

The **CAR WARS** Magazine

Spring 2037

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Autoduel[®] Quarterly

THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION

SPECIAL VARIANTS ISSUE

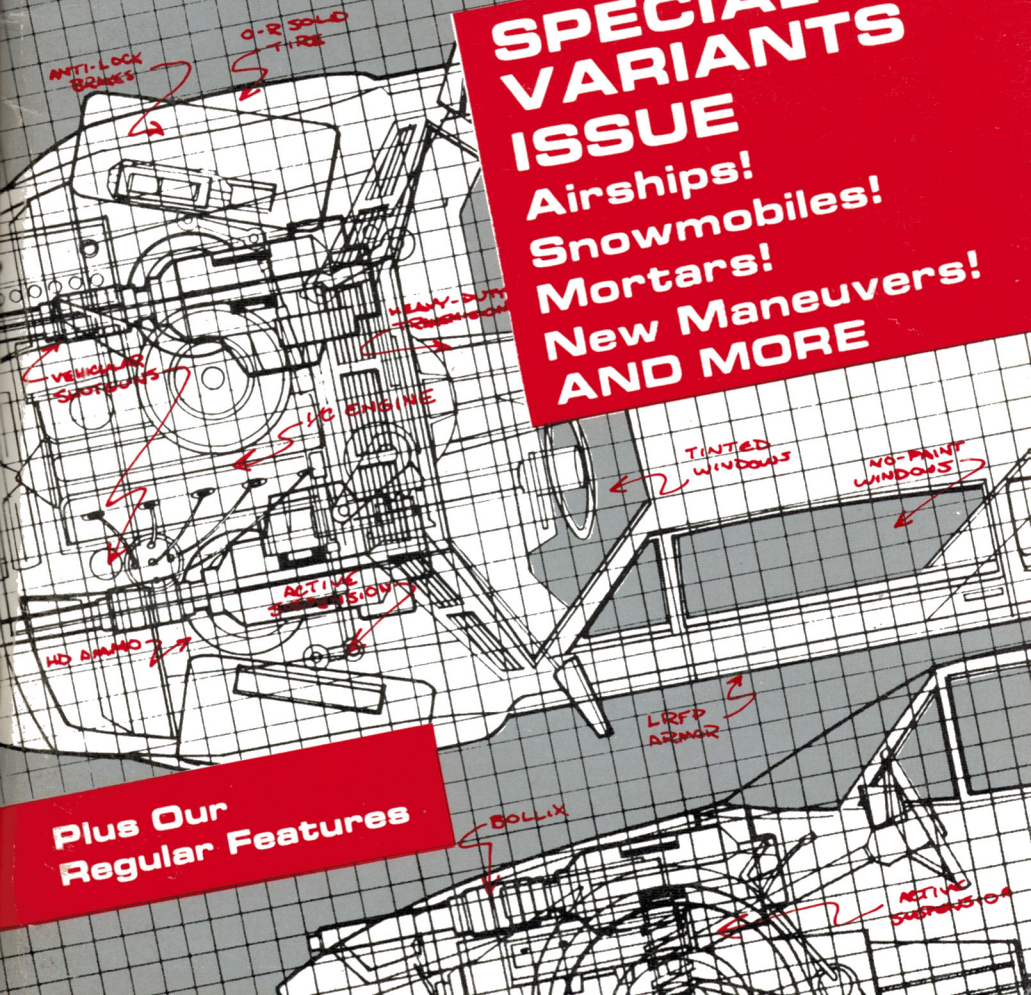
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Autoduel Quarterly



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CONTENTS

Excerpts from the North American Road Atlas and Survival Guide, 3rd Edition: PEORIA, ILLINOIS/ <i>Peoria Piledrivers</i>	6
Overheard at the Combat Showcase/ <i>David Ladyman</i>	10
SPECIAL VARIANT SECTION	
Balloons and Airships in <i>Car Wars</i> / <i>Greg Porter and Roger P. G. Burton West</i>	12
New Division Classification Draws Fire/ <i>Allen Varney</i>	17
Snowmobiles/ <i>Brian Simon</i>	18
New Vehicle Types/ <i>Various Authors</i>	22
Advanced Maneuvering System/ <i>Fabian Stretton</i>	24
Weapon Durability and Maintenance/ <i>Scott Martin Smith</i>	27
Mortars for <i>Car Wars</i> / <i>Michael L. A. Anderson</i>	28
Uncle Shmalbert's Auto Shop and Gunnery Shop 2037 Catalog/ <i>Steve Peters</i>	29
<i>Car Wars</i> Idea Sources/ <i>Lou Hinshaw</i>	35
The Truth About Turrets/ <i>Scott Haring</i>	38
Origins Awards Eligible Products List and Ballot	40, 41, IBM

DEPARTMENTS

The Driver's Seat/ <i>Scott Haring</i>	2
Newswatch/50 Years Ago Today/ <i>Peoria Piledrivers</i>	3
AADA Classified	36
AADA News	42
Backfire / Letters	45
ADQ&A / Questions and Answers	47

ADVERTISERS

AADA	inside front mailer
Adventures By Mail	21
Conquistador Motors	39
MacMillan Motors	back cover
Origin Systems, Inc.	inside back cover
Origins 87	37
Steve Jackson Games	inside front cover, 11, 21, 39
TSR	9
Uncle Albert's Auto Stop and Gunnery Shop	4, 5

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the Driver's Seat

Howdy, and a happy 2037 to all of you. First off, I want to apologize for this issue being late — even though I'm writing this in early March, I know already the magazine will be late. Anyway, we're going to try to atone by putting out the Summer 2037 issue a little early.

The plan (believe it or not, we *do* have a plan) is for each issue to be shipped out from our warehouse on the first day of the season on the cover. So the Spring 2037 issue should have gone out March 20, the Summer issue goes out around June 20, and so on. Given additional delays for shipping and mailing, the issue should be available to the general public about 2 weeks after that.

Our plan is to produce issue 5/2 a little early, so it goes out around June 1. This is to make sure that everybody gets a copy before Origins, and has time to prepare for the AADA World Championship Tournament. To participate as an At-Large combatant, you must be an AADA member — which means subscribing to *Autoduel Quarterly*. A mailed, subscriber issue of *ADQ* 5/2 with your name on the mailing label will be the proof of membership required to participate in the At-Large Qualifier. So subscribe (or re-subscribe) today.

For more information on Origins 87, contact them at Origins 87, Box 15405, Baltimore, MD 21220. The pre-registration books should be out by now.

Speaking of Origins ...



Soapbox Time

I remember giving this speech this time last year, but I'll repeat the highlights for anyone tuning in late. The noise and complaining about the validity of the Origins awards reached an all-time high at a meeting following last year's awards presentation. There was talk of major reform, but as we enter the 1987 awards, we've got the same old system. But I'm not so sure that's a bad thing, because some new system is not the key to making the awards work. The key to making the awards work is greater participation by the general gaming public — which is youse guys.

