that edge from Uncle Albert!

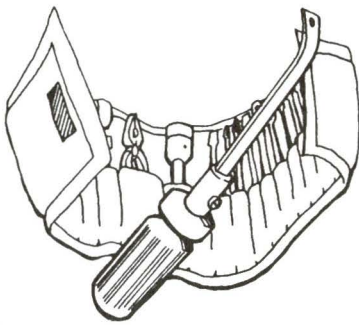


Junk Dropper

People laughed when they saw debris falling out of the back of Thomas Hardy's Division 5 compact — they thought his car was falling apart! Reactions changed when the debris took out a pursuer's damaged tire, enabling Hardy to get off the winning shot . . . Uncle Albert got word of this simple but effective idea and purchased the rights from Mr. Hardy, and now you can use the lowest-priced dropped weapon on the market. Uncle Albert cares about you and your budget!

Junk Dropper — Dropped weapon. 1 space, 25 lbs., \$50, 4 DP, 5 shots, CPS 0, WPS 20. Loaded cost \$50, loaded weight 125 lbs., magazine cost \$50, magazine weight 115 lbs. When this weapon is fired, two randomly selected debris counters are placed in the ½" x ½" area directly behind the firing vehicle.





Mini-Mechanic

Created in the tradition of the finest Swiss Army Knives, this lightweight wonder is the handyman's best friend! The perfect companion when your favorite garage is too far away. A great Christmas stocking stuffer, too!

Mini-Mechanic — \$50, 1 grenade-equivalent. When using this item for any sort of repair job, the penalty for using improvised tools is -1 instead of -2. Will fit like a grenade in a Battle Vest.

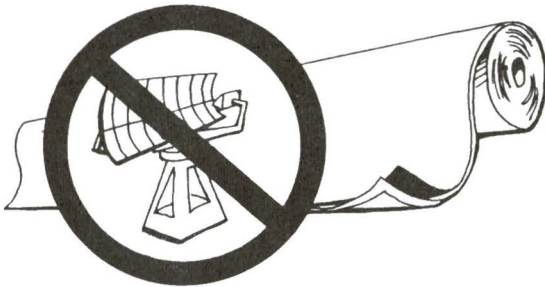
Tinted Goggles

Tired of being blinded by those searchlights while out of your car? Got no car? On a cycle? With a pair of our Ray-Bane™ polarized goggles, you'll never have troubles again!

Tinted goggles — \$20, no grenade equivalents. Treat exactly like Tinted Windshields with respect to searchlights. Cannot be worn along with a Gas Mask or Light Intensifier Goggles.



StealthKote Shield



Exclusively from Uncle Albert's research labs! A carbon-granule impregnated, Kevlar-reinforced, hardened rubber coating for vehicles that will render the vehicle effectively invisible to radar. For those opponents that live and die by their radar, you can make sure it's the second, not the first!

Also frustrates the radar-based

targeting devices and missiles! Warning: Tests have shown that the StealthKote Shield is not effective when used on motorcycles, helicopters, or certain types of trucks. Please consult with your local Uncle Albert representative for your particular vehicle.

StealthKote Shield — This is bought for individual armor locations on a vehicle. Cost is 10 times the cost of one point of armor, and weight is the same as 1 point of armor. Adds 1 DP to every armor location it is bought for. When a vehicle side takes damage, the StealthKote Shield is the first to take damage. This can be put over any type of armor; when taking fire or laser damage, the shield is destroyed first, and then the special properties of the armor are taken into effect. Accessories, like spoilers, wheelguards, etc., are considered covered at no additional cost (and no DP benefit) when the appropriate side is covered.

Radar will not register a shield-covered vehicle, and a radar-based ATAD or Radar-Guided Missile will not lock on. If the source of the radar has a line of sight on any side of the vehicle that has had its shield destroyed (or never had it in the first place), then the radar will lock on, and the benefits of the shield are lost. A vehicle with a turret must have the top armor shielded from ground level radar, or it will be detected. Vehicles with unarmored external items (like rocket platforms, portable earth stations, rocket EWP's, and others) will be picked up by radar even if the vehicle itself is shielded. This item will not work at all on a motorcycle (too many exposed parts), helicopters (there's no way to shield the rotors without destroying their aerodynamic properties), or trucks with exposed cargo (like flatbeds and dump trailers), for obvious reasons.

HOSPITALIZATION

A CAR WARS Variant

by Craig Sheeley and Scott Haring

Gold Cross is an insurance agency (hence the play on the old medical insurance agency, Blue Cross). You are betting Gold Cross that you'll be killed in the future if you subscribe to their policy, and you pay them to prepare for that. And you pay quite a lot: \$44,000 for the first year, plus the need to reprogram the clone every month. Or \$25,000 to store your old memories and wait until your estate wants to pay for a clone body. Or, if you're the last-minute type, \$25,000 to have your memories recorded from your dying body and another \$10,000 to have a clone grown to receive them. Gold Cross costs as much as a good car every year (at least!).

And the new clone doesn't spring magically into full competence, either. Athletes have long been familiar with the concept of "muscle memory" — where through intense training and practice, the body executes a move perfectly without thought, whether it's a gymnastic flip, a golf swing, or a snap turret shot. Muscle memory does not transfer over to a new clone. A baby-soft, out-of-the-vat clone takes some getting used to; the muscles are not toned up, there are no callouses on the hands and feet, and even sunburn is a problem. Even though the perfectly-transferred mind knows what it wants to do, it usually takes a good deal of intense work to get the new body into fighting trim.

To simulate this, try the following rule variant. A newly-cloned character suffers these penalties: -2 to the reflex roll made at the beginning of combat; -1 to Gunner and Handgunner skill (except when that skill is at base level, in which case there is no penalty); -2 to Martial Arts skill (if this drops the skill below base level, then the skill is temporarily lost); -2 to Stealth skill (Stealth is described in *ADQ 4/2*; like Martial Arts, if this penalty drops the skill below base level, then the skill is temporarily lost); and running speed is reduced to the base speed of 12.5 mph.

All these penalties are temporary, except the reduction in Running skill — it is perma-

nent. If a character decides to simply resume his or her normal life, climb right back into the car and go back out on the road, the penalties will go away in three months. Any skill bonuses earned in those three months take effect normally. Example: Sue, a Gunner +1, comes out second-best in a road duel and Gold Cross activates her clone. The clone will perform at the base level Gunner skill (because of the -1 penalty) for three months. Two months after coming back, though, Sue has racked up enough kills for a +1 Gunner bonus. That bonus takes effect immediately. Then, in another month, the "new clone" penalty is also lifted, and Sue becomes a Gunner +2.

If you don't feel like running around with an inferior clone, and can afford the time away from the well-paying arena battles and road combats, a character can work off these penalties in a gym or other training facility. This kind of intense workout, which includes physical fitness as well as gunnery and driving practice, costs about \$2,500 (in addition to your regular living expenses), but only takes one month to complete. At the end of the month, all penalties (except the drop in Running skill) are lifted. This training cannot be interrupted for more than a day or two, or you'll have to start over. Suitable facilities are readily available just about everywhere.

The Alternative

For those who can't afford cloning, or just don't like it, there is an alternative: The old-fashioned hospital. Generally, if you can be gotten to the proper facilities in time, you can be pieced back together. And all but the most severe injuries are capable of being overcome, with cloned organ and limb transplants. While the process may take longer than cloning, it is usually much cheaper.

Unless you are hit in a) the heart, b) the spine below the head, or c) the brain, proper

medical attention can preserve your life until you can be transferred to major medical care. When wounded below 0 DP, roll two dice; a roll of 5 or more means that you are still alive, but fading fast. (Of course, at -10 DP or worse, there's not enough of you left to work with.) If a paramedic can get to you in 20 seconds, an attempt can be made to keep you alive.

The paramedic's roll to keep you alive is 8 or more on two dice, modified as follows: -1 per negative DP, +1 per level of Paramedic skill, and bonuses for equipment (described below). If the roll fails, the injured character dies. If the roll is made, the life-saving process continues.

The injured character must be gotten to a major medical facility within one hour of the fatal injury. At 15 minutes and 30 minutes, the Paramedic must roll to continue sustaining the injured character's life (once the injured character reaches the medical facility, these rolls are no longer necessary.) These rolls are the same as the initial life-saving roll. The roll must be made again at the 45 minute mark if the patient is not yet to the hospital, but the modifier for negative DP is doubled to -2 (the patient is fading fast . . .). Note that this doubled DP penalty means that the most severely injured characters (-6 DP or worse) will not live past the 45-minute mark. If the hour is up without the injured character getting to a hospital, then the character dies.

Once at the hospital, one more roll is made to determine the fate of the injured character. Two dice must be rolled with the total exceeding the number of negative DP for the injured character to recover fully. A roll equalling the number of negative DP indicates that the character is crippled in some way. A failed roll kills the character. A roll of 2 kills the character, regardless of negative DP.

Once the character gets into the hospital and that one final survival roll is made, the character's life is saved. He still must stay in the hospital to recover. Recovery from injury takes 1 week hospitalization per negative DP, plus one. (Example: If a character was shot down to -8 DP, and somehow survived to the hospital, he would have to stay in the hospital for 9 weeks.) Upon discharge from the hospital, the character has 1 DP. The remaining DP can be recovered at home, at the usual rate (one week per DP) — but at much less cost. Full recovery leaves the character good as new. If a

crippling injury was indicated, the character must be permanently harmed in some way. Possible results can range from the annoying (a limp which reduces running speed, but does not affect combat ability) to the completely debilitating (blindness, or loss of both arms). It is up to the GM to determine the exact nature of the injury and its game effects. Crippling injuries can be cured by cloning operations; the affected limb or organ is cloned, and grafted on to the body. Growing the necessary parts costs \$5,000 per limb or organ and takes 6 weeks; the operation itself costs \$10,000. After the operation, a month's bed-rest is required while the nerves knit.

Hospitalization generally costs anywhere from \$3,000 a week (for basic treatment) to \$15,000 a week for high-luxury, private-room treatment. This is quite expensive, but not as expensive as Gold Cross.

Example: Sam the duellist has just been shot down to -4 DP. Gonzo the paramedic (a Paramedic +2) reaches Sam in 15 seconds. First, Sam rolls to see if he was killed instantly. He needs to roll a 5 or better, and the dice come up 6. Sam's lucky . . . so far. Next, Gonzo must roll to keep Sam alive. The base roll is 8, with the following modifiers: -4 for Sam's -4 DP; +2 for Gonzo's Paramedic skill bonus; and +3 for the arena's well-equipped aid station (see below). That comes out to a 7 — Gonzo rolls a 10, and Sam's still with us.

The arena medical crew bundles Sam in a medichopper (which also has an aid station, and Gonzo comes along for the ride. The trip takes 20 minutes; at the 15-minute mark, Gonzo must make another roll to keep Sam alive. The roll is the same as the first one (a 7, remember?), and Gonzo rolls a 9 — he's doing a great job!

Sam is rushed into surgery. Time for one last roll — Sam needs to roll a four (for his -4 DP) or better to make it, without any modifiers. He rolls a five — narrowly averting a crippling injury. He'll be out on the road again in 5 weeks — \$15,000 poorer, but alive.

Equipment

First Aid Kit: Adds 1 to paramedic's life-saving roll. 2 grenade-equivalents, \$500.

Medikit: Adds 2 to paramedic's life-saving roll. 4 grenade-equivalents, \$1,500.

Aid Station: Adds 3 to paramedic's life-saving roll. 4 spaces (plus 2 per stretcher), 200 lbs., \$5,000.

GURPS AUTODUEL DESIGNER'S NOTES

Or, How I Did It

by Scott D. Haring

Well, first off, I didn't do it. Not alone, at any rate. Aaron Allston and I co-wrote the sucker, and we had lots of help from SJ Games staffers who edited, re-wrote, and contributed ideas: Steve Jackson, Bill Armintrout, Warren Spector, Allen Varney, Ray Greer, and Norman Banduch. Like most game projects, it was hardly a solo effort.

Aaron and I split the work up in a fairly obvious manner: I would write the rule conversions, and Aaron would work on the game-world background and adventures. In other words, he got to write all the fun stuff, while I tried to figure out how you do a bootlegger turn in *GURPS*.

By the way, just how *do* you do a bootlegger turn in *GURPS*? Frankly, it's not as hard as it looks, but a few other things needed to be explained first.

The first problem to overcome was one of scale. *Car Wars* scale is 1 inch = 15 feet, while *GURPS* scale is 1 inch = 3 feet. This 5:1 ratio dominates the play of the game — in *GURPS* scale, a car counter is 5 inches long and 2½ inches wide! Playing full arena battles in this scale would require more room than any kitchen — much less a kitchen table — could provide. So the solution was to use *two* scales — the good old, familiar *Car Wars* scale when the focus of the action is on the cars, and *GURPS* scale when the focus of the action is on people.

In *GURPS*, movement is done in Move order: the fastest thing moves first, and moves its entire movement distance. Then the next-fastest thing moves, and so on. For duelling autos, this was clearly inappropriate (playtests led to some very interesting unrealities!). Complete, phased, *Car Wars*-type movement didn't seem to be the way to go either. A compromise, staggered-movement rule is presented as an optional rule — it works pretty well, and I recommend it to all *Car Wars* players who take up *GURPS Autoduel*.

The next problem was with weapon damage. In *Car Wars*, people are unconscious after taking 2 hits, and dead after taking 3. In *GURPS*, the average HT of a player-character

is going to be 11 or 12, and after taking that many hits, the character is only unconscious — and with some lucky rolls, a person can take 40 or 50 hits and still be alive! This had some major ramifications on the weapon rules. The damage of most weapons got increased by a factor of 2.5 (approximately), and the DP of equipment had to be similarly increased to keep things balanced. The larger numbers allowed for a greater variety of weapon damages — not all 2-dice *Car Wars* weapons got the same damage amounts in *GURPS Autoduel*. Some went to 5 dice, others to 4, others to 6, and still others to numbers in between, like 4+1 or 5-1. It's given an extra level of detail to the game.

But in general, the biggest problem was the necessary change in emphasis. In *Car Wars*, the hardware is the star, and the driver is just another vehicle component. In combat, for example, the base to hit number is determined by the *weapon*, and the gunner is just a modifier to that roll. To keep control, the base number comes from the *vehicle* — the driver's skill is just a modifier. And so on.

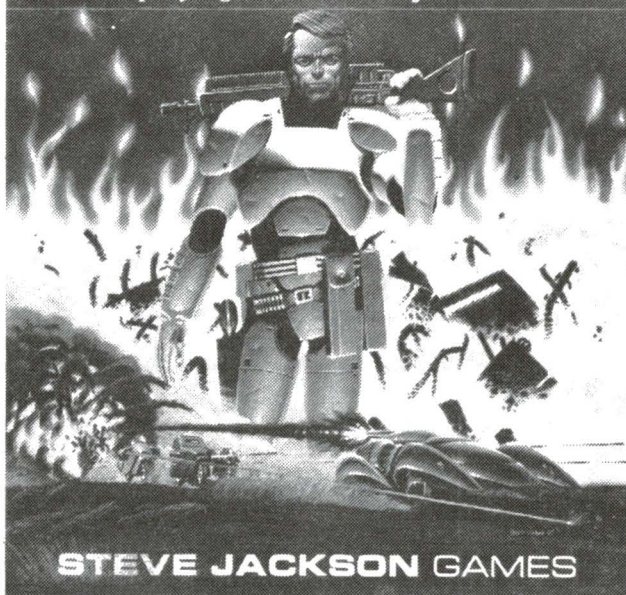
In *GURPS Autoduel*, the emphasis is on the *people*. A combat "to hit" roll is based on the *skill of the gunner*, and the hardware provides the modifiers. Keeping control of a vehicle is based on the *skill of the driver*, and the hardware provides the modifiers. And that's the way it should be.

The other thing we wanted to accomplish was to get people out of their cars. We've created a living, breathing universe in which to game — a universe full of adventure. It is true that in the world of 2036, the single most exciting thing a person can do is get behind the wheel and duel. But there are other adventures to be had, too, and *GURPS* provides the means to enjoy them, by including rules for lockpicking, handguns, climbing, hand-to-hand combat, stealth, disguise, negotiation, jobs, etc. — which *Car Wars* never did.

We think it's a solid package. All we can ask is for you to take a look and decide for yourself.

GURPS AUTODUEL

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Labrador Lines Brings Back Low-Cost Passenger Service

by John Nowak

Not well known in the western section of North America, Labrador Lines has spread quietly throughout the Eastern United States — today, this Canadian bus line is the most successful on the North American continent. Labrador's small red buses embellished with a silhouette of a sitting labrador dog have become a common sight on northern and eastern roads.