Elsewhere in this issue is an official awards nominations ballot, accompanied by a list of eligible products (to help refresh your memory). Send it in! The more nominations the committee receives, the less likely the nominations can be influenced by a small group — and the better the nominations are.

But don't stop there. Consider becoming a member of the Academy, and actually voting on the awards themselves! It's cheap, and is open to "active, accomplished hobbyists, both professional and amateur." Many of you would be surprised to find out that you qualify. Complete details are on the ballot.

More Oops

There is a discrepancy in the descriptions of the Oil Gun in *Deluxe Car Wars*, *Uncle Albert's 2035 Catalog* and *ADQ* 2/3. In *DCW* and *ADQ*, the to hit penalty for targeting a vehicle is -2; while in *Uncle Albert's*, the penalty is listed as -4. The -2 figure is correct. Also, in *ADQ* 2/3, there is mention of no range bonuses or penalties when shooting at the ground. This rule was taken out in the later two publications, and correctly so. Standard range rules apply to this weapon.

And, as hundreds of you have taken the time to point out, the Peregrine helicopter design on pg. 31 of *ADQ* 4/4 was wrong. All of you noticed that the design featured both a bomb rack and a turret under, which is illegal. Extra bonus points to those of you who noticed that the turret was a 2-spacer, which is illegal on one-man helicopters. I don't have a quick fix for it. Tell you what — if you'll forgive me my terrible blunder, I'll forgive you the rash of rude letters I got about it. OK?

That's it for now. Keep On Duellin'!

— Scott D. Haring



NEWSWATCH

Development of Edible Algae

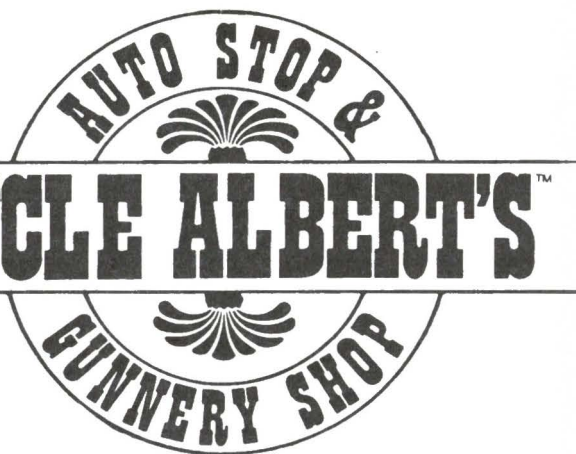
- 2012: Grain blight breaks out in Nebraska, begins to spread rapidly.
- 2013: Congress puts massive resources into the hands of Universities and the Department of Agriculture to pursue three simultaneous goals: 1) Find a cure for the blight. 2) Find grain hybrids resistant to the blight. 3) Find an alternate source of food.
- 2015: University of Washington develops simple recombinant techniques for mutating *Chlorella* algae in (fairly) predictable ways.
- 2016: USDA Northern Regional Research and Development Division in Peoria, Illinois develops *Chlorella peoria*TM. This algae reproduces quickly, is simple to grow, can be easily textured and flavored to resemble other foods, and is a complete and balanced diet in and of itself. Announcement of this bulk food manufacturing process is misinterpreted by Chicago citizens, triggering the first Great Food Riot. The Chicago Stampede overruns Peoria.
- 2017: Peoria area combatants largely eliminate each other. A cautious local government emerges from the rubble and quietly lets it be known that *Chlorella peoria*TM was saved. "Starter kits," everything a hungry city needs to start growing its own green goo, are offered for sale.
- 2018: Algae farming makes up lost food production in most areas. Peoria uses its astounding wealth (sales of "starter kits" were brisk) to create a staunch system of defenses independent of Autoduellists.
- 2020: Peoria looks for other areas in which to invest its money. Shrewd financial work increases Peoria's already considerable wealth to the point where taxes are lowered substantially.
- 2026: Rebuilding of Peoria Speedway complete.
- 2033: Peoria Piledrivers become first autoduellung team to challenge sponsored teams from other cities, and attempt to form a league.
- Today: Negotiations continue with two of the three major outlaw gangs living in the rubble of Old Peoria; rumors persist of a planned major offensive to wipe out the E.P.s, the third (and most hated) gang.

50 Years Ago Today

Next: Iron Men and Plastic Ships

"Following three years of research and development, a new turret constructed of reinforced plastic material is ready for testing on the *Bradley* infantry fighting vehicle. The FMC Corporation of Santa Clara, California, developed the composite-material turret to replace the current aluminum one. Field and gun-firing tests are scheduled for vehicles with new turrets, while other research is in progress to determine if further weight or cost savings are possible using composite-material technology. On the *Bradley*, the composite turret structure replaces nine separate aluminum plates, making the turret easier and less expensive to produce. Composite structures also do not corrode or stress crack and are easier to maintain."

Military Review, November 1986

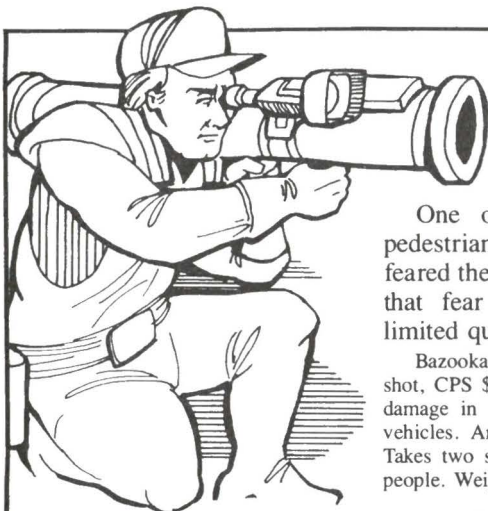


UNCLE ALBERT'S™

Stinger

Next time you hear a helicopter, your first instinct won't be to run for cover — not when you've got Uncle Albert's new Stinger(TM) brand surface-to-air missile! Uncannily accurate, and it packs a devastating punch that'll bring those high flyers down to earth, and fast! Warning: Tests have shown the Stinger to be significantly less accurate when fired against ground-based targets. As with all items, Uncle Albert's recommends you read the instructions carefully.

Stinger — To hit 7 (vs. air targets) or 11 (vs. land targets), 5 grenade-equivalents, \$1000, one-shot weapon, 3 dice damage, 1 die damage in 2" burst-effect radius. Weighs 30 lbs. and takes up one space as cargo.

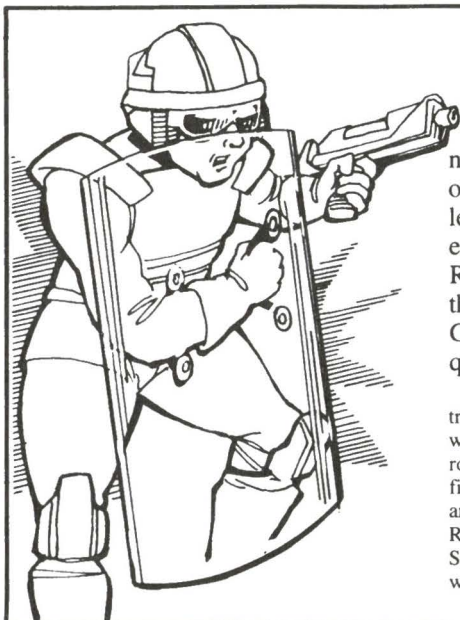


Bazooka

One of the most powerful weapons a pedestrian can pack. A century ago, tanks feared the infantryman with a bazooka — strike that fear in opponents again! Available in limited quantities, so order now!

Bazooka — To hit 9, 4 grenade equivalents, \$1500, 1 shot, CPS \$50, loaded cost \$1550, 2 dice damage, 1 die damage in 1" burst-effect radius. Does full damage to vehicles. Ammo is \$50, 1 grenade-equivalent per shell. Takes two seconds to reload alone, one second for two people. Weighs 25 lbs. and takes up one space as cargo.

Riot Shield



In many on-foot combat situations, it's not the opponent you can see, but the ones you can't that are the biggest problem. Now, Uncle Albert can give you effective protection from both with the Riot Shield. Distributed worldwide through an exclusive agreement with Canada's Maxxon Corporation, this high-quality item is a true lifesaver!

Riot Shield — \$750, 3 grenade equivalents. This transparent shield has 7 DP and acts like a wheelguard: When the pedestrian carrying it is hit, roll one die; on a 1-4, the shield takes the damage first (with any leftover still hitting the pedestrian), and on a 5-6, the pedestrian takes full damage. The Riot Shield will only protect a 180-degree arc. A Riot Shield will not protect someone inside a vehicle, nor will it protect a motorcycle driver or passenger.

Windjammer

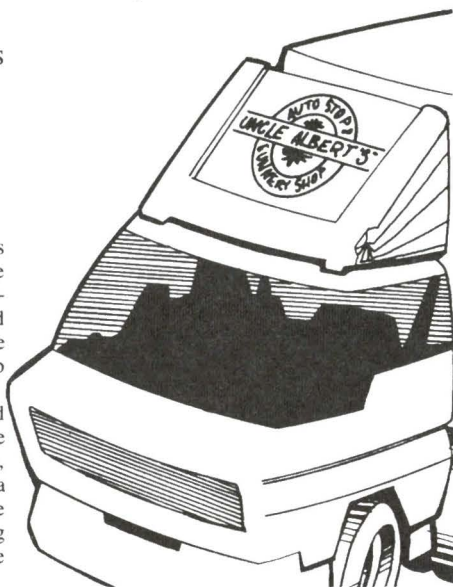
Save! Save! Save! Yes, you too can save on the high cost of running a big rig! All you have to do to save 10%, 15%, maybe even 20% on powerplant charges is to equip your truck with the new Windjammer!

Windjammer — \$500, 70 lbs., no space. This item is an airfoil that fits on the front part of the roof of the cab, directing airflow up and over the trailer. This improves the mileage of a tractor-trailer combination as follows:

SPEED	POWER UNITS/10 MILES
40	7
55	8
60	10
70	12
80	14
90	16
100	18

The Windjammer can be armored — armor costs \$18 and weighs 9 lbs. per point. 20 points armor is the maximum, and the armor can be made fireproof, laser-reflective, or both, at the usual penalties to cost and weight, and the armor type must match the rest of the vehicle. The Windjammer takes damage before the top armor in attacks from above on the tractor.

You can still mount a turret on a tractor equipped with a Windjammer, but the turret is restricted to the left and right arc of fire (it already can't fire to the back, because of the trailer). For \$200, 30 lbs., and 1 space, a device can be installed that will raise and lower the Windjammer from inside the cab. Doing this is a firing action, and it takes one turn for the mechanism to raise or lower the item.



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

by the
Peoria Piledrivers

(Found in pre-blight pamphlet entitled "Northern Utilization Research and Development Division," published by the U.S. Department of Agriculture in May of 1970.)

Peoria, 160 miles south of Chicago and 170 miles from St. Louis, with a metropolitan population of 300,000, is located on the bluffs of the Illinois River. It is believed to be the oldest settlement in Illinois. Peoria was selected out of 80 cities by the U.S. Department of Agriculture for the site of the Northern Regional Research Laboratory. It is the home of Bradley University, the Peoria Symphony orchestra, and a new arts and science center available to many civic and professional organizations.

History

Prior to the food riots, Peoria had been all things to all people. It was a natural agricultural trade community as it was located in the heart of Illinois corn and soybean country, as well as being on the Illinois River. Peoria was also an industrial center, containing the home and world headquarters of the Caterpillar Tractor Company. Despite its wholesome, small-town image, Peoria had its darker side — it had become a hotbed of illegal activities in the Roaring Twenties, when Chicago gang lords used the city as a place to cool off whenever Chicago got a little too warm.

The mere presence of Chicago seemed to emphasize the divided nature of Peoria. Peoria was an industrial city that needed to unite with its agricultural neighbors in order to avoid confiscatory taxation from the political machine in the north. In the eternal battle be-

tween Chicago and downstate, Peoria was caught in the middle.

When the blight struck, tensions increased. City dwellers felt betrayed by the farmers' inability to feed them, and the farmers felt that the blight was somehow a product of big city science and high living. Thus it was singularly appropriate that the Peoria Ag Lab would do for edible algae what it had done for penicillin — create a process that made it commercially feasible to produce large quantities of the stuff. It does seem a pity that the official announcement of the process started the first of the Great Food Riots, the Chicago Stampede.

The most savage fighting was around food distribution and storage facilities. Many refrigerated warehouses were disabled or destroyed by looters. Grain elevators were likewise hit. Predictably, more food was trampled than eaten. Tear gas contaminated much of the food not destroyed or stolen.

As the remaining food was distributed on the basis of political patronage, the rioting worsened. Millions left Chicago, most fleeing to the south and eating anything/everything in their path.

It is impossible to say how many of the rioters actually had Peoria as their goal, but of the 2-3 million who fled Chicago, at least 1 million made it to Peoria. This included some 200,000 oddly (but heavily) armed people who had been a part of the assault on the Rock Island Arsenal.

Very little of Peoria survived.

The rioters were met by a hastily organized coalition of National Guardsmen, Army Reservists, and State Police; an even more hastily organized coalition of local police, street gangs, and area hunters calling themselves the Peoria Urban Defense Squad (PUDS for short); and a surprisingly large and heavily armed group under the personal command of the mayor. It was called the Mobile Ordinance Brigade. Area farmers fought a guerrilla action on the rioters flanks and rear.

The defenders tried to protect important city facilities such as electrical substations, the water purification plant, industrial centers, the Ag Lab, and Big Al's Speakeasy. Unfortunately, the rioters followed the path of greatest resistance. They overwhelmed anything that was defended, assuming that the only thing worth defending was food. The vastly outnumbered defenders put up their best fight at the Ag Lab. Naturally this was where the rioters made their most determined human wave assaults. The destruction of the Ag Lab stopped further research, but a single brave scientist was able to save the discovery. Taking a culture of *Chlorella peoria*TM, along with plans and schematics of the crucial growth vat equipment, he escaped the fighting to Spring Bay (#3 on the map), a Peoria suburb just over the Illinois River. Thus it was in the suburb called Spring Bay that the green goo that would save mankind grew.