"Naturally, we're thrilled," said Labrador's president, James Duggan, in an exclusive interview with *Autoduel Quarterly*. "We attribute our success to low rates, good drivers, and the finest vehicle design and strategy in commercial transport."

A Labrador Lines minibus carries only six paying passengers, yet Labrador buses are far cheaper to maintain and purchase than the average road dreadnought.

"In fact," Duggan stated, "a Labrador bus costs about fifty thousand U.S. dollars, significantly less than some Unlimited duelling vehicles and only slightly more than half the cost of certain police interceptors."

There are those who claim this low per-vehicle cost is the result of stripping the buses, making them easy targets.

"I'd just like to say something about that," Duggan said. "I get very angry when people accuse me of basing our low rates on pushover trucks. It never makes sense to design a weak bus, because any money you save in arms you lose due to hijacks. Our buses are inexpensive, not cheap."

"Besides, it's well known that Labrador has the most extensive Q-Bus program outside of the RCMP. A significant percentage of our vehicles are actually very heavily armed and able to deal with most situations. The buses and Q-Buses are indistinguishable. Any attackers will not know what they're dealing with until it's too late. Bandits know this. Labrador is no pushover. Our low rates are based on the

fact that most big buses run half-empty most of the time. Smaller buses give us flexibility in scheduling runs."

Labrador has been able to move its operations into New York State because of that state's recent (March 2036) easing of vehicular weapons restrictions. Now, permits are available from the State Police which allow certain vehicles to mount weaponry. This, of course, negates the necessity of transferring cargo and passengers to ungunned transport vehicles at the state line which has, some claim, unduly discouraged interstate commerce with the Empire State.

"Our tactics were designed by a military man; a general in the United States Army, as a matter of fact," Duggan continued. "We guarantee, absolutely, that Labrador Lines will retaliate against any ambush or hijack attempt on our people and our passengers. Our security record is not only good, it is the best of any bus line in North America. Besides, combat situations don't really happen that often. We find that most people who live in the cities have an exaggerated view of road hazards. Maybe one run in twenty draws fire."

Will Labrador be expanding to the Southwest? "We really don't have any immediate plans to do so," Duggan said. "We're currently engaged in consolidating the traffic in areas we already service. Eventually, of course, we hope to expand."

Labrador's trademark is the minibus. Are there any plans to graduate to running big buses?

"That term 'graduate' is interesting. Labrador is a big business, but we got that way by catering to places the other bus companies ignored. Big buses simply don't make sense if you're only carrying five passengers. There aren't that many regular runs which can be relied on to fill a big bus; most of the people who travel use their own cars. In fact, we're

discussing a caravan service, where vacationers driving their own cars can convoy with a Labrador bus going the same way." Has James Duggan ever ridden Labrador Lines buses as a passenger?

"If we go there, I ride us. There's not a piece of equipment we buy which I haven't ridden in. I've driven Labrador buses and Q-buses myself through several firefights. And, well," he grinned. "I'm still here, and I'll do it again."

Gaming Notes

Labrador buses are fairly common in Canada and the eastern United States, and are never (so far) seen west of the Mississippi. Normally speaking, a Labrador bus encountered at random has one chance in six of being a Q-Bus. If a Labrador has been taken in the area, or if the area is known to be dangerous, this chance rises to two in six. Labrador's combat air wing is small and is constantly being shuttled around the continent: if a Labrador bus is taken, they will retaliate against some outlaw gang in the area. It may not be the one which incurred Labrador's wrath, but nobody particularly minds except the gang at Ground Zero.

Labrador Bus — Mini Bus, Hvy. chassis, small truck plant, solid tires; driver, gunner; MG in turret, two linked RL front, two linked MD R, L: Hi-Res computer (gunner), Fire Extinguisher, LD radio, six ten-pt. wheelguards, six passengers. Armor: F40 (ramplate), B40, U25, 30 in all other positions. Cargo capacity: 1 space, 50 lbs. (used for crew's hand weapons). Accel. 2.5 (5

above 25 mph), HC 0, \$49,960, 13,150 lbs.

Labrador Q-Bus — Mini Bus, Ex-Hvy. chassis, small truck plant, solid tires; driver, gunner; Hvy-Laser in 3-sp pop-up turret; two linked Spear 1000 minedroppers with extra magazine (total of ten mines each) R, L; two linked RL front, each with extra targeting laser, 8 AP grenades. Improved Fire Extinguisher, Cyberlink (Gunner with targeting laser for a combined to-hit number of 2), two HR computers, anti-paint tinted windshield, IR, LD radio, radar, six ten-point LR/FP wheelguards. LR/FP armor: F50 (ramplate), B50, R30, L30, T30, U20. Cargo capacity: 3 spaces, 157 lbs. (used for the crew's hand weapons). Accel. 2.5 (5 above 25 mph), HC0, \$121,000, 14,243 lbs.

These vehicles cannot be discriminated with a casual external inspection, the only type possible when a vehicle is moving. A character able to stand next to the bus for two minutes may try to distinguish the two types: this is a Moderate job for a mechanic. The Q-Bus has a phony MG turret stuck on top of the pop-up turret: if the fake turret is hit by gunfire, even hand weapon fire, it will be blown clear off on a 1d6 roll less than or equal to the damage done by the weapon. The crew is trained to consider such a prank to be a full-fledged attack, and will retaliate bloodily.

Labrador Lines truckers tend not to get involved in fights which do not concern them: after all, they are heavily reliant on the enemy's uncertainty as to what they are dealing with in order to survive. However, they are members of the Brotherhood, and will help a fellow member, though more reluctantly than most.



The Corporate Approach to Car Wars

by **Mad Al Loud**
Canadian Autoduel Association

Recently, the head office of the Black Death Autoduel Association (our local subgroup of the CADA) has been swamped by requests for an outline of our corporate duelling system. This is a complete, year-round tournament system, allowing recurring characters and the continuity of a campaign, without the headache for the referee. It is the result of feedback generated by over a thousand hours of play.

Within the corporate system, games are pre-arranged according to a schedule. You, as president of your corporation, must balance your budget and (hopefully) show a profit at the end of the year. Can you manage your team to total victory this year or will you be another smear on the asphalt?

The corporate concept is structured around a few important ideas. First, each member of the club has a team of characters. Each character has different strengths and weaknesses, depending on how you want to set up the team. These characters must be kept alive, because you might not be able to afford to hire a new player until next season rolls around. At the end of the season, one will stand above all others in terms of development, prestige and wealth. Who will be the duellist of the year?

Second, a schedule is drawn up and distributed to every player with a corporation. This schedule sets the date, time, place, and format of the duels in advance so that players will arrive ready to play. This alone has been responsible for cutting the average length of most duels at BDAA by about two hours. Atten-

dance is also improved as people plan around the schedule and make the time to be there.

Third, and most important, each corporation scores for participation and attendance. Points are awarded for first, second, and third place in each event, with bonus points for attendance; someone can see at a glance who runs the top corporate team. These standings promote additional competitiveness among the players as they battle it out for the championship.

Selecting a Name

A player may choose any name for his or her corporation, and these names often reflect the personality of the player. Some examples from the BDAA include BAAMaco, MAXXON, ROARING RIGS, and O.P.E.C. (Organization of People Expecting large amounts of Cash). At the time of this writing, there are 11 registered corporations in the BDAA.

Creating Characters

OK, you have a name — now you need a team. No problem. Each corporation can employ up to 18 characters per year. This limit is established so that the president of the corporation (you) will feel a certain amount of responsibility to keep your characters alive and not waste them in suicidal pursuits. Second, it prevents such refereeing nightmares as having a few players enter the arena with a platoon of pedestrians with hand weapons. Third, it allows concentration on the develop-

ment of individual team members as duelling pros.

The characters in your corporation have received the finest training possible. Each new character starts their career with 100 skill points! This is a significant difference from normal *Car Wars* and is one of the most important features of corporate play. Only the finest duellists survive long enough to make it to the professional arena as members of a corporate team — the additional skill points represent experience already gained climbing the ladder of stardom.

All the skills mentioned in *Deluxe Car Wars* are used. They are Driver, Trucker, Cyclist, Pilot, Gunner, Handgunner, Mechanic, Running, Paramedic, and Martial Arts. There are only two restrictions to remember when allocating your 100 points. Each character must have at least five of these skills at base level, and no more than 40 points can be spent on any one skill (so the maximum skill level is +3). Starting prestige is 0, and so is starting cash. The corporation can pay to provide hand weapons, body armor, and other personal equipment, as well as basic living expenses.

Character Sheets

Each character should be kept on a neatly laid out sheet which can be updated. See the example on page 16. Not only does this provide a handy reference, but it's also a place to record the history of each character.

In actual use, each player would record the performance of their character after the game. Any money awarded must be written down here or else it mysteriously disappears. The date of the game and a small description of the event should also be recorded. Any new skill points earned are recorded on this sheet, too. At the end of the duelling season, characters are transferred to new sheets, and are ready for the next season.

The example shows the infamous duellist Mad Fred Lincoln after several duels. Note the section where each game date and description is recorded. Each vehicle kill (VK) is also noted with the game in which it occurred.

Note the skills section. In the Trucker category, Fred has one skill point, which he earned in the August 10 bus duel when he tried to drive his team's bus after the driver was killed. Although he suffered the HC penalty

for not having the skill to begin with, Fred was able to earn one point just for trying it.

Each personal item that Fred owns is recorded in the Belongings category. It is possible for a character to own more than he/she can carry, but the sheet must make clear which items are carried into combat, and which are left behind.

A running total of the character's cash is kept on this sheet as well. Note the \$250 expenditure — Mad Fred bought his own body armor after a previous set was badly damaged. Also note that the first set was scratched off the sheet when it was no longer usable.

Starting Capital

Each corporation starts with some working capital. In our group's case, it's \$250,000. This money will be used to build vehicles, repair damage, purchase hand weapons, and provide Gold Cross coverage for your key team members. In addition, the money can be used to buy characters from other teams — just like in professional sports today. If you run out of money, you go bankrupt — a dirty topic that will be discussed later.

A central balance sheet should be set up to show all money that flows through your corporation. It should record the date of the transaction and the amount. It is vital that this sheet be accurately maintained.

Using Corporate Money

Corporate money comes from only one source — prize money. Prize money is awarded for a first, second, or third place team finish in an event. Note that each character who survives an event in a conscious state will receive survivor money, but this amount is awarded directly to the characters and is recorded on their individual record sheet. Any other sort of prize is recorded on the Corporate Balance Sheet.

Corporate money can only be used for a few specific items. New vehicles may be purchased, and old ones can be repaired. Body armor and hand weapons can be bought for team members, and Gold Cross coverage can be arranged for any or all members of the team. Loans can be made to other corporations, and bets can be made between groups as well. You can also buy characters from other

teams to replace dead members, but you cannot replace injured members. You can fire team members, too, but they cannot be replaced until the end of the season. You cannot buy members to exceed the 18 character limit, either.

Setting Up A Schedule

Let's assume that you and several of your friends have now set up their corporations. Next you need a schedule. One person in the group (the president, if your club is that structured) should be in charge of setting the schedule and determining the events. The events should be of the type that all the players can afford to play in (no \$500,000 events if only one corporation has that much money), and should be scheduled so that at least three corporations can participate. You can name any arena or track, any combination of vehicles, any number of characters, and any sort of special rules you want.

The Black Death Autoduel Association will make its schedule available to all interested groups, so that teams from one area can compare their performance with teams from another region. If you're interested, write us at: BDAA, c/o Mad Al Loud, 501 Kingston Rd. #105, Toronto, Ontario, Canada M4L 1V7.

Using Your Team

You should now have your team of characters created, your game schedule set, and your balance sheet prepared. Time to fight!

You've decided to enter the duel coming up next week. The schedule says:

Arena Event
\$20,000 — 2 Cars
Armadillo Arena

First, you should choose the characters you want to use in this event. Then, you should select two cars whose total cost does not exceed \$20,000. There are two ways to pay for these cars:

Use Corporate Money. In this case, the cost is deducted from the Balance Sheet, and

the cars become the property of the corporation if they survive the event. The corporation can then do what it wants — pay to have it repaired, sell it for salvage, or just keep it in inventory as is. It *cannot* be used by any of your characters for non-corporation purposes.

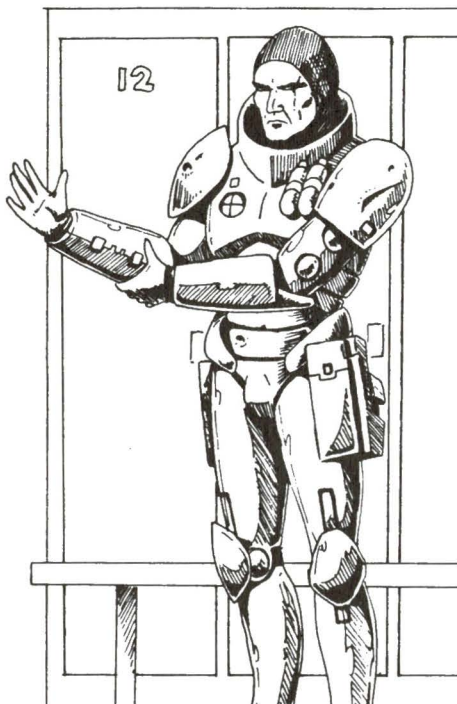
Use a Character's Money. In this case, an individual character buys the vehicle out of his or her own personal savings. (It's not likely that an individual will have the money for this until late in a season — remember, the corporation cannot loan money to a character.) When an individual buys a vehicle, he can get a discount on the purchase based on his prestige (a corporation can get no such discount). Even though the purchase price may be lower, use the original price for determining eligibility for the event. When a character buys a vehicle, the cost is deducted from his character sheet, the vehicle is added to the personal belongings list, and the car is his to use outside the arena, if he wishes. Also, the individual is responsible for ammo and repair costs — the corporation cannot pay those for him.

Corporate Events

Corporate events are those in which three or more corporations are involved. At the BDAA, we have a schedule which is put together three months in advance, with a duel scheduled just about every other week. The events range from cycle only arena combat right up to the ever-popular \$300,000 Gasso Invitational Rig Duel, usually held in July. We also try to include some specialty events like low-tech combat, slalom events, death matches, off-road chases and the like.

Corporate Scoring System

At the end of each duel, points are awarded to each corporation that participated. First place gets 5 points, second place gets 3 points, third place gets 2 points, and all other participants get 1 point. This system encourages attendance, because even teams that get eliminated early come away with something. At the end of each duel, complete corporate standings are updated, so everyone can see where they stand.



Corporate Prizes

Corporate standings and individual prestige are well and good, but corporate autodueling is a business — as a corporation president, you're in this for the money. Your characters already know that you can't last forever on the highway, and you can't make a very good living out of driving courier jobs all your life. The corporate arena is a perilous land of opportunity reserved for the best of the highwaymen.

The total cash pot for any given event is very easy to calculate. It's the total number of teams participating times the team budget. If five teams participate in a \$30,000 event (for example), the total cash prize is \$150,000.

Only the top three finishing corporations get any money. The first place team gets 50% of the pot, second place gets 30%, and the third place team gets 20%.

In addition, all characters who are not killed or knocked unconscious get "survivor's money." This is not a great amount, only \$1,500 per character (\$3,000 if the total cash pot exceeds half a million dollars), but it gives characters a chance to improve their personal equipment without tapping corporate funds. A character who surrenders or leaves the arena

while the duel is still on also receives survivor's money.

Victory Conditions

Special victory conditions can be set up for any event. But for standard arena battles, we use a formula that takes into account not only how many kills a team racks up, but how many of a team's vehicles and characters survive the battle.

The formula is a weighted one. Vehicle Kills are worth 50 Victory Points (VPs), number of surviving vehicles are worth 30 points, and number of surviving characters are worth 20 points.

Each participating team will get some percentage of the available points in each category, depending on performance. In the two survival categories, it's simply a matter of percentages. If you entered an event with two cars and one survived, you would receive 50% of the available 30 points — 15. If you entered the event with 5 characters and 3 survived, you would receive 60% of the available 20 points — 12.

The Vehicles Killed category is a little more complicated. The team with the top number of kills gets a 100% score, good for the entire 50 points, and the other teams get a percentage based on the ratio of their kills to that top number.

Example: Four corporations (A through D) enter an arena event, with each corporation entering three vehicles and five characters. At the end of the event, they finished like this:

Corporation A: 2 kills, 2 surviving vehicles, 4 surviving characters.

Corporation B: 3 kills, 1 surviving vehicle, 2 surviving characters.

Corporation C: 0 kills, 1 surviving vehicle, 3 surviving characters.

Corporation D: 2 kills, 1 surviving vehicle, 3 surviving characters.