An area which had held over 300,000 people, and had been invaded by millions, had been reduced to under 50,000. The population of the city itself had been cleaved from just over 150,000 to a little under 15,000. Peoria city government set up shop in Spring Bay and Mossville (#2 on the map). Most of the remaining inhabitants were remnants of the rioters who settled down into three major locations: Bradley University (#4), the downtown Peoria Civic Center, (#5), and the East Peoria Caterpillar Tractor Industrial Plant (#6). Few buildings in the rest of the city remained standing, but the desperate and the insane continue to live in and off of the rubble. Unwary passersby were the primary source of income (and entertainment) for these people.

Once things had largely settled down, the local government began quietly auctioning off *Chlorella peoria*TM "starter kits." The resultant influx of wealth and favors financed the toughening of Peoria's defensive systems, as well as the eventual rebuilding of the Peoria Speedway.

Peoria Today

The devastation of their city left Peorians more than a little leery of the outside world. Furthermore, Peoria's almost instant wealth allowed it to be independent of a reliance upon autoduellists for the defense of the city. The townspeople feel so strongly about weapons in town that only PUDS and members of the Mobile Ordinance Brigade are allowed to

carry more than light arms. The only exceptions to this policy are the few businesses who have a legitimate need for extra defense on their vehicles. This need is determined by the Mayor's office and the PUDS council.

While local forces do not patrol outside of Spring Bay and Mossville, they will make raids on suspected sources of trouble. They do not hesitate to fire on any unknown person or vehicle not given clearance by CB to approach the city.

Newcomers who can pay their own way are welcomed. A common method for getting started in town is by autoduelling. While originally cool to the idea, Peorians have become strong supporters of autoduelling . . . as long as it stays in the arena.

The area around Peoria is not completely pacified, as three gangs (descendants of rioters) hold sway over the ruined part of the city. Two of the gang settled in the Civic Center and at Bradley University, and cause the city relatively few problems. It is widely suspected that current Mayor Aldo "Don" Giacobazzi Jr. developed his own "Food for Peace" program, and is trying to incorporate these groups into outside arms of the Mobile Ordinance Brigade. The East Peoria gang (known as the "E.P.s." or "Eeps") is rather independent, and will attack most anything that looks edible — including people. They control the only other intact bridge in the area, the Franklin Street draw-bridge running into the former downtown area.

Autoduelling in Peoria

While not the first to be completed in the midwest, the rebuilt Peoria Speedway (#1 on the map) is one of the best equipped autoduel arenas in the country. The arena itself has complete broadcast facilities, all protected by heavily-armored walls. It also has a variety of movable steel or concrete walls and bunkers, allowing unparalleled arena versatility.

Most duellists and arena staff are transported between the Speedway and Mossville by an underground mini-subway, built in the viaduct under the old Interstate-474 northern bypass. Other duellists choose to live outside the protection of Peoria. While they are allowed to drive their autoduelling vehicles to and from the arena, many choose to park their "highway" vehicles in a special parking area when visiting the arena for a competition. This allows them to keep their somewhat more visibly customized vehicles at the arena. Chrome makes too good a target on the road.

Peoria is also the home of the first city backed autoduelling team, the Peoria Piledrivers. Unlike other autoduelling groups, the Piledrivers receive a salary and have their vehicles provided to them by team sponsors. Competition for entry into the team is quite stiff.

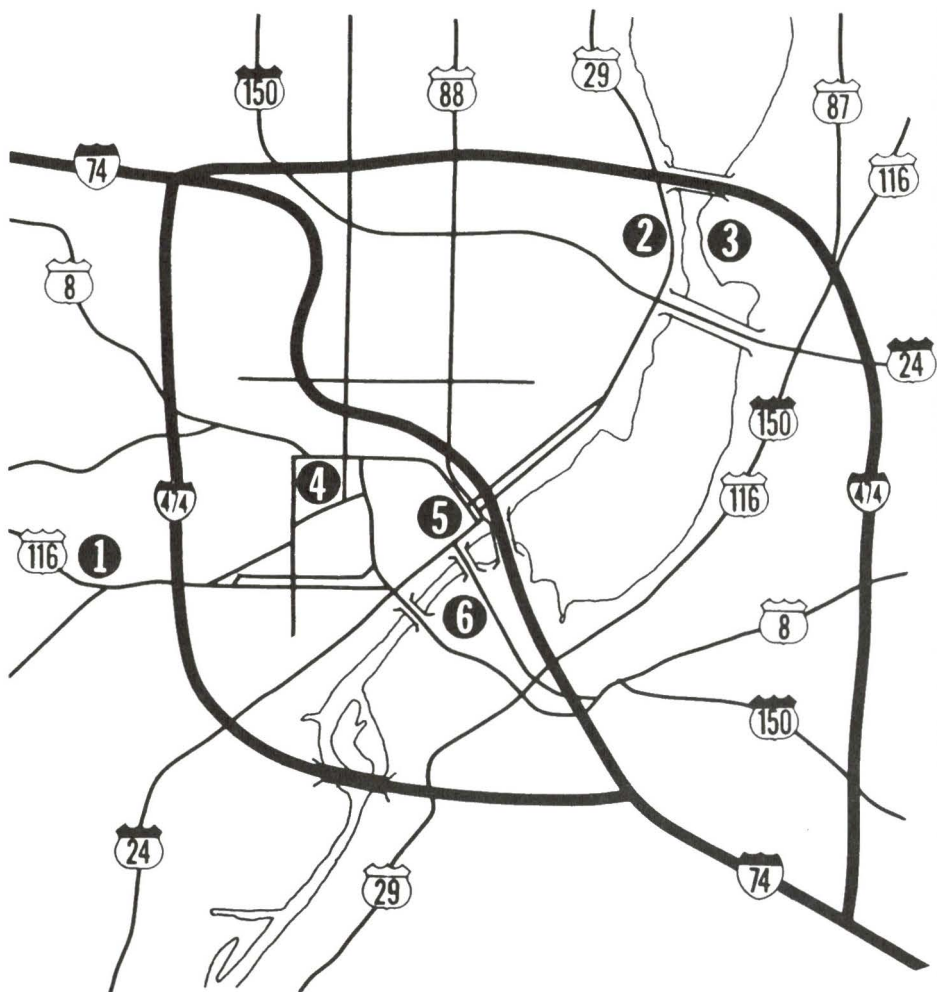
Facilities

Within the walled areas of Spring Bay and Mossville are complete facilities for body, soul, and automobile. These include garages, sporting goods stores, churches, a Gold Cross registered medical facility, a joint network/hospital heli-

pad, boating facilities, a Greyhound terminal, apartments, and several places a fellow can go to have a good time. Some repair facilities, mostly controlled by the larger gangs, are available outside of the city. There is also an active black market in food and weapons.