In the Vehicles Killed category, B set the pace with 3 kills, so they get the full 50 points. A and D both got 2 kills, so they get $\frac{2}{3}$ of the 50, which is 33 (always round to the nearest whole number). C got 0 kills and 0 points.

In the Surviving Vehicles category, A gets $\frac{2}{3}$ of 30 — 20 points, and the other 3 corporations get 10 points ($\frac{1}{3}$ of 30).

And in the Surviving Characters category. A leads again with $\frac{4}{5}$ of 20 points — 16; C

and D receive 3/5 of 20 — 12; and B gets 2/5 of 20 — 8 points.

Totaling the scores, we get:

Corporation A: $33 + 20 + 16 = 69$ points

Corporation B: $50 + 10 + 8 = 68$ points

Corporation C: $0 + 10 + 12 = 22$ points

Corporation D: $33 + 10 + 12 = 55$ points

Even though Corporation B scored the most kills, A won the match by keeping more vehicles and characters alive. This tends to keep people from engaging in suicide attacks and throwing away people and equipment.

Corporate Bankruptcy

Unfortunately, there are some teams that just can't keep their collective heads above water. Bankruptcy is the technical term, and it occurs when you run out of money. If the budget for the next event is more than the money you've got left, you have a couple of options. You can enter the event under-budgeted, and take your chances against more powerful foes; or you can skip the event, and hope the next one has a lower budget. You can also raise money in other ways, including selling off equipment, selling characters, or making side bets.

If you do go bankrupt, you can start again with a brand new corporation immediately. This new corporation does not get any characters, however; you'll have to bid on the "free agent" characters that used to belong to the bankrupt corporation. Minimum bid is \$5,000, and the other corporations may join the bidding if they have room on their rosters.

Year-End Options

At the end of the season (around early April for us), we hold a meeting of the BDAA. This meeting has a number of purposes, including recognizing the corporate champion of the previous season. But the most important event is the Player Trading Session.

In the Player Trading Session, corporations can swing any deals among themselves that they wish, trading players and money in any combination. In addition, corporations may cut unproductive or unwanted players. These cut players are bid on in an auction, with the

money going to the team that cut the character (the corporation that cut the character may not bid on him). Any empty roster spots at the end of all of this may be filled with 100-skill point characters, as detailed at the beginning of this article.

Prestige Rollback

After a year of play, it's quite possible that you may have players with a ridiculously high amount of prestige. This can be a small problem, as it gives older corporations a distinct advantage over a new corporation. After one such season, the BDAA devised a system which will "roll back" a star's prestige. Instead of carrying over a character's prestige from the previous season, determine his new prestige by the following formula:

- +1 for each vehicle kill
- +2 for being an ace
- +4 for being a double ace or better
- +1 for every event participated in
- +1 for every year experience
- 1 for every time the character died

Example: Mad Fred Lincoln has a prestige of 75 at the end of the year, making him a very popular duellist. During the off-season, though, the inevitable whispering about Fred being "over the hill" starts up, and with Fred being out of the public eye, his prestige will drop.

But Fred has had a very impressive career. He's got 24 vehicle kills (24 points), which makes him a quadruple ace (4 points). In his three years (3 points), he has fought in 28 events (28 points) and had to use Gold Cross' services four times (-4 points). His new prestige entering the next season is 55.

I hope you have as much fun with this system as we have. Happy duelling!



World Champion Maintains Winning Form

by Jim Davie

The Texas UTHERCON VII *Car Wars* Arena, held by invitation in the Buffalo Municipal Arena in November, proved to be one of the year's most exciting televised events as local talents pitted their guns against Austin's World Champion Mike Montgomery in a \$30,000 blitzkrieg.

Montgomery demonstrated his championship form by shattering five of his seven opponents almost single-handedly, and driving out of the arena relatively intact. His winning design — a compact car with heavy-duty transmission pulling a 20-foot car trailer with laser-guided armor-piercing heavy rocket magazines in a 4-space turret — proved capable of taking out most opponents in a single four-rocket salvo. His secret: Firing at the weaker top armor of cars that came within six inches of the oversized trailer's turret.

The two vehicles that avoided Montgomery's fire came up with some withering fire of their own. While rushing toward a head-on collision, both drivers rolled 12s and scored simultaneous critical hits on each other!! (Instant replay suggests that both the RL shell and the VMG volley fired managed to score directly on the other opponent's front weapon port.) This once-in-a-lifetime occurrence was made even more incredible when both power plants ignited from the damage — with neither car having an extinguisher! The crowd was on its feet as David, chancing a possible explosion, stayed in the smoking driver's seat long enough to stop his flaming opponent cold with a low-speed ram. Adding inflammation to injury, he finished off the driver (and the kill) with a rear-mounted flame-cloud ejector, and then jumped out to continue the fight with a TV bunker machine-gun. His incredible skill and derring-do won him second place.

Things looked grim for Robert "Evil Fred" Dennett when his vehicle rolled into a TV bunker after losing two tires and a trailer to

simultaneous enemy attacks. But he ended upright, and gained enough points to win third by setting Montgomery on fire with incendiary RL shells, causing considerable fire damage before the blaze could be extinguished and Dennett taken out of action.

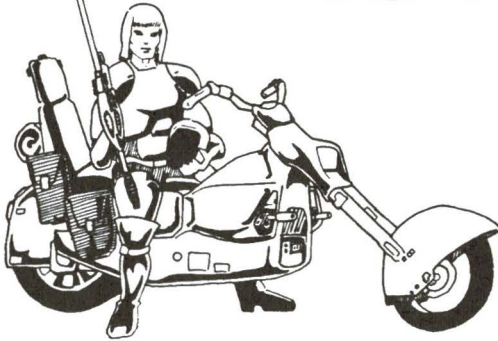
Gaming Notes

To encourage blitzkrieg combat that would end on time, points were awarded for aggressive play: 1 point for each point of damage scored against an opponent, 2 points for each internal (and tire) hit, and 100 points for killing a vehicle, with a 25-point penalty for not killing all crewmembers (this tended to make pedestrians popular targets). Firing pedestrians received double points. Bonuses (5-30 points) were awarded for incidences of unusually good or daring game play — basically, anything that the referee decided would impress the arena spectators.

As Montgomery's design so aptly demonstrated, heavy-duty transmissions have changed the entire complexion of car-trailer designs, allowing the duellist willing to give up acceleration to get the hauling capacity of a Thundercat at a much more reasonable price in money, weight, and space. Considering the tremendous weight and space capacity of car trailers, the bulkiness of many weapon systems no longer becomes a factor ("Excuse me . . . just how many HRs did you say you were launching????"). In addition to the threat of oversized trailers, the enveloping effect of flame-cloud ejectors and the new mine technology makes the practice of skimping on top and bottom armor that much more dangerous. And with the proliferation of flame weapons in *Uncle Al's Catalog Update*, the sorriest duellist around will be the one without metal armor or an effective fire extinguisher system. Be safe — drive offensively!

The Road to Freedom

by Roger Range



This is a scenario for two or more players. The leader of a powerful local cycle gang has been captured and must be transferred to a state prison. The loyal gang members want him back.

Set up 3 or 4 clean, straight road sections. The Police player gets three stock police cars (from *Crash City* or *Deluxe Car Wars*) and a stock Hideaway Magnum (from *The AADA Vehicle Guide*). Alternatively, the police player can custom-build a van (that must include passenger space) and any three other vehicles with a total budget of \$80,000.

The police player may use up to 8 characters, with 50 skill points apiece. Each officer must have at least 3 skills at base level. Each policeman has body armor and an SMG; if you put a second officer in the van to act as a guard, he gets improved body armor, an AV rifle, a box of 12 grenades, and a portable fire extinguisher.

The cycle player gets \$60,000 to build as many motorcycles as is possible. This money must also pay for any personal equipment the gang members use. The cycle player gets as many characters as he wants, up to the limit of three for every two cycles and one per sidecar (if the player built 12 cycles, for example, he could use 18 characters). There must be space somewhere for the gang leader. Each gang member gets 40 skill points, and must have 3

skills at base level. The gang leader has no body armor or equipment, and has taken one hit (he was wounded when he was captured), which makes him for the most part useless.

The police player sets up first. Place two of the escort vehicles in the outside lanes, side by side. Put the van 2 inches behind them, in the center lane. The third escort vehicle is also in the center lane, 3 inches behind the van. The convoy is moving at 60 mph.

The cycle gang player approaches from the rear in any formation, at 70 mph. When the lead cycle is 6 inches behind the trailing police car, start shooting.

Every time a new road section is needed, roll 2 dice. On a 7, the section is curved (roll randomly to determine which way). Also, roll one die — on a 6, the road section is debris-littered.

If the cycle gang recovers their leader and he gets away, it's a total cycle gang victory — no matter how many gang members die. The police won't shoot the gang leader while he's still in their custody, but he could die by accident . . . if the police are wiped out but the gang leader dies, it's a draw. If the cyclists are wiped out but the gang leader dies, it's a marginal police victory. And if the cyclists are wiped out and the gang leader remains in police custody, it's a total police victory.

Night Raid

by Joshua Lindemann

Things have been getting a little too hot for the Vipers lately. Five days ago, they had a little trouble with the local Boy Scout Commandos troop, who had somehow tracked down the Viper base. A deadly night raid killed 15 gang members with only minor casualties on the other side.

The surviving Vipers took to the Chequamegon National Forest, where their bad luck continued. Before they had their camp defenses set up, some hunters stumbled onto their location, and reported it to the Forest Rangers. A covert Ranger team went in that night, eliminated four Viper guards and captured the gang leader, losing only one man. The insignia on the dead ranger's uniform told the Vipers all they needed to know about where to find their leader, though, and they vowed revenge . . .

This scenario requires the map from *Truck Stop* (which is also in *Deluxe Car Wars*). It also needs two players (or teams of players) and a referee.

Viper Set-Up

The Vipers have called in their last favors, and acquired the services of a mercenary helicopter pilot. The 10 surviving Vipers plan to parachute into the Ranger station and liberate their leader, killing as many Rangers as they can. Each Viper is an experienced parachutist, so there's no need to roll for a safe landing.

Each of the Vipers starts with four skills at base level: Runner, Martial Arts, Handgunner, and Cyclist. In addition, they each get 40 skill points to add new skills or gain bonuses in the ones listed (the maximum bonus allowed in any one skill is +3). They also get \$25,000 to spend on personal equipment (of which \$2,000 must be spent on the 10 parachutes). Cobra, the gang leader, gets the same 4 basic skills, but can spend 80 additional skill points (but no skill can be higher than +4).

The helicopter is called the Pegasus. It is armed as follows:

Pegasus — Transport helicopter, Super Helicopter power plant, pilot, 10 passengers, 2 linked VMGs in universal turret under, radar-guided missile system front, stealth, infrared, hi-res computer. Armor: F50, R25, L25, B50, T16, U50. Accel. 10 (5 when using stealth mode), HC 1, 13,322 lbs., \$153,510. The pilot is a Gunner +3, Pilot +2.

The plan is for the helicopter to cruise in at minimum safe parachuting height (20") under cover of stealth and infrared and hover over some part of the compound. The Vipers will parachute out, one per second (it will take five seconds for each parachutist to get to the ground). Each Viper may land anywhere inside the walls he wants within 6" of the helicopter's position, but can land no closer than 4" from any building. It takes 3 seconds to take the parachute off once on the ground. Remember that the parachute is 2 grenade-equivalents, so each Viper can only carry four more grenade-equivalents worth of weapons. Also, the Vipers cannot use backpacks or

weapons that include backpacks (portable flamethrower, laser rifle), because the parachute gets in the way.

After the Vipers have all jumped, the helicopter will leave the map on the south side. Ten turns after exiting the map, it will return from the south at a height of 3", and support the Viper attack. The Vipers will fight to the death, but the helicopter pilot is just a mercenary; if things are going badly for the Vipers, he'll try to escape.

Ranger Set-Up

The Ranger player gets 15 men, ten of whom will be asleep at the beginning of the scenario. Each ranger gets four skills at base level: Runner, Handgunner, Martial Arts, and Paramedic. Each ranger gets 30 more skill points to spend wherever they choose. The rangers also get \$30,000 for personal equipment, and \$150,000 to build a helicopter that is parked outside the wardroom door by the security office. Obviously, it would be a good idea if at least one of the rangers had the Pilot skill.

The Rangers have Cobra in a cell (located where the men's showers are marked on the map) with a 10 DP lock. One of the awake Rangers should be outside this door; put one in the gatehouse, two in the security office, and the last one anywhere you want.

When the alarm goes off, the sleeping Rangers will be armed and ready in 5 turns. They will come out of the #7 bay door in the main building, 3 at a time. It is expected that at least one of the Rangers will head for the

helicopter, start it up, and take on the Pegasus in an air battle while the Vipers and Rangers fight it out below.

Victory

The Vipers win if they kill all the Rangers, or get them to surrender. They will get back their gang leader, plus all the personal equipment the Rangers were using, the helicopter (or salvage, if it crashed), any surviving Rangers as hostages, and the \$50,000 Ranger payroll that was in the safe.

The Rangers win if they kill or capture all the Vipers. Each surviving Ranger will get a \$10,000 bonus for exemplary work.

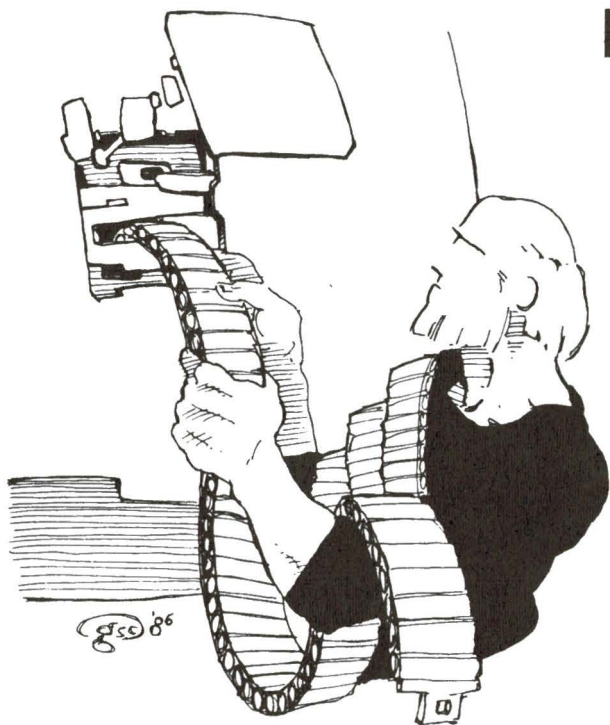
Referee's Notes

An option to make this scenario less complicated: Don't give the Rangers a helicopter, and have the Pegasus simply fly away after dropping off the Vipers.

Where are all the ground vehicles? The main body of the Rangers are out on patrol. These are civilian, National Guard-type fill-ins, holding down the fort. (Which is why the Rangers' skill levels aren't that good.)

And when does the alarm go off? You'll keep the suspense level high if you don't tell either player until it happens. For balance, the alarm should go off about the time the fifth Viper hits the ground; but you can set up some sort of random mechanism that could give one side or the other an advantage.





MIDVILLE

by Neil

After his last disastrous raid on Midville, you'd think Black Jesse would give up on the tough little town. But no — two years later, he's back and looking for revenge. He also hasn't learned to keep his mouth shut — the townspeople are expecting him again. In fact, the only lesson he has taken to heart is the old maxim, "Divide and Conquer." And so the New Crusaders are converging on Midville in small groups, over a half-dozen different routes. And along each route there is a roadblock, manned by those intrepid MONDOs, the police, and even a few National Guardsmen . . .

Set-Up

Lay down nine straight road sections in a 3 by 3 rectangle. The center (lengthwise) strip should be clear, the other two debris-littered. Only the central strip is actually road; the other two are open field. The pedestrian force sets up in the three road sections at one end of the rectangle; the cyclists enter from the other end on the highway, at any speed above 40, and in any formation. The road sections can be

extended as necessary — both the road and the fields go a long way in all directions. Neither player should see the other's set up before play begins. The object of the cyclists is to get past the pedestrians. The pedestrian's goal is to turn back or destroy the cyclists.

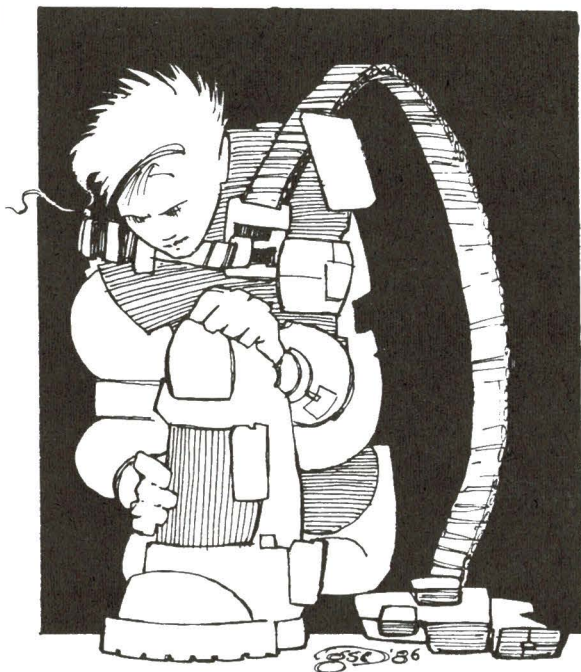
The Forces

Pedestrians. The pedestrians get 8 National Guardsmen; each of them is Cyclist, Gunner +1, Handgunner +1, Runner. Four have improved body armor, an SMG with a targeting scope, 2 VLAWs and a grenade. Two have body armor, a portable flame-thrower, and a heavy pistol. One has body armor, a tripod MG with 4 extra clips, a heavy pistol, and a grenade. The last one has body armor, a tripod RR with 5 extra clips, and a heavy pistol.

The pedestrian player also gets 10 policemen; each of them is a Driver, Gunner, Hangunner, Runner. Each has body armor, an SMG, a LAW, and 2 grenades.

Rounding out the pedestrian forces are 10 MONDOs; each of them is Handgunner,

WILLE II Tangri



Runner. Each has a shotgun with an extra load of ammo.

Any pedestrian may take a gas mask instead of one grenade or pistol, and the grenades may be any type.

The pedestrian forces also get 2 mine counters and 4 spike counters, to place anywhere they wish. Most important, however, they have 8" of portable barrier at their disposal. This barrier has 4 DP and is ¼" thick. It provides cover like a window or doorway (if the attacker's "to hit" roll was exactly the number needed or one more, the barrier takes damage first; if the roll was two more than needed or better, the pedestrian takes full damage). If a cycle collides with the barrier, treat it as a collision with a fixed object; if the cycle is going 20 mph or faster, the collision is a D6 hazard. If control is lost, the cyclist goes over the handlebars and hits the ground (treat as a jump from the motorcycle). This wall can be set up in any configuration the pedestrians want, including breaking it up into ½" segments.

Cyclists. The Cyclist player gets 14 characters, all Cyclist, Gunner, Handgunner.

They all wear body armor, and carry an SMG and 4 grenades. They approach on 12 cycles: 1 Flash (from *The AADA Vehicle Guide*), 4 Shogun 100s, 2 Shogun 200s, 2 Shogun 200s with RR option, 1 Outlander, and 2 Outlanders with sidecar. Any character may opt for a gas mask instead of 1 grenade or pistol, and the grenades may be of any type.

Victory

If 9 or more cycles get through, the cyclist player wins a decisive victory. If 6 to 8 cycles get through, it is a moderate victory. If 3 to 5 get through, it is a Pyrrhic victory. If no more than two cycles get through, but 15 or more MONDOs and police are killed, the townsfolk win a marginal victory. If 2 or fewer cycles get through and more than 10 MONDOs and police survive, it is a moderate townspeople victory. If no cycles get through, and five or fewer MONDOs and policemen are killed, it is a total victory for the pedestrian player. Note that National Guardsmen do not count toward victory for either side.

The Defense of Wooded Grove

A Chassis and Crossbow Mini-Scenario

by Andrew Metzger

Wooded Grove is a small urban town in the foothills of the Appalachian Mountains in northern Georgia. Today it shares a reputation similar to that of Midville, Ohio. It's inhabitants are known to be fierce fighters in defense of their home town. But this town's reputation extends much farther back in history than that of Midville. It all started back in 2014 AD when "Shotgun" Sam Lubuck and his gang rolled out of the Appalachians bent on crushing the town to be able to steal food and gas. The inhabitants of Wooded Grove had other ideas . . .

"The Defense of Wooded Grove" is essentially a Chassis & Crossbow version of "Crusaders" (from *Crash City* and *Deluxe Car Wars*). You will need the Midville maps from *Deluxe Car Wars*, or basic *Car Wars* and *Crash City*. Chassis & Crossbow itself is explained in *Dueltrack* — you'll need that, too. The nature of Chassis & Crossbow scenarios requires certain limits, and additional explanations. If something isn't mentioned or clarified below, assume it to be the same as it is in "Crusaders." This can be played with 2 to 4 characters and a referee. One player will play Lubuck's gang, and one to three players can play the townspeople. All the characters are assumed to have Running at base level, and get 40 more skill points which may be distributed among the various skills as the owning player sees fit.

The Lubuck player gets 30 characters and \$100,000 worth of cycles and gear. But this is a time of scarcity; custom-made cycles sporting the highest quality weapons and accessories just aren't that common. Therefore, the Lubuck player can build the cycles however he wishes with these limitations: there are three multi-

carbs and one fuel injection available — the rest must have carburetors; no engine may be bigger than 150 cu. in.; and finally, there are only a few vehicular weapons available. The Lubuck player may purchase up to 2 MGs, 1 smokescreen, 1 HR, 1 FOJ, 1 LAW, and 1 VLAW. All other weapons must be purchased from the C&C hand weapons list. Of course oil jets and spikedroppers are available. Don't forget that many of the above weapons cost either two or four times the listed costs.

The townspeople are divided into three groups; the Wooded Grove Militia, the Crackshot Vigilantes, and the local Police. The Wooded Grove Militia is typical of a small-town militia — no standard in arms or gear, but many able bodies willing to fight for their town. They have 20 members and \$20,000 with which to buy their weapons and gear. As with the Lubuck gang, there are certain restrictions on weaponry. The Militia has available to it 1 tripod MG, 3 VLAWs, and 1d6 mine counters. These weapons again cost either two or four times those of 2036, reflecting the scarcity of heavy weaponry. The Militia may purchase any number of spike loads they wish. They also have 16" of chain that they may set up anywhere.

The Crackshot Vigilante group is a very new group who have decided to armor their vehicles, albeit crudely, and do something about the rising bandit activity in the area. They haven't actually done anything yet, being so new, so this is their christening encounter. They have 2 to 5 characters and get \$40,000 with which to build 2 to 3 cars and purchase personal gear. The limitations that they have are the following: the available engines are one each of 250 cu. in., 300 cu. in., and 400 cu. in., *in that order*. That means if the player

chooses to build only two cars, he doesn't get the 400 cu. in. engine. Two of the three engines have carburetors, the third has fuel injection and turbo, if desired. This is an old hot-rod from more prosperous days. Unlike the engines, the turbo option may be had even if the player chooses only two cars. Finally, 1 HR and 1 VMG are available for mounting on the vehicles, at the same penalties to cost as above.

The local Police force has also recently undergone improvements in their vehicles and gear. Due to the increased bandit activity, they have armed and armored their cruisers to some extent, and police officers now have crude forms of body armor (detailed below). There are 6 characters who man the three police cruisers, and each of these characters has body armor, a shotgun, and a heavy pistol. The police officers inside the station behave as they do in "Crusaders" as do the hospital staff and the ambulance, although the ambulance is quite different from its 2036 counterpart. There is no mounted weaponry outside of the police station (i.e. the MG and the RL bunkers) although a police officer with a SMG and body armor is stationed at each of those points.

There are a few additional items available to the townspeople and the cycle gang, over and above the various equipment listed in Chassis & Crossbow. First, a crude form of body armor has been developed utilizing leather pieces. Leather body armor costs \$500 and has 1 DP. The wearer may only carry 5 grenade-equivalents, and has his speed reduced by two ¼" squares. A significant advantage, however, is that the leather armor is treated as metal armor in terms of damage. That is, it acts like 2 DP to hand weapons, and is semi-nonablative, like metal armor. Also, other personal gear not listed in Chassis & Crossbow that can be purchased are backpacks, smoke

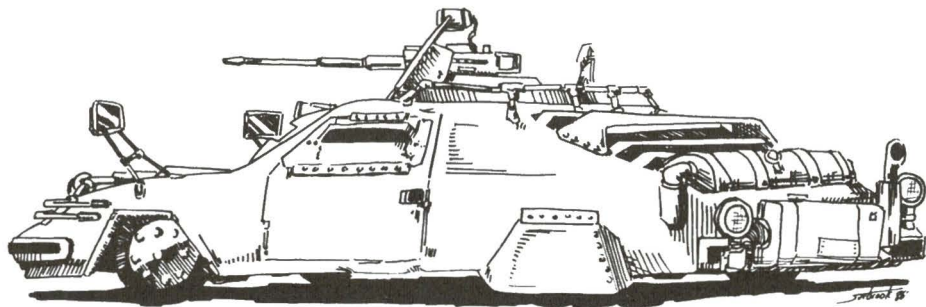
grenades, and machine pistols. Additional vehicular items are extra magazines for oil jets and spikedroppers (and of course hand weapons), cycle blades, and sunroofs. For all other items, if it isn't mentioned in Chassis & Crossbow, it can't be had.

Finally, just because a certain weapon may have been found (or stolen), that doesn't mean that you can always run down to the local gun shop for ammo. Rare and Very Rare weapons may have little, or even no ammo accompanying the weapon. To determine how much ammo is available for any particular weapon, a number of dice are rolled based upon the number of shots the weapon has. For a weapon with 10 shots, 2d6-2 are rolled; for a 20-shot weapon, 4d6-4 are rolled; and for a 25-shot weapon, 5d6-5 are rolled. Single shot weapons are assumed to have that single shot when found. Ammo for hand weapons, and for oil jets and spikedroppers may be purchased normally.

Vehicle Stats

Police Cruiser — Luxury, 350 cu. in. engine, multi-carb, 25-gallon Economy gas tank, 4 standard tires. Driver and gunner. SMG on articulated mount operated by gunner. Carries a portable fire extinguisher. Space for two passengers and 3.5 spaces of cargo. Metal armor: F3, R3, L3, B3, T2, U1. Accel. 15 mph, top speed 115 (w/o passengers), HC 1, Base MPG 17, 7,615 lbs., \$12,075.

Ambulance — Van, 300 cu. in. engine, carburetor, 25-gallon Economy gas tank, 4 standard tires. Driver and two gunners (paramedics). Carries two stretchers, and medical equipment. Has a total of 14 spaces left for passengers/cargo. No armor. Accel. 15 mph, top speed 120 (w/o passengers), HC 0, Base MPG 20, 3,495 lbs., \$10,065.



RUMBLE: First Blud, Part II The Return of the AADA

by Bill Horvath II

This is a sequel to the scenario "First BLUD" presented by Scott Haring in *ADQ* 3/4. It can be played with any number of players (4-6 is best, with one \$20-\$25,000 car each), and should ideally be played by the same players who were in "First BLUD" (that is, if there any still alive). If too many players were killed in the first scenario, let them play a revenging brother, or mother, or whatever.

The players are under the direction and are representatives of the AADA on this mission. They are told by their superiors to avenge the AADA in a not-necessarily-fair-and-square showdown on the Bonneville Flats outside Salt Lake City (see *ADQ* 3/3's "North American Road Atlas and Survival Guide."), in retaliation for the actions BLUD took against the AADA at the George Brett Memorial Autoduel Arena in Kansas City. Use a large, flat, blank area (One *Car Wars* Map Sheet would be ideal) to represent the flats.

The BLUD organization is arrogant, but not totally ignorant, in nature. They have been anticipating the counter-attack by the AADA, and have been on the lookout for signs of a return to reclaim the abandoned AADA office outside Salt Lake City. The Ram Tonto (see below) will be on patrol in the Salt Lake City area, and will spot the characters on their way to the flats. If the AADA players plan to set up the duel site to their advantage (by putting in hidden mines, bunkers, oil, or whatever), the Ram Tonto will see them, and the BLUD player will get to look at the AADA set-up and decide the best way to approach the flats. After the rest of the BLUD units have attacked, the Tonto (which the AADA players still don't know about) will join the fight, perhaps catching the AADA off-guard.

Set-Up

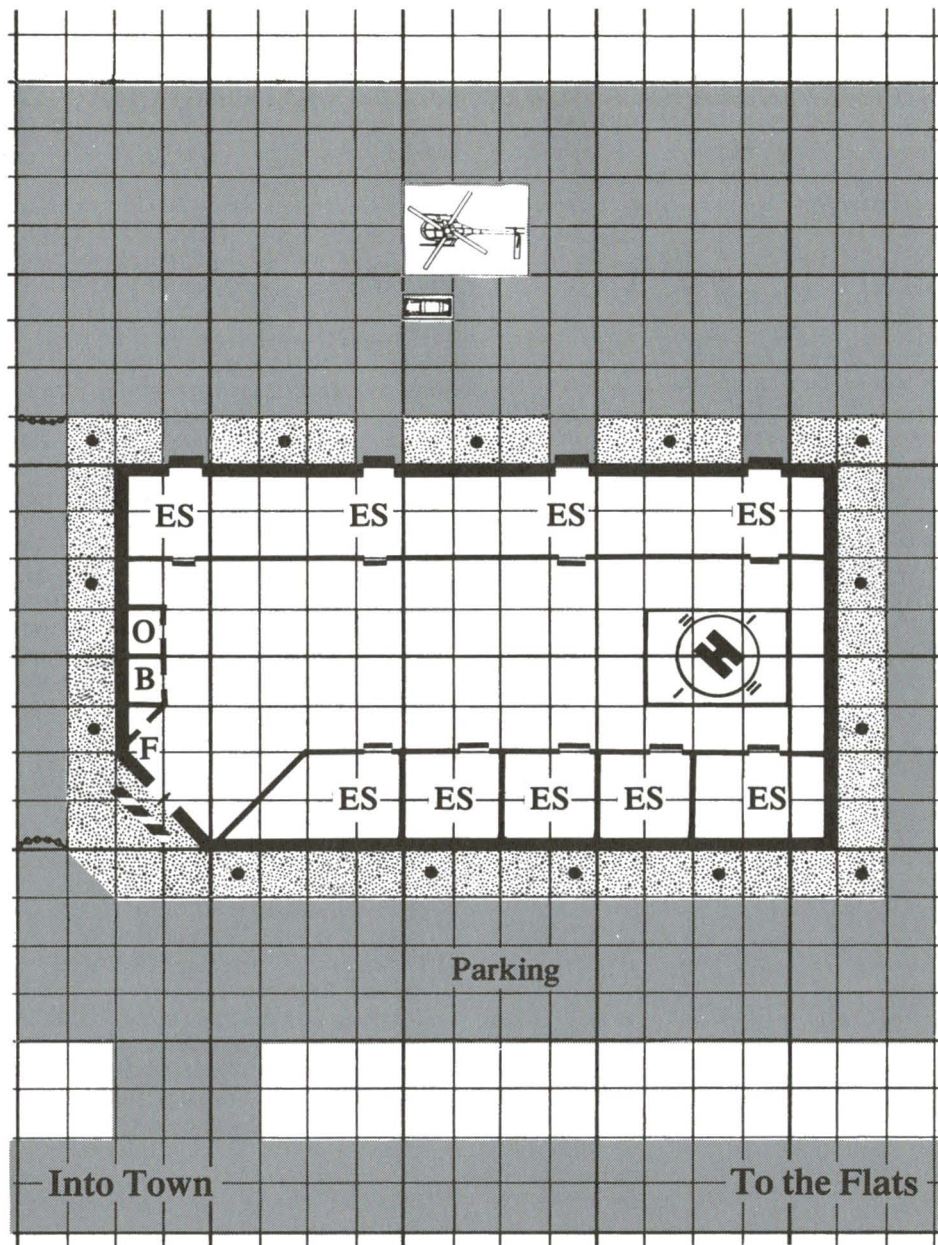
Here's the BLUD line-up

Two stock Iron Horses: Mid-sized, X-hvy chassis, Hvy suspension, Large power plant, 4 PR tires, driver only, RR front, MG left, MG right, MD rear. Armor: F45, R40, L40, B40, T40, U40. Accel. 5, HC 3, 5,760 lbs., \$14,760. Both drivers are Driver +1, Gunner, Handgunner, with body armor and a SMG.









One stock Combatant 20: Pickup, Std. chassis, Hvy suspension, Large power plant, 4 PR radials, driver only, 2 linked SDs (one right, one left), RR with extra magazine in turret, fire ext., targeting computer. Fireproof Armor: F30 with Ram Plate, R18, L18, B25, T30, U15. Accel. 5, HC 3, 5,977 lbs., \$19,958. The driver is a Driver +1, Gunner +1, Mechanic, and has body armor and a machine pistol.