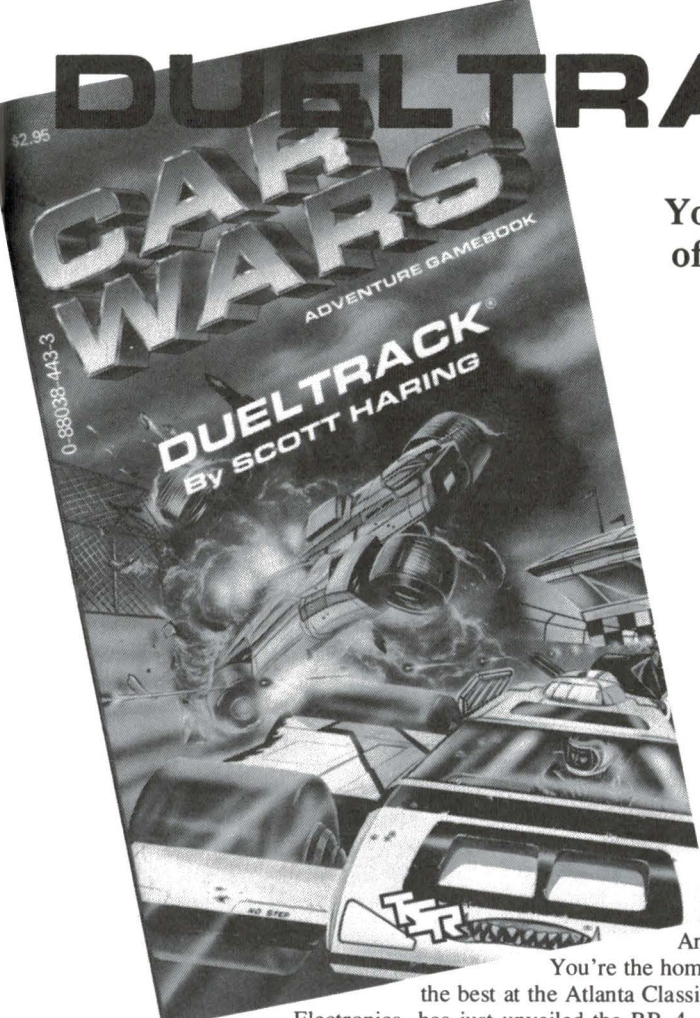
Across from the Speedway is The Big K's Junque Yard. The Big K is a retired combat wrestler who buys trashed vehicles from individual duellists. He also purchases some of the worst wrecks from the arena. A complete part pulling service is provided. All in all, the Big K is the area's leading dealer in reclaimed marketables.

Peoria, Ill.



DUELTRACK[®]

You're in the eye
of the storm . . .



And loving every minute of it. You're the hometown hero, back to challenge the best at the Atlanta Classic. And your sponsor, Simpson Electronics, has just unveiled the RB-4, a robot mechanic/gunner that promises to revolutionize autoduelling!

But somebody doesn't want the revolution to go on, and is willing to go to great lengths to stop it. But who? The business rival? The AADA splinter group? The gambling syndicate? There are plenty of suspects, but not much time . . .

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 *Dueltrack* and other *Car Wars* adventure gamebooks at a store near you.



Overheard at the Combat Showcase

by David Ladyman

By any standard, the 2037 New Car Exposition at the National Fair of Texas was a tremendous success. A record number of exhibitors and displays resulted in a record crowd, breaking the 2036 attendance mark by nearly 50,000.

It would be difficult to describe all the features of the Combat Showcase. Rather than repeat all the technical details (which are covered excellently in the commemorative *Combat Showcase* program guide, available at autoduellng outlets everywhere), here are some of the sights and sounds of the show:

"Have you seen that Vanguard pulling the Majestic out on the track? It's nothing but a rolling cloud of paint and fire! Really silly-looking, but sure hard to hit." . . . "If you've got an extra space or two, component armor is much better than the outside armor it replaces. Plate yourself first, then your plant." . . . Best new vehicle name: Vlad the Impala.

"Laser-guided variable-fire rocket pods are vicious at any speed" . . . "You sure your Gold Cross is paid up, bud?" . . . "You can't skip top armor anymore with flame clouds around!" . . . "Hear how many Nightsticks the University of Tulsa ordered?"

Heavy duty trans is a smart buy when acceleration isn't important — HD with a small plant is 100 lbs. lighter than a large plant, pulls almost as much, and usually costs less; HD with a medium plant is 100 lbs. lighter than a super, pulls more, and costs less, too. HD with a super can pull a 4-ton trailer!"

"That Icepick and Double Boiler are sure a relief from all the rockets!" . . . "Come to think of it, I've never hit a compact doin' 80 in a head-on collision with my bumper-triggered heavy rockets, either!" . . . "If you've got \$1000, make sure your targeting laser is infra-

red" . . . Best new vehicle line: Atlantic's Man-of-War series.

"Those guys from River City sure did a bang-up job on getting the show together this year!" "I heard Jim Gould did all the work!"

"Speed saves, with a spoiler, dam, and heavy duty shocks" . . . "You think they'll allow the Pillbox on the Dixie Duel Circuit?" . . . "If the other dude has metal, the best thing to do is ram it!" . . . "That Montgomery isn't so tough — I almost got him yesterday, and I was hardly tryin'!" "Almost, huh? And what makes you think *he* was trying?"

"Whatta you think about those laser-reactive Smoking Jennies on Buchanan's Lone Star Limo? 60 feet of smoke right up the laser beam'll sure screw up any laser-guided rockets, even the infrared ones!"

Hey! Check out the twin linked heavy duty bumper triggers over there!" "Watch it, son, that's my wife you're drooling on!"


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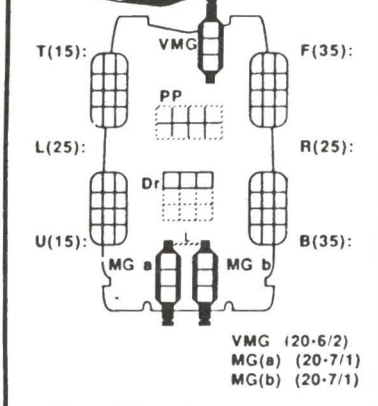
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Congratulations are in order to all who helped make the Combat Showcase the resounding success it was. Well done!