Two stock Iguana IIs: Subcompact, Std. chassis, Impr. Suspension, Small power plant, 4 HD tires, driver only, RR front, targeting computer. Armor: F7, R5, L5, B7, T2, U2. Accel. 5, HC 2, 2,300 lbs., \$4,658. Both drivers are Driver +1, Gunner, and has body armor, 3 grenades, and a heavy pistol.

One stock Ram Tonto: Luxury, X-hvy chassis, Hvy suspension, Super power plant, 4 solid tires, driver, gunner, RR front, MG back, 2 linked MDs (one right, one left), fire ext., 2 targeting computers, spare tire, LD radio. Armor: F40 with Ram Plate, R25, L25, B35, T20, U25. Accel. 5, HC 3, 6,575 lbs., \$21,200. The driver is a Driver +1, Gunner, Mechanic. The gunner is a Gunner +1, Runner +1. Each carries 2 hand grenades.



BLUD Base of Operations

- | | | | | | |
|--|-------------------|---|--------------------|---|--------------------|
|  | Lamp Post (3 DP) |  | Garage Door (5 DP) | ES | Empty Storage Room |
|  | Barricade (3 DP) |  | Double Door (2 DP) | O | Office |
|  | Door (1 DP) |  | Bludmobile | B | Barracks |
|  | Elevating Helipad |  | Helicopter | F | Furnace |
| | | | |  | Chain (10 DP) |

As stated above, the AADA side gets 4-6 characters, each with a car in the \$20-\$25,000 range. Each character has 50 skill points to apportion (each character must have at least 3 different skills), and \$1,000 to spend on personal equipment. The money may be pooled so that a particular character has certain special equipment, but the skill points may not be pooled in the same way.

Step Two

After the AADA player has set up on the Bonneville Salt Flats, the BLUD player will attack. As the battle progresses, the Ram Tonto driver will use his LD radio to keep his superiors back on the road to Salt Lake City informed as to the duel's progress.

If the Ram Tonto driver dies before the battle ends, or he reports a rapidly decaying situation, the BLUDs back at headquarters will start evacuating the facility, loading the essentials into a conveniently parked helicopter. How long will it take the BLUDs to get the chopper loaded? About the same amount of time it will take the AADA player to get there, of course . . .

See the map for the layout of the AADA offices that have been taken over by BLUD. As the surviving AADA vehicles enter the parking lot, the helicopter is just starting, and the BLUDmobile will be warmed up and ready to protect it. The plan is for the BLUDmobile to cover the helicopter's getaway, and then to run for it as well.

The BLUDmobile: Luxury, X-hvy chassis, Improved suspension, Sports car power plant, driver, gunner, 4 PR radials, 2 Gauss guns linked front, Gauss gun with extra magazine in turret, portable fire ext. Armor: F35, R25, L25, B25, T30, U16, four 10-point wheelguards. Accel. 5, HC 2, Max. speed 120, 6,595 lbs., \$49,670. Note: The Sports car power plant was first suggested in *ADQ* 2/2. It is *not* official, but is sometimes handy in special situations — like the one above. The driver is Driver +2, Gunner +2, Handgunner; the gunner is a Gunner +3 and Handgunner +1. Each has improved body armor, the driver has 2 grenades and a machine pistol, and the gunner has an SMG and a LAW.

The helicopter is a Laser Dragonfly: Small helicopter, Mini copter power plant, pilot, gunner, Laser front, MFR under, MFR rear, hi-res computer in gunner's seat. Armor: T30, 40 in all other locations. Accel. 5, HC 2,

6,700 lbs., \$47,500. The pilot is a Pilot +2, Gunner +1, and wears body armor. The local BLUD commander is in the gunner's seat — he's a Driver +3, Gunner +3, Handgunner, wears improved body armor, and has an SMG and a machine pistol.

Ideally, the helicopter should get away, setting up later encounters for these same players. The helicopter will take off and make best speed away, leaving the BLUDmobile to cover. Once the helicopter is safely away, the BLUDmobile should also make a run for it. If the AADA players decide to continue the chase, just set up some random road sections and go to it! The BLUDmobile is the prized possession of the organization, and they will not give it up under any circumstances. If capture seems inevitable, the driver has been instructed to trigger a heat-release self-destruct mechanism (a firing action, for whatever it's worth) on the power plant that will melt most of the front half of the car to slag, and set the rest on fire. It has a five-second delay for the benefit of driver and gunner, who will climb out and either surrender or run, whichever appears to give them a better chance of survival.

Pay-Off

In addition to salvage, the surviving AADA players will split a payoff according to the following schedule:

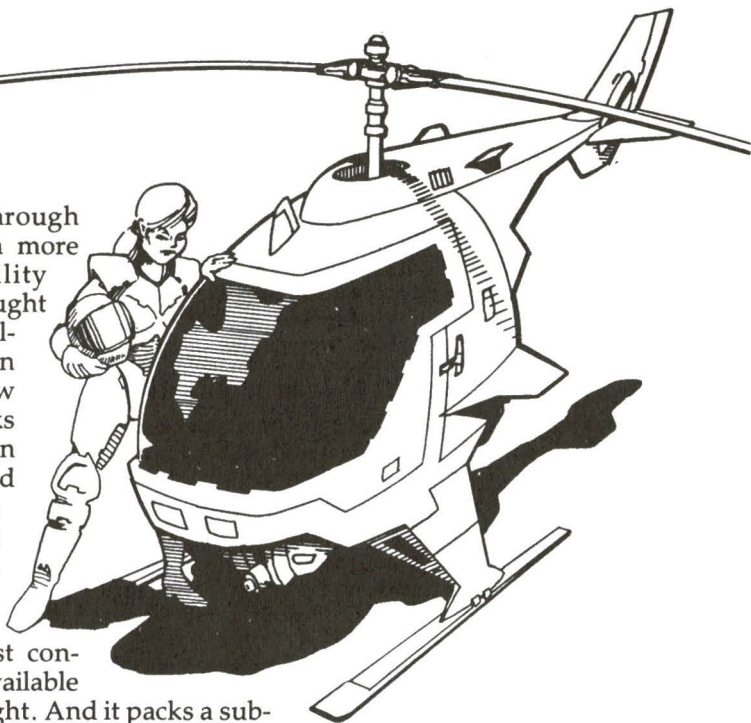
- For each BLUD car eliminated: \$2,500
- For each BLUD member killed: \$500
- For each BLUD member captured: \$1,000
- For destroying the BLUDmobile: \$5,000
- For capturing the BLUDmobile: \$10,000
- For shooting down the helicopter: \$10,000
- For capturing the helicopter: \$20,000
- Killing the BLUD commander: \$15,000
- Capturing the BLUD commander: \$25,000

The BLUD players get nothing but salvage and prestige should they emerge victorious; that, and a tremendous party their BLUD brothers will throw for them.

Whichever side wins, those characters will score prestige as if the battle was held in an arena, as the winning organization will publicize the results of the showdown heavily. And whatever happens, the door is open for further retaliation and intrigue, in Salt Lake City and across the country.

PEREGRINE

Darting through the skies with more maneuverability than you thought possible in a helicopter, Falcon Industries' new Peregrine looks like it was born to the air and not a mere machine. But machine it is, with one of the most reliable and safest configurations available in powered flight. And it packs a substantial punch, too. Fly circles around lesser birds with the new Peregrine!



Peregrine — One-man helicopter, mini copter power plant, pilot, VMG in 2-space universal turret under, bomb, second bomb on 1-space bomb rack, helicopter maneuver foils. Armor: F15, R12, L12, U15, B4, T0, 10 pts. rotor armor on main and stabilizing rotor (increases DP of both to 13). Accel. 5, HC 3, Max. Spd. 180, 4,994 lbs., \$30,688.



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

**by Barton H. Stano and
M. K. "Steck" Stoecklin**

The Greater Lafayette Area (GLA) is composed of Lafayette and its smaller sister city of West Lafayette. These cities are located in northwestern Indiana along the Wabash River. Lafayette, a city of 80,000, is a light manufacturing center, and its sister city (known as W. L.) is the home of Purdue University, the political center of northern Indiana.

The Greater Lafayette Area (GLA) is also the center of autoduellling in northern Indiana and the home of several powerful militia groups. However, just outside the area cycle gangs and road duels are commonplace.

History

Indiana, like the rest of the corn belt states, was hit very hard by the Grain Blight of 2016. Up to then Indiana had been a major alcohol producer for energy-hungry America. Times had been good for Indiana, especially so for the GLA. When the Blight hit, the economy almost collapsed — and Lafayette and W.L. were no exception.

The only bright spot for northern Indiana was Purdue University. Purdue funded many experimental projects and helped to maintain essential services. The innovative Student Volunteer Program (S.V.P.) was founded in 2016 to help outlying rural communities cope with the problems of the Blight and cycle gangs. Purdue has grown over the years from a university into a self-contained governmental unit. Because of its machine shops and farms the university has considerable economic and political power.

The Food Riots of 2016 were quelled quickly by Purdue Police and the county militia. These militias and other vigilante groups (described later) maintained relative peace even though the rest of the state was in chaos.

For a few months in 2016 the state capital was moved to W.L., for it was more secure than Brickyard (Indianapolis).

Local manufacturing of auto equipment, wire, and electronics has blossomed here in the last few years. Unemployment has dropped to less than 10% and the area is beginning to prosper.

W.L. was the first city to sanction arena autoduellling in Indiana. Purdue fields one of the finest college autoduellling teams in America and has won the Big 9 championship four times. The Peterson arena is opened to the public and is very well equipped. Autoduellling in the GLA is restricted to arenas only, and private duels are best left to deserted country roads.

Points of Interest

The map shows the Greater Lafayette Area and its major highways. Also, a map of Purdue University and its immediate area is on the opposite page.

Greater Lafayette Area

1. *The County Courthouse:* The local courts and militias have offices here. All vehicles with defensive armament must be registered here. A good place to go if you need legal or vigilante help.

2. *Mayor Smith Memorial Arena:* The fair-ground contains a small autoduellling arena. This arena is known for its dangerous trench traps and large prizes for its Sunday games. The events are televised by Purdue TV.

3. *Tippe Mall:* The mall is the largest shopping complex in northern Indiana. There are many shops that cater to autoduellists. A great selection of domestic and imported weapons and spare parts is available. The AADA has a small office here serving the GLA.

4. *Home Hospital:* The largest hospital in the area and quite possibly the best. It has a good trauma center and ambulance service.

Gold Cross offices with a full clone bank are located here also.

5. *Middleset Wire Co.*: This British-owned wire factory does more than make wire. They modify and do specialty work on cars and cycles. They proudly boast "we do what others dream of!" This is a good place to have major retooling of your vehicle done. But watch out; your pocketbook may need retooling after a visit here.

6. *AADA office*: This is the northern Indiana office of the AADA. They have good relations with most of the militias and vigilante groups in northern Indiana.

7. *Hamburger Bypass*: This strip of highway has many fast food restaurants — in fact, Lafayette boasts it has more operating fast food restaurants than any city in the midwest. A good place for a bit of nostalgia that your grandparents would remember well.

8. *S.V.P. Office*: This is the site of the Student Volunteer Program office. This is the only civil authority for most of the rural areas around the GLA. They organize relief convoys to the nearby rural areas and are very helpful in providing info on northern Indiana trouble

spots. If you are hard up for cash they are always hiring drivers and gunners for their convoys. Dangerous work but steady pay.

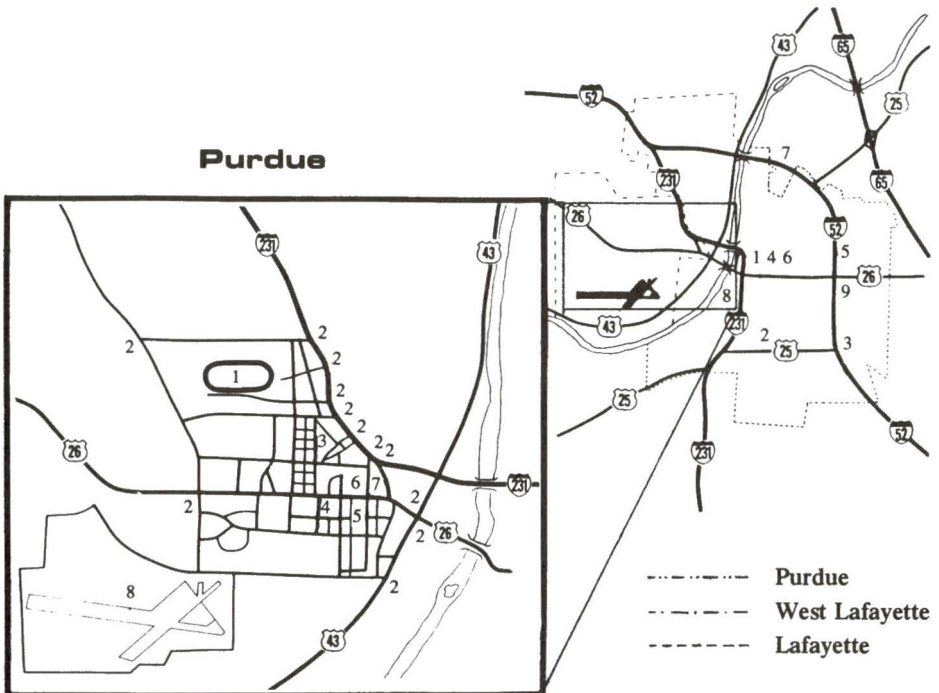
9. *Driver's Guild*: This office will, for a small fee, match drivers and gunners with jobs or vice-versa. This service has almost all the job listings for the midwest.

Purdue

1. *Peterson Autoduelling Arena*: The most modern and up-to-date arena in northern Indiana. Events are run almost every day and many are AADA sponsored. The yearly Grand Prix week offers a \$500,000 cash prize and is one of the largest AADA events in the country. The arena is open to the public.

2. *Laser Battery*: There are twelve laser-equipped bunkers, each named after a former Purdue president. These ensure that the campus is free from duellist activity. Armed vehicles and all types of hand weapons are illegal on campus; in fact, last year the Beering battery melted a duellist's subcompact that tried to run the barricade (the slag was left there as a friendly warning).

Greater Lafayette Area



3. *USH*: University Student Hospital — an average health care facility for the times. Rumor has it that its care leaves something to be desired. Most patients prefer Home Hospital.

4. *Entomology Hall*: This building (erected in 1908) is a remarkable piece of architecture and is worth a visit to see. It boasts the only fully restored copper ceiling in the country.

5. *Krannert Graduate School of Management Memorial Swimming Pool*: This is the last example of EPA regulatory might. Its last landmark decision had the building razed due to suspected carcinogenic hazard from the building's insulation. Purdue converted its foundation into a large swimming pool (students call it "The Pit"). The statistical study of Krannert graduates' cancer rate was proven faulty and this led to the demise of EPA. Local myth says that the statistician was a graduate from a little-known university located near a limestone quarry.

6. *PMU*: The Union has the best food in the area, and at decent prices, too. A hangout for students and the Purdue police. A good place to find students needing a ride home — and some can pay the price you set.

7. *The Village*: This used to be a student-oriented shopping area but the Food Riots destroyed much of it. This is the scene of the famous "Purdue Massacre." Today the burned-out business fronts provide shelter to many petty thieves and vagrants. Purdue has long planned a revitalization of the area but so far little has been done.

8. *Purdue Airport*: This modern airport is the home of several commuter airlines. A blimp-mooring station is located here and many cargo blimps stop to transfer cargo.

Events

Several events held in the GLA are worth mention. First is the monthly City Auto Auction. Held at the Tippe Mall it features all the cars impounded by the city and the GLA Militia (GLAM). In February the AADA holds a car show. The best machines in the country are displayed and next year's models are debuted; well worth a visit.

The largest event by far is the celebration after the Purdue-IU autoduelling contest. The whole city seems to party at an intensity reminiscent of the Food Riots. The Purdue team routinely outclasses their southern counterparts, due to the vast scientific and technical superiority they possess.

Facilities

The most up to date autoduelling and truck stop facilities in northern Indiana are located in the GLA. There are over 40 power stations and 8 fully-equipped garages in the two cities. Also, dealerships for all American and imported cars can be found for any of those dealer-only repairs. Two truck stops are located just north and south of Lafayette on US 65.

The Pegasus, an armored bus line, operates on a daily schedule. There are many freight companies and independent haulers-for-hire based in the GLA. The Purdue airport handles commuter copter and fixed-wing aircraft serving Brickyard and Chi-town daily. Also, cargo blimps stop here on their way to the coasts.

There are two TV stations: Purdue TV and WGLA. Purdue TV operates a traffic chopper 24 hours a day and has produced several award-winning documentaries.

Autoduelling in the GLA

Duelling in the GLA is limited to arenas. Personal duels are illegal in the city limits — the local militias will most likely gun down both parties. (Duelling outside the city limits on out-of-the-way county roads is often done.)