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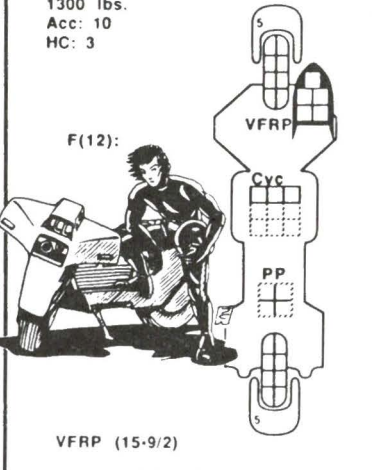


T(15):
 L(25):
 U(15):
 VMG
 PP
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 MG a
 MG b
 F(35):
 R(25):
 B(35):

VMG (20-6/2)
 MG(a) (20-7/1)
 MG(b) (20-7/1)

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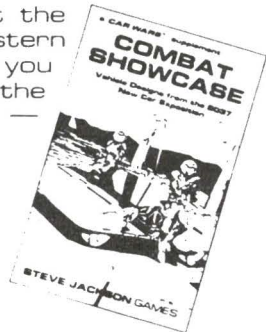
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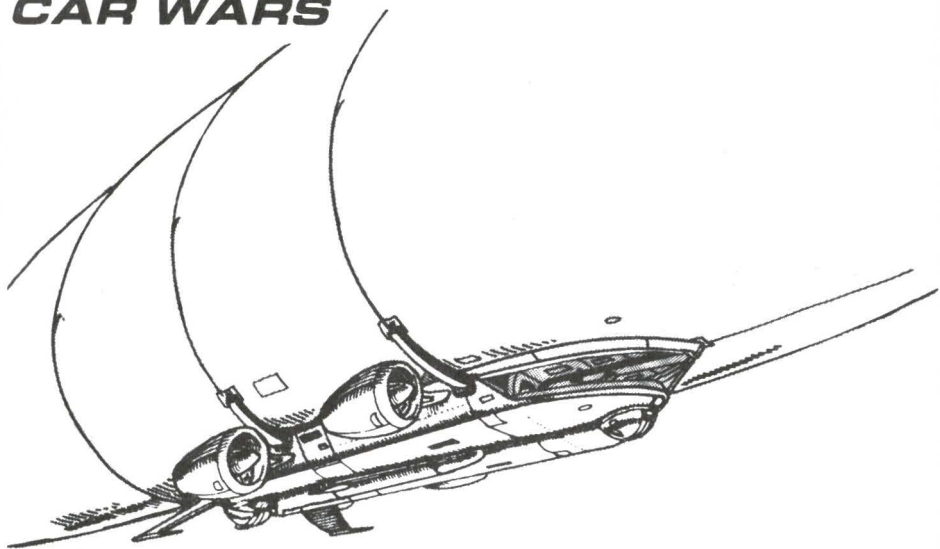
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Lighter Than Air

Balloons and Airships in *CAR WARS*



by **Greg Porter and
Roger P.G. Burton West**

Editor's Note: This is a variant only and not official.

Airships have been mentioned many times in *Car Wars*, but players have never had an opportunity to get one in their sights — until now. Players may even get an opportunity to fly one, but airships are quite expensive, and balloons have a number of other drawbacks.

The difference between balloons and airships is significant. A balloon is a large bag of heated air, with a small platform or box suspended below. It has no maneuverability, and a very limited weight capacity. Airships, on the other hand, are very large, capable of carrying quite a bit of weight, and self-propelled.

Balloons

Just what is it about balloons that is catching on these days? They are big, easy to hit, and slow, even if they are going in the right direction — which is not always the case. And armoring a balloon is sort of impractical.

A few years back, however, someone out in the desert decided they needed a long-range

observation platform for their isolated town. Getting ambushed is no fun, and having an extra minute or two to get ready can make a big difference. So the town bought an old balloon, outfitted it with TV cameras and a radar set, and tethered it to a power cable so it would stay up indefinitely. Some were skeptical, but the next time a cycle gang came calling, the balloon provided the early warning needed to beat back the attack. The balloon got shot down, of course — you can't miss something that big. But when a balloon crashes, it crashes slowly, without burning, and bullet holes are easy to repair.

Today's balloons are much more advanced than those of yesteryear. The air bag is divided into separate cells, greatly increasing the damage it can absorb. The balloons are now made of a metallized plastic, which is lighter and tougher. And armored cables have reduced the chance of a lucky hit sending the whole thing off into oblivion.

Of course, balloons can also carry weapons. Since few duellists expressed interest in sitting in a large, stationary target, the balloons were equipped with targeting computers, and the

weapons were controlled from the ground by fiber-optic cable. The gunners could fight from the relative safety of an armored bunker, looking out over vast expanses of paper-thin top armor. Needless to say, this tactic came as a big surprise to the first few folks to run into it. Since then, balloons have continued to grow in popularity, and a number of commercial firms have started providing balloons and balloon kits to the general public.

The Balloon

Each balloon is made out of “cells,” a group of interconnected hot air sacs equipped with a high-efficiency electric heater to provide continuing lift. Each cell costs \$200 and weighs 25 lbs., and will lift 125 lbs. when fully heated (for an effective lifting power of 100 lbs. per cell). Any number of cells may be added together to make a balloon, but the practical limit is 15. Each cell has 5 DP, and it is not possible to armor them. A cell retains its full lifting capacity until it is completely destroyed.

A balloon of up to 4 cells is represented by a counter 1” per side. A balloon of 5 to 9 cells uses a counter 2” per side, and larger balloons use a counter 3” per side.

Non-burst-effect weapons only do 1 point (round down) per die of damage to balloons; for example, an MG would do 1 point, and a laser would do 3. An SMG would do 1 point also, but rifles and pistols would have no effect. Burst-effect weapons do full damage, as do flamethrowers.

The Gondola

The gondola is a small armored box about the size of a phone booth, suspended from the cluster of cells that make up the balloon. The regular gondola costs \$250, weighs 100 lbs., has 3 spaces, and has an armor cost of \$10/4 lbs. per point. The large gondola costs \$400, weighs 200 lbs., has 5 spaces, and has an armor cost of \$15/6 lbs. per point. The regular gondola can mount a 1-space turret, and the large gondola can mount a 2-space turret. A gondola is represented by a ½” square counter, centered directly under the balloon.

The Tether

The tether not only holds the balloon in place, but it also carries power to the electric heaters and fiber-optic cables for the weapons and surveillance systems. The tether has 12 DP, but damage is not cumulative — the cable

must be severed clean in one shot. This is because two gunshots are not likely to hit at the same place. If someone with an axe were at the base of the tether and working on the same spot, of course, the damage would be cumulative. Tether costs \$100 and weighs 15 lbs. for every 15 feet (1” game scale) of length. A simple electric winch for raising and lowering the balloon costs \$200, and is ground mounted.

Combat

When firing at a balloon, the attacker must specify whether he is targeting the balloon or the gondola beneath. The targeting modifiers are as follows:

- 1-cell balloon: +1
- 2- to 4-cell balloon: +2
- 5- to 9-cell balloon: +3
- 10-cell balloon or larger: +4
- Gondola: -1
- Tether: -8

Remember that when tethered, the balloon and gondola are stationary. The tether, swaying in the breeze, is not.