The Peterson Arena is well recommended and has many large prize tourneys. Saturday night is Amateur Night while Tuesday night is Unlimited Class Night. The Mayor Smith Arena is not AADA-sanctioned due to its inherent dangers (to spectators as well as contestants).

Highways

US 52 is the major thoroughfare and is in good repair and very well patrolled, but north to Chi-town it is not safe, due to cycle gangs and ill repair. US 65 is in decent repair, but tolls are collected to maintain state police patrols (\$30 cycles, \$50 cars, \$70 big rigs). US 65 is by far the best way to Chi-town or Brickyard.

State Roads 25 and 26 are in good repair in the GLA. But be warned — outside of this area the road is in bad shape, and it passes through many small towns with well-armed outlaw gangs. US 231 and SR 43 are in such bad condition that they are closed to traffic outside the GLA.

Organizations in the GLA

The GLA and Purdue have a great many groups and organizations and their internal and external relationships are often complex. Between Purdue frats, dorms, vigilantes, and cycle gangs, this can be a very dangerous area. All AADA members are advised to be *especially careful* when both speaking and driving.

The largest and best-armed vigilante group is GLAM (the GLA Militia). GLAM has primary responsibility to maintain order in the GLA. They support a fleet of 31 cars and cycles (including two vans and one big rig) all painted blue with red-and-white trim. Officers in the GLAM wear a blue uniform with an orange shirt ("orange shirts") and enlisted personnel wear green with blue arm bands. This group will shoot *anyone* within city limits engaging in a duel. Outside of maintaining the peace they also have an extensive spy network and know much about the local gangs and even about the other cities' militias.

The W.L.-Lafayette Police number 31 officers and 12 cars all painted white with blue trim. These officers are much more lightly armed than the GLAM. They are not well respected by the community (especially the GLAM), and are often given routine traffic control.

The Purdue Police force, on the other hand, is well-equipped (due to its acquisition of the Purdue ROTC corps and its armory) and maintains order in the university area. They have 14 heavily armed cars and a deadly riot van (all painted tan with the Purdue seal clearly visible). This is a highly trained and disciplined force, helpful to students and very wary of strangers.

Near Purdue various cars and cycles from dorms and frats will often be seen. The dormies stencil their dormitory names while the frats post their Greek letters on their vehicles. There is much nonviolent rivalry between the two groups and because of this Purdue fields one of the best autoduelling teams in the country. It is best to stay clear of any trouble between these two groups for it can occasionally turn slightly nasty.

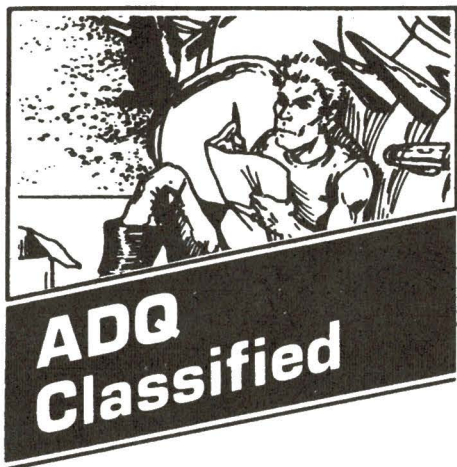
The other student group worth mentioning is the Student Volunteer Program (S.V.P.) They wear green uniforms with bright gold trim and their vehicles are similarly painted. This organization was originally started as a method of consolidating control of the local

area. Service in the S.V.P. was optional — at first — for students, but has grown into a requirement for graduation, giving the University an effective militia of 6,000. The S.V.P. regularly convoys medical supplies and food to needy communities throughout northern Indiana. But beneath their charitable attitudes lies a formidable and deadly paramilitary organization not to be taken lightly.

In the GLA there are two duelling clubs. The first is the Sycamores, a small group of duellists who are the reigning area champions. In close competition are the Boilermakers, who are always trying to upset the champs. Both clubs are routinely on AADA probation for various dirty tricks played on each other. As if this were not enough, many EDSELS are active here and routinely picket and harass the two groups. Several acts of terrorism have been directed at the AADA offices over the last few years and the EDSELS are widely suspected.

Two very dangerous cycle gangs roam outside of GLA. The first is the Hoosiers; with up to 75 cycles they terrorize northern Indiana truckers. Known for bizarre and seemingly random behavior, they are well armed and often have inside help. They have pulled off a few spectacular heists (among them a multi-million dollar heist of computer chips), although their forte is more "smash and grab." The location of their base is still unknown, and their leader's identity is still unclear (it's rumored he answers to the title "bob"). The Hoosiers ride red motorcycles and wear plaid scarves. If you see them, run for your life — they are vicious killers.

If you think the Hoosiers are bad, Reverend Death and the Death Watch are far worse. Five years ago a satanic worshipper got a group together and decided to "evangelize" rural northern Indiana. They burned and looted 24 small towns before they were turned back near the GLA. They are a constant and vicious enemy of all (including the Hoosiers) but especially the S.V.P. They massacred a 100-man S.V.P. medical convoy last year and have vowed death to these "do-gooders." The S.V.P. now heavily guards convoys, and is offering a \$250,000 reward for Rev. Death (dead or alive, of course). Rev. Death and his followers (sometimes as many as 50 misfits and crazies) all wear black with skulls on their helmets. This is a cruel and sadistic group and their demise would be greatly welcomed.



ATTENTION, LITTLE ROCK, ARKANSAS! Opponents sought. Anyone interested should come to Stabler Hall at Univ. Ark. — Little Rock on Saturday nights between 5 and 9 pm and ask for Grant.

SEEKING ANY AND ALL DUELLISTS in either the Schreiner College/Kerrville or the Lake Jackson, Freeport, and Clute area. Also seeking contact with other duellists worldwide. Please contact David McIntyre, 319 Petunia, Lake Jackson, TX 77566.

ANYONE INTERESTED IN FORMING an autoduellings club (especially AADA members) in the Ottawa area, contact Rob Robotham, 7228 Erindale Dr., Ottawa, Ontario, Canada K2C 2G4.

WANTED: SEVERAL DUELLISTS IN the Chaska, MN area to form an AADA chapter. Contact David Sherohman, 1108 Village Road, Apt. 2C, Chaska, MN 55318.

LOOKING FOR AUTODUELLISTS IN the North Carolina area, mainly near Rosmond or Brevard. Please contact John Kluge, Rt. 2, Box 497A, Brevard, NC 28712.

WANTED — GOOD CONDITION *ADQ* issues 1/1 through 2/2. I will pay good money. Contact Garth E. Webb, 34-2369 Pembina Hwy., Winnipeg, Manitoba, Canada, R3T 2H4.

I'M LOOKING FOR DUELLISTS IN the Chattanooga, Tennessee area to duel

and/or form a club. Contact Sean McInturff, 606 Ohio Ave., Signal Mtn., TN 37377.

WANTED: DUELLISTS IN THE Woodland Park-Colorado Springs area to form a club (chartered or not). Contact Jason Buchanan, P.O. Box 5984, Woodland Park, CO 80866. If there is an existing club already in the area, please contact me.

ANYONE WHO OWNS AN IBM COMPUTER and a modem (or has access to this combination) and would like to get into contact with someone by modem to share Car Wars information, ideas, and vehicle designs, please contact me. Chris Henry, 13675 Forest Grove Road, Brookfield, WI 53005.

WANTED! DUELLISTS TO FORM D.C./Maryland AADA chapter. Must be good sports and creative gamers. Write to Adam Larsen, 308 Hamilton Ave., Silver Spring, MD 20901.

HIGH-QUALITY DUELLISTS WANTED to form a club in Northern Virginia (Annandale, Falls Church, Vienna) area. I am also looking for *ADQs* 1/1-2/4. Write to Jamie Leasure at 3717 Merrimac Trail, Annandale, VA 22003.

LOOKING FOR DUELLISTS IN THE northeast Illinois area. I want to start an AADA chapter. I am also looking for a pen pal. Contact Steve Sanders, 515 College Ave., Winthrop Harbor, IL 60096.

HEY YOU DUELLISTS IN THE Pittsburgh, PA, area — I am looking to form a club in the Squirrel Hill-Shadyside-Highland Park area. Any age, any sex, and no prior experience necessary; beginners or experienced welcome. I'm desperate for opponents! If interested, write to S.P., 5511 Phillips Ave., Pittsburgh, PA 15217. I will also play play-by-mail campaigns with anybody!

ARIZONA AUTODUELLISTS WANTED for chapter and informal club. Contact Scott Bailey, 3620 E. Highland, Phoenix, AZ 85018.

WANTED: *ADQ* ISSUES 1/1 AND 1/2. Good condition. Will pay almost any price. Also looking for duellists in southern Ottawa and northern Allegan county to form AADA

group. Contact Kalvin Zoerman, 10154 Felch Street, Holland, MI 49424.

LONE DUELLISTS SEEKING POSSIBLE opponents in Sierra Nevada, specifically Angels Camp area. Also seeking pen pal. Contact Michael Pilakowski, Box 586, Murphys, CA 95247.

WANTED: PLAYERS IN THE DETROIT area to join the Motorcity Warriors autoducl club and make it official! Please write the Motorcity Warriors at 6040 Janet, Taylor, MI 48180.

IF YOU LIVE IN FREMONT, CA, AND would like to form a local chapter, please contact me, Chris Weiland, at 38680 Hastings St., #A221, Fremont, CA 94536.

THE FLAMING LAKERS WOULD LIKE to make available our newsletter to all duellists, so we will send a copy to any one who wishes to receive it. Just send us a stamped, self-addressed envelope, and we'll do the rest. Currently, #s 1, 2, and 3 are available. Write to Flaming Lakers, 2728 Upton Ave. S., Minneapolis, MN 55416.

LOOKING FOR DUELLISTS IN HILL- ingdon or just in SE England. Write to Timothy Garza, 10 Hale End Close, Rvislip, Middlesex, HA4 8EQ, England.

I AM LOOKING FOR AUTODUELLISTS in the University Park-Penn State University area to start a serious AADA chapter. Experienced players are preferred, but new players are very welcome. Contact Jeff "Turbo-Ram" George — 304 Pinchot Hall, University Park, PA 16802.

FOR SALE: *ADQ* 1/2. BEST OFFER takes it. Contact Chris Morris, 1403 Everest Ave., Schofield, WI 54476.

SACRAMENTO AREA DUELLIST looking for remnants of local AADA chapter. Willing to form new club and find sponsor. Will answer correspondence from other duellists. Contact Rich Ostorero, 5900 Riza #165, Sacramento, CA 95823.

WANTED: 1 COPY OF *ADQ* 2/3, WILL pay cash or trade for a copy of *ADQ* 1/1. Also seeking correspondence with other Car Wars

fans. Contact Rich Ostorero at 5900 Riza #165, Sacramento, CA 95823.

CALLING ALL CRAZY, COCKY, AND careful car drivers who enjoy careeing down California highways past cops and common places and conveyances in the cities of Concord, Walnut Creek, and Lafayette. A single duellist is looking to form a club. Contact Kevin Clune, aka King of the Road, 85 Oakvue Road, Pleasant Hill, CA 94523.

WANTED: AUTODUELLIST TO FORM AADA chapter in Mankato/No. Mankato area. Sponsor is possible. Please contact Andy Schlaback, 422 Pierce Ave., No. Mankato, MN 56001.

SECOND TRY! WANTED: ABLE duellists to form an AADA chapter in south-western area of Connecticut. Contact Andrew Metzger, 12 Dayton Rd., West Redding, CT 06896. AADA members preferred, but all are welcome. Those that responded to this ad last time, please write again.

WANTED: ABLE DUELLISTS TO form an AADA chapter in the Princeton, New Jersey area. Contact Andrew Metzger, 31 Blair Hall, Rockefeller College, Princeton University, Princeton, NJ 08544. AADA members preferred, but all are welcome.

LEHIGH VALLEY DUELLISTS, IT IS time we banded together to make the roads safe for serious duelling. We already have eight members, but many more would be welcome. If interested, contact Bruce Moyer, 2048 West Broad Street, Bethlehem, PA 18018.

WANTED: AADA MEMBERS TO FORM local chapter in the Santa Barbara area. Contact David Villa, 2990 Foothill Rd., Santa Barbara, CA 93105.

LAS VEGAS AREA AUTODUELLISTS: beginning *Car Wars* player would like to help start an AADA chapter here. Write Ron Pehr at 4809 E. Washington Ave., Las Vegas, NV 89110.

DUELLIST'S DESIGN FORUM: A newsletter appearing several times a year focusing on vehicle designs and design strategy. Articles will be contributed by those

who subscribe. For more information, send a self-addressed, stamped envelope to DDF, 165 E. Snarr, MSU, Moorhead, MN 56560.

WANTED: AUTODUELLISTS IN Springfield, MO, area for some good duelling. Also wanted to trade vehicle designs by mail; include a self-addressed, stamped envelope. David Klein, 2444 W. Swallow, Springfield, MO 65807.

AADA — GREAT BRITAIN: ARE there any more British members out there interested in forming a British chapter? Contact Phil Anderson, 26 Linkside, New Malden, Surrey, KT3 4LB, England.

I AM LOOKING FOR A FEW GOOD autoduellists to start a chapter. Write Mike Riedmuller, 7604 West Quarto Ave., Littleton, CO 80123.

WANTED: AADA MEMBERS TO FORM chapter in the Snohomish county area. Contact Steve at 19727 95th Ave. N.E., Arlington, WA 98223.

WANTED: DUELLISTS TO FORM Mobile area AADA chapter. Contact William A. Carter, Spring Hill College, Mobile, AL 36608.

WANTED: DUELLISTS TO FORM Lake Minnetonka area AADA chapter. Contact Larry Rascop, 4560 Enchanted Pt., Mound, MN 55364.

HELP! ARE THERE ANY CLUBS IN Northern New Jersey who wouldn't mind two or three new members? Well, where are you? We're all looking for a club that doesn't take an hour to get to. If you recognize the town, drop us a line. If you don't, look it up on a map. Write to Steve C. Maio, 8 Stratford Ct., Montville, NJ 07045; Chris Tognetti, 41 Mary Dr., Towwocco, NJ 07082; or Phil Alora, 6 Boyletown Rd., Montville, NJ 07045.

HELLO DUELLISTS. I'M IN NEED OF the following *ADQ* issues: 1/1 through 2/4. I'm paying top dollar. Contact me at 261 E. Ridge, Coaldale, PA 18218. Send it to "The Ratt."

ANYBODY OUT THERE WANT TO BE pen pals? I'D prefer the Virginia area because the mail would travel more quickly, but it

doesn't really matter. Contact Rick Heney, 1307 Cold Harbor Ct., Herndon, VA 22070.

ROCHESTER, NEW YORKERS, wanted to join B.A.D. (Bloodthirsty Automotive Duellists). AADA affiliation not necessary. Any age accepted. For information, write to Bill Reitter, 4489 Lake Ave., Rochester, NY 14612. I am also looking for a duellist pen pal. Drive Offensively!

WANTED: FRIENDLY DUELLISTS and unfriendly duellists (if you're unfriendly, look out!). Also needed, a pen pal (one). First one that writes gets it. Write to Jason Geider, 46 Bedford Ave., Mostin, NJ 11950.

FOR SALE: AN ALMOST-COMPLETE set of *ADQ* magazines! Issues 1/3 to 3/4 . . . all in perfect condition. If anyone is interested in purchasing these, write to Bill Vaughn, 200 S. Pantano #103, Tucson, AZ 85710.

NON-AADA SANCTIONED WEAPONS and accessories from Paragon Weapons, Inc. For more info, contact Wes Gilpin, sales rep, 7847 La Sobrina, Dallas, TX 75248.

DUELLISTS IN SOUTHERN KANSAS city, Kansas, area badly needed to form chapter. High school level preferred (but not exclusive). Contact Kelly Bailey, 9815 Sagamore Rd., Leawood, KS 66206.

I'VE BEEN IN OTHER IMITATION clubs, but they just weren't for me. Now I am trying to form my own official Car Wars chapter. If you live in the Springfield, OH, area, please contact David Kling, 3109 Sandalwood Ave., Springfield, OH 45502.

PAYING TOP DOLLAR FOR ISSUES 1/1, 1/2 1/4, 2/1, and 2/2. Also interested in forming an autoduelling club. Write to Dennis Dougherty, 8613 Ferris, Morton Grove, IL 60053.

I'M LOOKING FOR DUELLIST PEN pals from the States. Contact Phil Radley, 12 Wordsworth Close, Romford, Essex, RM3 7PD, England.

DUELLISTS WANTED IN THE London, England area to join first English chapter. Contact Phil, 12 Wordsworth Close, Romford, Ess^{cs}, RM3 7PD, England.