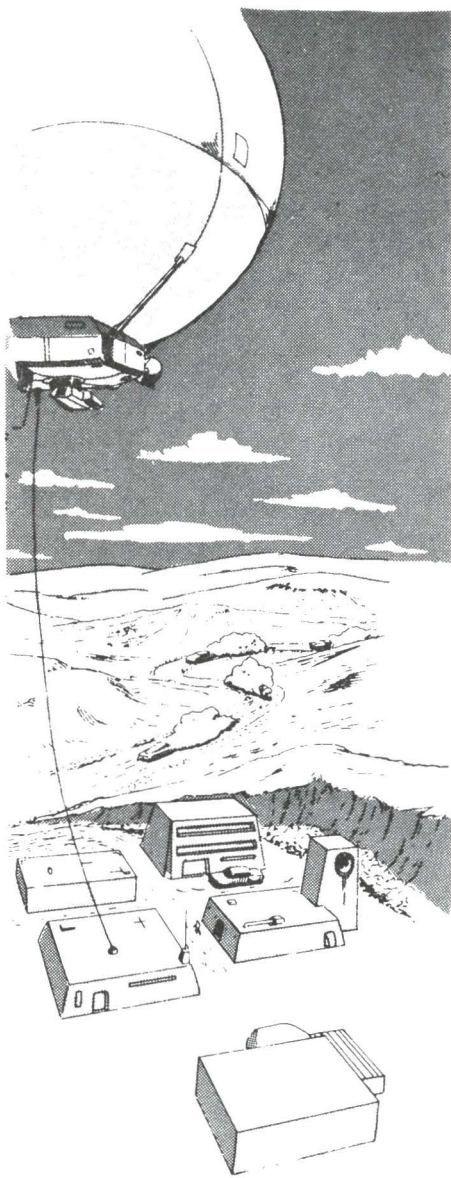
The rules for lines of sight and arcs of fire are the same as for helicopter combat. When determining altitude, the gondola is 1” lower than the balloon, and the balloon itself is as tall as it is wide.

If the lift capacity of the balloon ever falls below the weight of the payload, the balloon will begin falling. The rate of descent is 5 mph for every 100 pounds of lift (round up) the balloon is short. If a balloon was 75 lbs. short, it would drop at 5 mph; if it was 250 lbs. short, it would drop at 15 mph. (Note that once a balloon begins falling, it is no longer a stationary target.) As the balloon descends, some amount of its tether will lay on the ground — this is weight that the balloon no longer has to support, so a balloon that loses just 1 cell may only descend a few inches and then regain equilibrium. When a balloon hits the ground, assess crash damage normally.

Damaged cells cannot be repaired, but must be replaced for any DP to be regained. Repairs on the gondola and its payload follow standard rules. The tether may be spliced if severed, which is a Hard job for a mechanic.

Free Flight

If the tether is released or broken, the balloon will float free. Without power, the hot air will begin to cool, and the balloon will lose 100 lbs. of lift every 15 minutes. The balloon



cannot be navigated in any way, and is at the whim of the wind and the referee. If a small power plant is carried in the payload (not a laser battery, but a full-fledged power plant), it will keep the balloon aloft 1 hour for every 100

power factors the plant has. After the plant is drained, the balloon will descend as above.

Sample Vehicles

Light Observation — 4-cell balloon, Reg. gondola, 10' tether, Radar. Armor: F6, R6, L6, B6, U12, T1. 498 lbs., \$4,920.

Heavy Observation — 8-cell balloon, Reg. gondola, 15' tether, Radar, Infrared, Sound Enhancement. Armor: F10, R10, L10, B10, U15, T1. 999 lbs., \$16,410.

Heavy Combat — 15-cell balloon, Lg. gondola, 8" tether, RL with AP rockets in turret under, 3 HRs (one each F, R, L), all rockets laser-guidance linked to targeting laser in turret. Armor: F10, R10, L10, B5, U24, T0. 1,874 lbs., \$12,810.

Airships

They're slow, and vulnerable, but when they shoot, they tend to kill. And if you have a large cargo, or just feel like sitting around watching helicopters crash, airships are extremely useful.

There are three types of airships. Rigid airships, such as those used in the early 20th Century, are probably the safest. The gas envelope is stretched on a rigid frame, and this allows for greater structural integrity, and the ability to partition the envelope so that one breach does not doom the airship. The table given below is for rigid airships.

A semi-rigid airship uses a single strut along the spine of the envelope for support. Semi-rigids cost 25% less and can carry 50% more weight, but they only have 1/3 the DP of the rigid airships, and the maximum speed is only 75% of the listed value. A semi-rigid airship is limited in size to Standard and smaller.

The non-rigid airship (sometimes called a "blimp") was made famous in the late 20th century as an advertising gimmick. A non-rigid airship costs 50% of the listed value, and has only 50% of the maximum speed. The envelope has 3 DP, regardless of size. It has an advantage that it can be deflated and stored. Inflation takes 20 seconds from compressed gas cylinders, which can be carried on the gondola or kept at a ground facility (see New Equipment, below). No non-rigid airship may be larger than a medium.

Construction

Size	Price	Wt.	Max Wt	Spaces	Armor \$/Wt	Prop Dp	Env DP	HC	Env	Gon
Micro	10,000	2,000	12,000	20	14/7	3	6	2	17x3	3.5x.5
Small	20,000	3,100	20,000	40	50/25	5	10	2	20x4	4x1
Medium	50,000	4,900	30,000	60	80/40	8	16	1	24x5	5x1
Standard	100,000	8,700	50,000	110	140/70	10	20	1	29x6	6x1.5
Large	150,000	12,300	75,000	150	200/100	16	32	1	32x6	6x1.5
Trans.	180,000	27,000	100,000	180	240/120	20	40	0	34x7	7x1.5

“Env” is the counter size for the envelope, in inches. “Gon” is the counter size for the gondola, which will usually be the only counter you need on the map.

Airship acceleration is calculated the same way as for cars and motorcycles. But if an airship accelerates 15 mph in a turn, it can't accelerate more than 10 mph the next turn, as the envelope holds it back. An unpowered airship will decelerate 10 mph/turn, or 15 if it accelerated the turn before.

Airships are powered by a set of four ducted-fan propellers, which can be rotated to

provide thrust in any direction. These are damaged in the same way as helicopter rotors, except they are a -4 to hit. Propeller DP is given on the table above. Each propeller lost drops the HC of the airship by 1. If two propellers are lost, the effective power factors of the plant are cut in half.

Airship power plants can be recharged for \$400 at any facility that can accommodate helicopters. A fully-charged airship plant can keep an airship going at 55 mph for 800 miles. Range penalties for faster travel are figured in the usual manner.

Size	Price	Wt	Spaces	DP	Factors	Max Speed
Micro	5,000	2,000	12	24	6,700	60
Mini	10,000	4,000	16	32	10,000	70
Small	14,000	6,000	20	40	17,000	80
Medium	17,000	8,000	22	44	25,000	80
Large	30,000	10,000	25	50	35,000	90
Super	80,000	30,000	30	60	50,000	100

The envelope is fairly vulnerable, although the compartment system ensures that one hit won't depressurize the entire ship (except for non-rigids, of course). Like balloons, non-burst-effect weapons do only one point of damage per die, while flamethrowers and burst-effect weapons do full damage.