**** ATTENTION ALL AUTODUELISTS ****

FREE GAME

We wanted to send each and every subscriber of **Autoduel Quarterly** a free copy of our new game. But alas, this fine publication does not sell copies of its subscriber list to anyone. Therefore, we have taken out this ad to tell you about our offer.

Please send us your name and address.

We will send you a free copy of our game, **It's a Crime!**

NO OBLIGATION—NO STRINGS ATTACHED

If you love running down your enemies and splattering their blood on the pavement, you will love this game.

Just write 'SEND FREE GAME' on a piece of paper — along with your name and address and send it to:

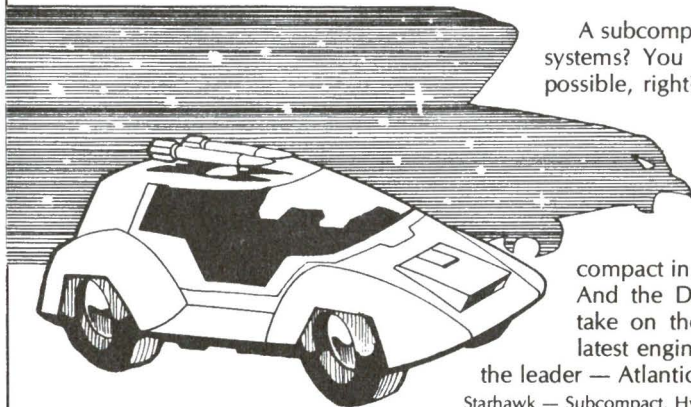
Adventures By Mail

Box 436-A

Cohoes NY 12047

Sorry, only one free game per person. But send us the names and addresses of other autoduelists and we will send them a free copy too!

Starhawk



A subcompact with two weapons systems? You know that's just not possible, right? Not anymore! With the help of Uncle Albert's™ *Mini Rocket Platform*, the Starhawk packs more accurate firepower than any other subcompact in Division 10 duelling. And the Division 5 option can take on the field by itself! The latest engineering concepts from the leader — Atlantic Industries!

Starhawk — Subcompact, Hvy chassis, Hvy suspension, small power plant, 4 HD tires, driver only, RL front, targeting laser front, 2 linked light rockets on mini rocket platform, laser guidance link for all rockets, targeting computer. Fireproof armor: F10, L8, R8, B8, T4, U0. Accel. 5, HC 3, Max. speed 80, 2,400 lbs., \$9,161.

Division 5 Option — Remove targeting laser, laser guidance links, and computer; add 10 pts fireproof armor: F12, L10, R10, B8, T6, U2. \$4,481.

Atlantic Industries

Well, it's definitely time to start thinking about the 2036-37 AADA World Championship Tournament. The full scoop is below, but first, we have some new clubs to welcome to the family:

Baltimore League of the Autoduelling Elite (BLADE)
Rob Owens, President
8014 Paddock Ct.
Severn, MD 21144

Dayton Autoduel Division (DADD)
Scott Suazo, President
3068 Ranchfield Dr.
Beavercreek, OH 45432
Sponsor: Black Forest Hobby Shoppe
2318 E. Dorothy Lane
Kettering, OH 45420

Four Horsemen of the American Autoduel Association (FHAADA)
Stephen Peters, President
RD #1, Box 534N, Guth Circle
Orefield, PA 18069

Woodinville Autoduellist & Terrorist Organization (WATO)
Paul Roney, President
15107 NE 201st
Woodinville, WA 98072
Sponsor: Fun Stuff
P.O. Box 1511
Woodinville, WA 98072

Roadies of Atlanta Division of Duellers, Unifiers, Exterminators, and Legionnaires (ROADDUEL)
Shaunnon Drake, President
655 Bittersweet Trail
Atlanta, GA 30338

Colorado Arena and Road Society (CARS)
John McCarty, President
7233 W. 103rd Ave.
Broomfield, CO 80020

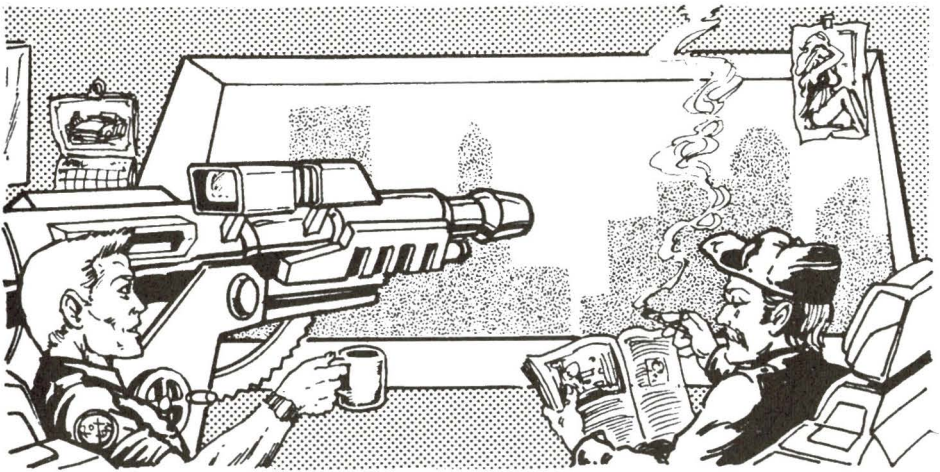
Sponsor: Mile High Comics
Westminster Mall, 88th & Sheridan
Westminster, CO 80030

London, England, Autoduel Association (LEADA)
Phil Radley, President
12 Wordsworth Close
Romford
Essex
RM3 7PD
England

These latest additions bring the total number of clubs on our roster to 43. The AADA continues to grow at a slow, steady pace. Some clubs drop out and let their charters expire, but even more join up, so we continue to move forward. Forming an AADA chapter is simple. First, you find five AADA members. Becoming an AADA member is simple, too — just subscribe to *Autoduel Quarterly*, and you're in! Once you have the five members, select a president. Then send us an application, listing: 1) The names of the five members; 2) The address of the president; 3) The name and address of your sponsor, if any; 4) Your first and second choice for a group name; and 5) A \$15 chartering fee. A handy charter form is provided on the inside of the mailer cover of this issue. A sponsor can be a handy thing. A sponsor is an organization or business (usually a game store or hobby shop) that pays the chapter's chartering fee and provides a place for them to meet and play. In return, the hobby shop gets free plugs in *Autoduel Quarterly*, and a regular group of *Car Wars* fanatics visiting the store, ready to buy lots of products. The \$15 chartering fee, by the way, covers the cost of the prize Steve Jackson Games provides to each Club Champion. Speaking of which . . .

Tournament News

The 2036-37 AADA World Championship will be held during Origins 87, July 2-5, 1987, in Baltimore, MD. All AADA members will be eligible to participate, one way or another. For a chapter to participate in this year's tournament, it must be paid up and current as of March 1, 1987. On that day, the eligible list will be finalized, and the clubs divided into regions. The list of eligible clubs and their regions will be printed in *ADQ 5/1*, right here



in "AADA News." Clubs can hold their Club Championship any time, but February or March would be best. Club presidents are responsible for reporting the outcome of the championship, providing the name and address of the winner, a copy of the design of the winning car, and as much description of the event as you want. Steve Jackson Games will send a \$15 gift certificate to each reported Club Champion. Club Champions are eligible to participate in a Regional Championship. Regionals should take place in April, May, or June, and should be hosted by one of the clubs in the region. A local game convention would be an ideal place to do this, but the host chapter's favorite hobby shop, game room, or kitchen table could do in a pinch. Groups interested in hosting regional tournaments should contact the AADA at Box 18957, Austin, TX 78760, and indicate their interest (it's advisable to wait until you find out what region you're in, though). It is the host chapter's responsibility to contact all the Club Champions in their region, and inform them of the arrangements for the Regional. It is each Club Champion's responsibility to get there. If a Club Champion cannot attend the Regional, no alternates can be sent — so it's very important that the host chapter give the Club Champions plenty of lead time to prepare to attend. The president of the host chapter is responsible for reporting the results of the Regional, providing the same information as above. Regional Champions will receive some sort of special prize from Steve Jackson Games. Two years ago, the Regional Champions received

AADA wristwatches; last year, they received embroidered jackets. This year's prize has not been decided on yet. Each Regional Champion is also eligible to play in the World Championship Final at Origins. Getting to Baltimore is the Regional Champ's responsibility; if he cannot attend, no alternates are allowed. To help defray the cost of travel, however, Steve Jackson Games will provide a \$50 cash travel reimbursement for any Regional Champion that does travel to Baltimore to play. Overseas chapters are a special case. Each overseas chapter (currently in England and Australia) is considered its own region, in that the Club Champion is automatically eligible to play in the World Championships in Baltimore. These overseas Club Champions will also get the Regional prize and the \$50 travel reimbursement. In addition, we will run an At-Large Qualifier at Origins, probably on Friday night. To be eligible, you must be an AADA member and be able to prove it (a mailer cover from the most recent *ADQ* with your name on it should suffice), and have not already competed in the tournament. (A Club or Regional tournament loser can not come back and play in the At-Large — they've had their chance.) A certain number of At-Large Qualifiers — probably two or three — will get to participate in the World Championship, though they will receive no other prizes. The finals will be held (probably) on Sunday morning. The winner will receive a lifetime subscription to *ADQ*, and a trophy. There will also be prizes for second and third place this year. Well, that's it. Go out and practice, and see you in Baltimore!

Designs From Tomorrow

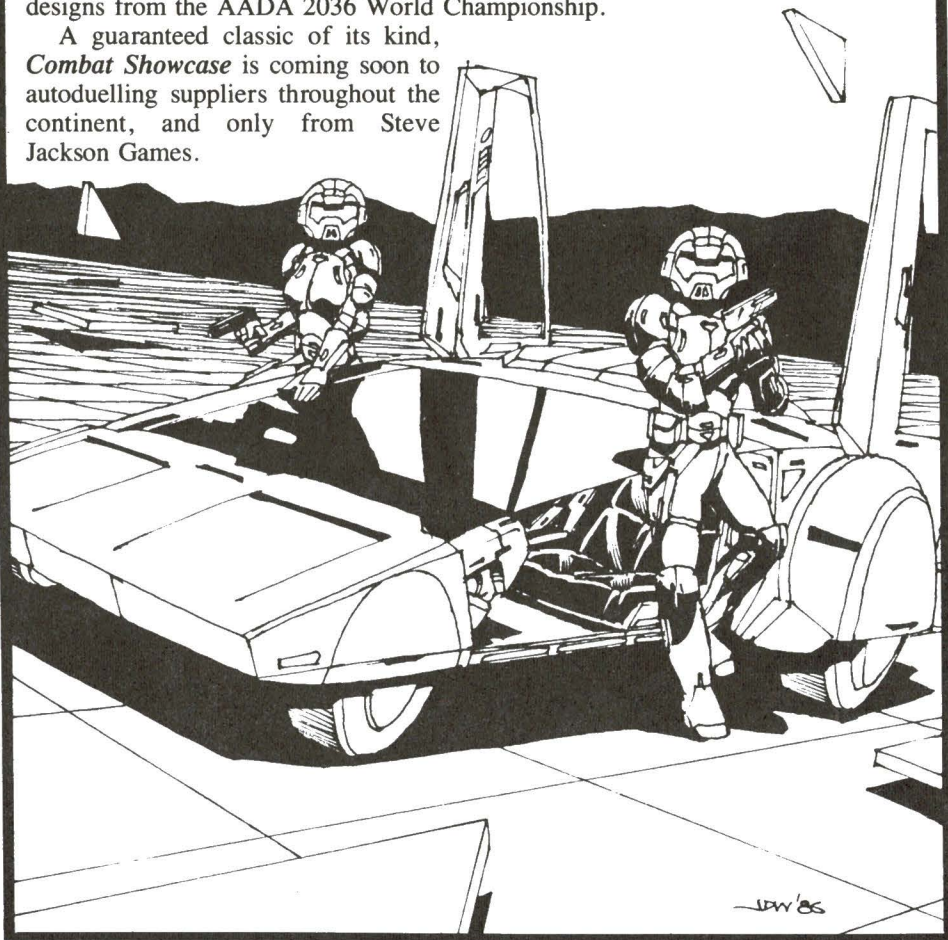
The vehicles from tomorrow, with complete statistics and schematics, are yours in the *Combat Showcase*.

The 2037 New Car Exposition was the unqualified hit of the Texas National Fair! *Combat Showcase*, the official showbook of the event, provides complete information on every vehicle, plus a new way of picturing an autoduel vehicle — the *schematic*.

A schematic shows the placement of all a vehicle's components — power plant, weapons, even crew. And they're ready for combat. No time wasted double-checking math and drawing up a record sheet — just pick a page, get a pencil, and play!

This beautiful 56-page book also includes the track layout and winning vehicle designs from the AADA 2036 World Championship.

A guaranteed classic of its kind, *Combat Showcase* is coming soon to autoduellers suppliers throughout the continent, and only from Steve Jackson Games.



Genesis Armaments

The First Word in Weaponry

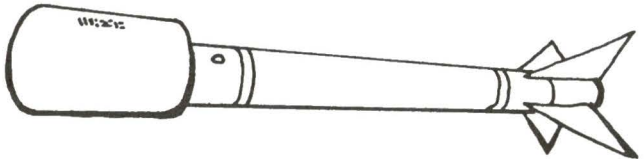
Since the dawn of time, man has feared the darkness. Modern technology has beaten back the darkness, but sometimes the cost can be pretty high for those on a budget. Genesis Armaments brings back a 20th Century solution — the flare — and updates it for 21st century use. For the finest in armaments, go with the first word — Genesis.

Hand Held Flare Launcher



\$300, 1 grenade-equivalent. 5 shots, CPS 10, loaded cost \$350. Can be used for the obvious signal and illumination purposes, and can also be used as an improvised weapon: To hit 10, 1d-2 damage. Can set fires: Burn Modifier is 2, Burn Duration is 0. No laser sights or folding stocks can be used with this weapon.

RL Flare Round



Fired from a standard RL; CPS 20, WPS 5. If used as a weapon, has the same stats as above: To hit 10, 1d-2 damage.

Flares

Flares illuminate all within a 20" radius for 5 seconds, reducing the night combat penalty from -3 to -1. They do not have to be fired straight up; the center of illumination can be placed anywhere within 15" of the firing position. Flares come in a variety of colors.

Backfire

Last issue (4/2), Bill Jeg brought up an interesting point of ethics, and I'd like to answer it.

Yes, there can be good practical reasons for even a biker gang to spare people when they can. Consider:

First, if you're road-raiding, you're doing it out in the back country, far from towns. This means (assuming that if you strip the vehicle of everything you want, it's in no condition to roll anywhere) that the driver is left on foot, with nothing but the clothes on his back, a good long ways from anywhere. Believe me, he's now in no position to do you any harm, and he has other things to worry about — like making it to the next town on foot. A several-mile hike in tough country is enough to take the starch out of anybody, and after a couple of miles he'll have other things to worry about besides you. If you've been kind enough to leave him a full canteen, sidearm, and map with the water holes marked, he might even feel comparatively grateful.

Second, I assume you only pick on vehicles you expect you can handle. This means your average working stiff on down to desperate unemployed — not people in the professional duelling class. This translates to people with not much in the way of resources — in money, political clout, or duellist connections. About all he can do against you, once he finally makes it to the nearest population center, is notify the cops. Now, how many reported crimes ever get solved, even in the cities, let alone on the road? The most you can expect is that the local law will make a few passes through the area to see if they can spot anything. Your normal road-watch precautions should take care of that.

Third, gangs who just strip vehicles and leave their victims alive and pretty much unharmed rate a much lower priority with either the law or duellists than gangs who make a regular practice of killing people. If you kill a lot of people, sooner or later it will be worth somebody's time and expense to mount a big campaign and come clean you out.

But if you're only stealing goodies, you're not worth as much effort. This may rattle your pride, but it increases your chances of survival.

So go ahead and spare the drivers; you'll live longer.

— Leslie Fish,
El Cerrito, CA

When are you guys going to make a supplement for the *Car Wars* character? Let's face it, *CW* is a boardgame, not really a roleplaying game. I, for one, would want to see a roleplaying supplement for *CW* to come out. It already has an interesting setting. All you need is some rules for ability scores like strength, intelligence, and so on. Then you would need more skills and more equipment for the character.

Well, besides that, the game is great, especially *Dueltrack!* I just got it, and I think it's great!

— Thuyet Chau,
Lake Elsinore, CA

Roleplaying? You mean, like, with differences between characters, and hundreds of skills, but set in the Car Wars universe? What a good idea . . .

— SDH

In the past several issues of *ADQ* it has become glaringly obvious that the AADA disapproves of the Big League Unlimited Duelling organization. Perhaps you do not understand; the membership of BLUD is dedicated to having a whole lot of fun, without the restrictions imposed by the AADA. BLUD matches are down 'n' dirty, no holds barred events. BLUD members are not looking for prestige or wealth; all we want to do is have fun. We do not invite hordes of spectators to watch our fights, because we know they might get hurt.

We do not hand out mints of money to the first person to ace a tire. We do challenge each other to find out who among us is the most skilled (and, of course, to inflict some mindless mayhem on heavily-armed automobiles). We are not the barbarians you paint us to be, although BLUD does contain a higher level of psychopathic imbeciles than I would prefer. BLUD is no longer attracting the upper crust of combat-minded autoduellists,

but who would you expect to join a group of “bloody barbarians” who squabble over “cheap trophies and bragging rights.” Now you, the AADA, seem to think BLUD poses some kind of threat to your members. Ever stop to consider the brute size of the AADA in 2036? Nowadays you could take out the Brotherhood!

In any case, a bunch of boys just trying to have some fun are now in this up to our collective necks. And as Mr. Haring said, it’s sure to get worse before it gets better. I would like to ask all of you to stop this nonsense so we can get back to where we belong — autoduelling.

Andy Wineke,
BLUD-affiliated independent,
Madison, WI

I am writing to inform you of some problems with the corrections of the component armor rules (ADQ 4/1, pg. 10). I agree with the 10-point limit, but the “one weapon per side” rule hurts honest designers who use linked weapons (like me).

These limits are no longer any help. Using *Dueltrack* and metal armor, 10 points of non-ablative armor weighs only 50 lbs. per space. Designing killer vans suddenly became a lot easier (I enclose my own design to illustrate). (Ed. note: *The design featured an RL front, 3 MMLs to the other sides, all protected by 10 points metal component armor.*)

So how can we fix it? Simple. Whenever a shot hits an unarmored side, roll one die. If the number rolled is over 3 or over the number of spaces of the weapon on that side (without the extra armor), damage passes that weapon and continues to the next component. This way, people in vehicles using the loophole will not live long! You may also wish to disallow metal component armor. Hope this helps!

— Ron Midthun,
Sauk City, WI

If I had known the trouble this simple gadget would cause, I never would have printed it. You make some good suggestions, Ron. First, the “one weapon per side” rule can be modified so that one 10-point piece of component armor can protect a single weapon or group of legitimately linked weapons (like 2 MGs, or 3 HRs, not two different weapons . . .). Base the cost and weight of the component armor on the total

spaces of the linked package. For now, this is just a suggestion, not an “official” rule change — feedback is encouraged.

As for metal component armor, I never even considered the possibility when I printed the item — I was thinking strictly in terms of ablative plastic. Of course, I didn’t specifically say that component armor could not be metal, so lots of people gave it a try. Your reaction is typical, Ron — just about everybody agrees it’s a bad idea, game-balance-wise. So here’s a new rule (or a clarification of an old one): Component armor can not be made of metal. This is official.

— SDH

The following are observations and creative suggestions that require no reply —

1) Hire David Ladyman to be the AADA letter-answerer so the editors have a chance to edit.

2) Convince John Nowak to write a novel in the spirit of yet-another-gaming-company’s *Dragonlance* series.

3) Gather together a bunch of short stories, think of a creative name (like, Tale-pipes, for instance), and publish a yearly fiction anthology the same way you do Uncle Alberts.

4) Send letter bombs to rules lawyers.

— Cordwainer Thomas,
Oakland, CA

Thanks, Cordwainer. My thoughts: 1) I like David far too much to ever give him that particular job; 2) I guess that’s up to John, but I wouldn’t mind; 3) Interesting idea — anyone else agree?; 4) No comment.

— SDH



Will PR Radials or Active Suspension work on a race car?

— Brian Mauger,
E. Amherst, NY

PR Radials will increase a race car's HC by 1. Active Suspension will not work (see p. 23, where it says race car suspensions "cannot be altered in any way.")

— SDH

1) Can one put an external weapons pod in the bed of a pickup?

2) Can one put a turbocharger and a supercharger in the same car?

3) Can one have more than one can of nitrous oxide in the same engine?

— Marty Martinsen,
member of S.C.A.B.

1) *Yes, but only if it fires to the back.*

2) *No, only the dragster is able to do that. The new turbo-supercharger (introduced in Uncle Albert's 2036 Catalog Update) will take care of the problem, though.*

3) *Yes, but only one can be used at a time.*

— SDH

1) Are bomb racks protected by bottom armor?

2) Under the speeding rules, what is the maximum speed of a T-cat powerplant? Still 150? Or would it be 170?

3) Can you speed with gas engines, helicopters, or oversized vehicles?

— John Walker,
Ann Arbor, MI

1) *No.*

2) *The T-cat has no maximum speed under the special speeding rules. The plant's likely to blow up from abuse before you get too fast, anyway.*

3) *Gas engines cannot be "pushed" beyond their maximum top speed the way electric plants can. The electric plants for trucks and helicopters can be pushed, using the same rules as for car engines.*

— SDH

1) Can helicopters use internal combustion engines?

2) Can gas tanks be put in either EWP or cargo areas?

3) Do weapons in EWPs apply to the 1/2 space limit for weapons firing to the same side? If so, is the space in the EWP added to that of the car for figuring whether or not the space rule has been violated?

— Reed Shupe,
Bloomington, MN

1) *Sure, but even the biggest IC engine only has enough power factors to lift the smaller choppers.*

2) *Definitely not in EWPs. The rule is that no "vehicular component" can be put in cargo space; while the gas tank falls under that rule, gas tanks in trunks and pickup beds are fairly common today. So as an unofficial variant, it's OK to do it, but if the cargo area is hit by gunfire, the gas tank is automatically hit first.*

3) *One of the great advantages of EWPs is that their weapons do not count against the 1/2 space limit for weapons — that limit only applies to weapons inside the vehicle.*

— SDH

1) Is layering armor (metal and plastic) allowed in your tournaments?

2) Can a winch be used to pull a wreck into a semi-trailer?

3) Do you realize that allowing metal component armor reopens the loophole closed in issue 4/1?

4) Can component armor go around a gas tank? (Especially metal!)

5) Are the numbers for metal accessories correct?

6) Are you ever going to release descriptions of the various arenas mentioned in ADQ? For

instance, an Arena-of-the-month type article. (If you are interested, I have some arena submissions to send in.)

7) Do long lists of questions annoy you?

— Ron Midthun,
Sauk City, WI

1) *Depends on the tournament. At most conventions, when the referee's sanity is definitely a factor, probably not. At the AADA World Championships, anything we've published (as "official") is fair game, including gas engines and metal armor!*

2) Yes.

3) *Metal component armor exists only because of an oversight on my part. When I put the design in, I was only thinking about good old ablative plastic armor. Most everybody who's brought it up, though, thinks metal component armor really destroys game balance. Therefore, a New Rule: Component armor can not be made of metal. This is official.*

4) Yes, but not metal (see answer #3).

5) *No. No. No. I'm sorry. You guessed right — they should be reversed to match the rest of the data. Metal armor accessories cost 2.5 times plastic, and weigh 5 times plastic. I'm really sorry. All the Dueltrack errata (including this tremendous goof) have been printed up on a sheet that is now included with the game. Most of these errata have been covered in past "Oops Page" entries. We will someday bundle all the errata together and print it in one place — maybe even here in ADQ . . .*

6) *Arenas are a good idea. We've even considered publishing an "Arena Book," filled with quarter-scale maps of arenas. Who out there would buy this wonderful product?*

7) *Only when I'm in a bad mood (like when I've answered 50 letters in a row . . .). But no matter the annoyance, if you include an SASE, every question will be answered — eventually. I then pick the best ones and run them in this column.*

— SDH

1) Can helicopters be put into van trailers? If so, how many spaces would they take up?

2) Can a helicopter land and/or take off from a flatbed or top of a van trailer?

3) Does a helicopter take damage if it lands on top of a mine counter? How much?

4) Can a pedestrian jump from a helicopter onto the top of a moving vehicle?

— Peter Reed, Tyne & Wear,
England

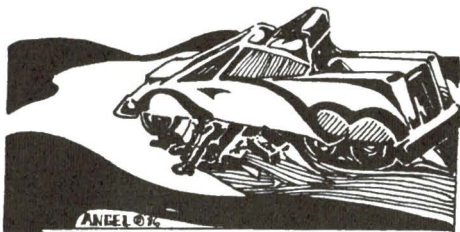
1) *No, the rotors would get in the way.*

2) *Off a flatbed, yes. I'm not sure the roof of a van trailer would be strong enough to take the weight.*

3) *Roll for the chance to set off the mines as if it were a car. Underbody armor would take half damage (it's higher off the ground than the bottom of a car), but the skids would take full damage.*

4) *Sounds like a "roll two dice and pray" situation if I ever saw one — since there should be a big minus to the roll, lots of praying is recommended.*

— SDH



1) Does a laser take miles off an internal combustion engine?

2) How would a mini-rocket take points off metal armor?

3) Would a laser take points off metal reflective armor if a "6" was rolled for damage?

4) Can a dragster have a ram plate?

5) How long does it take to start an IC engine?

6) In a 2-space EWP, could you have two 1-space weapons, one firing forwards and the other firing backwards?

Richard Feder,
Ft. Lee, NJ

1) *No, range is not affected.*

2) *Even though the mini-rocket only does 1-1 damage, if a 5 or 6 is rolled, a point of metal armor is lost.*

3) Yes.

4) I guess so, but it seems pretty silly — and I wouldn't allow it in my campaign.

5) Once you're in the vehicle, it takes 3 seconds to start the engine — after that, regular movement and weapons fire is allowed.

6) It seems so . . . unnatural. No rule against it, but I wouldn't allow it in my campaign.

— SDH

1) How much does it cost to repair radar-proof armor?

2) Can an MFR be put on a rocket EWP?

3) Can the coaxial counter-rotating blade system be used on grasshoppers?

4) How many DP does the flame cloud ejector have?

5) Can rocket EWPs carry more than one rocket?

6) Can both braking systems (antilock and heavy-duty) be used on one vehicle?

7) Can you get an infrared targeting laser?

— Jeff Roberts and Brandon Volbright,
Fargo, ND

1) Twice the usual repair cost.

2, 3) No.

4) 2 DP. This was left out of the description in *Uncle Albert's 2036 Catalog Update* — sorry.

5) If there's enough space.

6, 7) Yes.

— SDH

In the second *Uncle Albert's*, there is an item called the Heavy-Duty Transmission, and in the explanation it says, "The maximum load is doubled . . ." Then, in the *Car Wars* rules, a maximum load is given for each type of vehicle is given. Does this mean the transmission doubles this maximum load?

— Brad Epstein,
address unknown

I think it's pretty clear in the description, but this is not the first letter asking this question, so I'll try to be better understood. The Heavy-Duty transmission doubles the weight a particular power plant can pull — it does not affect the chassis of the vehicle in any way. Let's say a simple luxury has a Large

power plant — which has 2,000 power factors. With chassis modifications, a luxury can carry 6,600 pounds; but the power plant can only pull 6,000 lbs. because of its power factor limitation. Now, add a heavy-duty transmission. The luxury chassis can still bear only 6,600 lbs., and the range and acceleration calculations are also unchanged. The one thing that is changed is the amount of weight the plant can pull — it is doubled to 12,000 lbs.! What good is that if the chassis of the car itself can still carry only 6,600 lbs.? Add a trailer! I hope this clears everything up . . .

— SDH

1) Can a gunner and driver use the same weapon if they fire it in different turns?

2) If a vehicle was moving at 5 mph and dropped some mines, and somebody ran over them right away, the explosion would hurt the firing vehicle's tires, too, right?

3) This car rammed my friend, bounced off, went out of control, rolled, hit a wall, and was destroyed. My friend made his control roll and kept going. Does he get a kill for that?

4) Are you coming out with miniature metal cars that we can paint and collect?

5) We can't decide on a president for our club. Do we have to? We don't want to battle it out.

— Tim Basham,
Taylor, MI

1) You bet.

2) Right. All tires within an inch of any edge of the mine counter would be affected.

3) Yes. A cheap kill, but a kill nonetheless.

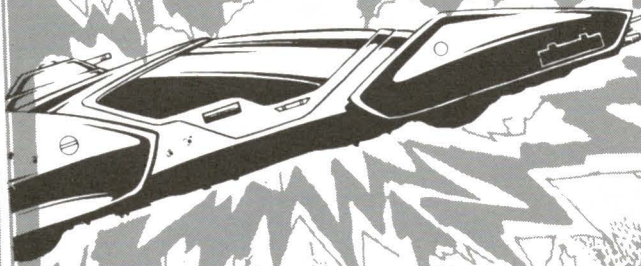
4) In the past, *Car Wars* miniatures were made by Grenadier (and before that, we made them ourselves, but we're talking really ancient history now). Careful scouring of game conventions, obscure hobby shops and collectors may turn up a few yet. As for new miniatures, we're talking to some companies about a new line, but nothing's official yet . . .

5) The presidency of an AADA chapter is as big a deal as you want it to be. We insist there be one so that we have an address to send mail to, and that new duellists in the area will know who to contact. If you can't come up with any other methods, I suggest you roll dice.

— SDH

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Rambler

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That's the impression most road-jockeys have.

Not so with the new Fnord Rambler, a working man's truck built with the firepower to handle most any situation. Rockets for explosive punch, and a front-mounted Vulcan with superb targeting electronics that lets you reach out and burst some rubber! And when there's no load, twist Rambler's tail and watch her jump! Pull that load with confidence — you have the Rambler.

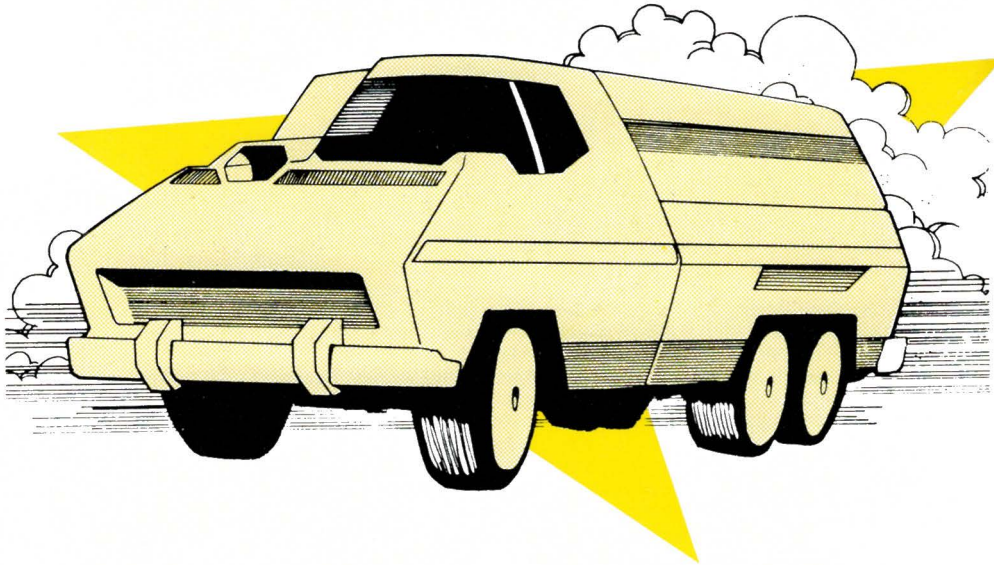
Because the Rambler is intended to haul cargo, it is not equipped with mines or other dropped weapons. Fnord strongly suggest using trailers equipped with such systems.

Rambler — Pickup, X-hvy chassis, Hvy suspension, Thundercat power plant, 6 solid tires, driver only, smokescreen with extra magazine back, VMG front, 3 HRs (one each L, R, and F), quick-release standard hitch, camper shell, Hi-res computer. Armor: F30, B25, T10, U10, R25, L25, 6 10-point Armored Wheel Hubs. Accel. 10, HC 2, Max. speed 120, 7,800 lbs., \$32,450.

Rambler Burning Midnight — as above, but upgrade armor to fireproof. \$37,100.

Rambler Unlimited — Remove hitch, HRs, VMG, and two points of armor. Add gauss gun in universal turret, radar, upgrade remaining armor to Laser-reflective/Fireproof. 7,798 lbs., \$50,225.

Note — The Rambler is capable of 10 mph acceleration while hauling a trailer of up to 5,600 lbs., and 5 mph acceleration while hauling a trailer of up to 12,300 lbs. If the trailer to be hauled weighs more than 6,000 lbs., however, the hitch will have to be upgraded and some armor removed to keep the vehicle under weight. The Unlimited option, of course, was never intended to pull a trailer.



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