When the envelope loses 25% of its DP, the airship will start to sink, descending at 5 mph. When 50% of the envelope's DP are taken, the descent is at 10 mph, and the descent is at 15 mph when 75% of the DP are taken. If the envelope is destroyed, the entire airship will fall freely.

These airships are filled with helium. In case anyone would be so foolish as to fill one with hydrogen, they would save 5% of the basic cost and gain a 10% bonus in weight capacity. However, the envelope will take full damage from any weapon capable of starting a fire (including lasers and incendiary ammo), and has a fire modifier of +6. If the airship is

on fire at the end of a turn, roll one die. On a 1-3, the airship explodes, killing all occupants and doing considerable burst effect to the neighborhood (exact burst radius and amount of damage depends on the size of the airship and other factors, and should be up to the referee — just make it big). A portable fire extinguisher is not effective against this type of fire, but other fire extinguisher systems are.

New Equipment

Large Assault Ramp — \$2,000, 200 lbs., 2 spaces. Suitable for installation in any vehicle wider than 1/2", this assault ramp will permit any size land vehicle to get in or out quickly. A tractor or bus takes up 15 spaces beyond it's own space capacity as cargo; a trailer takes 20.

High-Speed Compressor Pack — \$4,000, 800 lbs., 5 spaces, 4 DP. A heavy-duty compressor used to fill gas cylinders. Up to 10 cylinders can be filled at a time. Filling a cylinder takes 20 minutes.

Gas Cylinder — \$100, 200 lbs., ½ space, 2 DP. A single cylinder will hold the gas required to fill one square inch of the airship's envelope counter. For example, a Standard airship has an envelope size of 29' x 6", so it would take 174 gas cylinders to fill it.

Movement

A new skill is needed to operate an airship: Airship Pilot. Treat it like the Pilot skill for all effects on airship HC, etc.

Airships maneuver in the same way as helicopters, except they cannot use the Rotate maneuver. They also cannot turn more than 30 degrees at one time voluntarily. Airships climb and dive in the same manner as helicopters.

If an airship loses control, consult the table below:

Airship Crash Table

-1, 0, 1: Involuntary Drift. Airship drifts ½" to one side (determine logically based on maneuver or hazard, or roll randomly). No altitude is lost. Weapons fire is at -3 for the remainder of the turn.

2, 3: Involuntary Veer. Ship veers 30 degrees to one side (again, determine logically or roll randomly). No altitude is lost. Weapons fire is at -3 for the remainder of the turn.

4, 5: Violent Veer. As Involuntary Veer, but airship loses ½" altitude, weapons fire is at -6 for remainder of turn, and at -3 for the turn thereafter.

6, 7: Veer/Drift. Combine an Involuntary Drift with an Involuntary Veer, and lose 1" of altitude. No further weapons fire is permitted this turn, and weapons fire is at -6 next turn.

8, 9: Spin. Ship turns 45 degrees to one side (determine direction logically or randomly), and drops 2" in altitude. No weapons fire is permitted for the remainder of the turn. Next turn, the airship must execute a Veer/Drift in the same direction as the Spin.

10+: Disaster. Gondola separates from envelope and drops like a stone. Bon Voyage.

Combat

The Micro airship can mount a 2-space turret or EWP; the Small can mount 3-space items; all others can mount four-space items. All airships may mount two turrets (or rocket

platforms, or bomb racks, or whatever); Standard and larger airships may mount 3.

When firing at an airship, you must designate whether you are targeting the envelope or the gondola. The targeting modifiers are as follows:

- Micro — Envelope +4/Gondola +1
- Small — Envelope +5/Gondola +1
- Medium — Envelope +6/Gondola +2
- Standard — Envelope +8/Gondola +3
- Large — Envelope +9/Gondola +3
- Transport — Envelope +10/Gondola +3
- Front/Back — -1
- Propellers — -4
- All modifiers are cumulative.

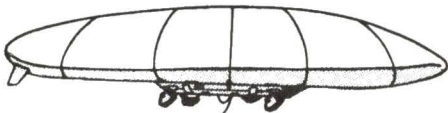
Envelopes cannot be armored. Gondolas for the Micro and Small airship are armored in 6 locations, like a car. The other four gondolas are armored in 10 locations, like an oversized vehicle. Use the helicopter rules to determine arcs of fire and lines of sight for weapons. In flight, the gondola is considered to be 1" below the bottom of the envelope, and the envelope is as tall as it is wide.

Sample Vehicles

Glenn Commando — Micro rigid airship, Micro airship power plant, pilot only, VMG with HD ammo in 2-space universal turret under, RGM front, Cluster bomb under, hi-res computer, improved fire extinguisher. Armor: F160, R160, L160, B160, U250, T10. Accel. 10, HC 2, Top speed 60, 11,950 lbs., \$45,200.

Glenn Superliner — Large rigid airship, Large airship power plant, 2 pilots, 3 gunners, 4 crew, 40 passengers, 5 first-class passengers, 2 linked lasers in universal turret front under, 2 linked VMGs with HD ammo in universal turret back under, 2 linked RRs back, Heavy laser front, Improved fire extinguisher. Armor: F35, B30, FR40, BR40, FL40, BL40, FU45, BU45, FT5, BT5. Accel. 10, HC 1, Top speed 90, 69,950 lbs., \$295,650.

EconoFloat — Transport non-rigid airship, Large airship power plant, 2 pilots, 4 crew, 2 linked RGMs front, 2 linked RGMs back, 4 pairs of linked MGs (one each FR, FL, BR, and BL), 2 four-space universal turrets under, each with 2 linked VMGs. Armor: F20, B20, FR20, BR20, FL20, BL20, FU35, BU35, FT15, BT15. Cargo capacity: 122 spaces, 29,700 lbs. Accel. 5, HC 0, Top speed 45, 70,300 lbs., \$233,500.



New Division Classification Draws Fire From Irate Duellists

by Allen Varney



“It was just a recognition of reality,” says AADA vice president Elmer “Hutch” Huggins.

The remark refers to the AADA’s recently-announced reclassification of divisional tournament autoduellings. The Competition Committee ruled in February that the “Unlimited” Division, once open to vehicles costing over \$30,000, is now obsolete. In its place are four new divisions, joining the established Divisions 5 through 30. In addition, the AADA has ruled that all personal equipment — not just body armor — must be counted when determining total cost for division eligibility.

Money Talks

Divisions, 40, 60, 80, and 100 have drawn excited — and sometimes furious — comment from many professional duellists. “It’s just big money talking,” says noted combatant Delmore Simpson, 2036 Dixie Duel Circuit Unlimited Champion. “The sponsors want more champions, because they publicize the products better. It’s an inflation of glory, like inflating money by printing more of it.”

Other duellists disagree. “Unlimited was such a vague category,” says Wisconsin Division 20 titleholder Mike “Squeeze” Dobson. “There were \$35,000 trikes and \$85,000 helicopters in the same arena. There’s at least three big rigs, over \$100,000 each, competing right now. That’s just silly. How are the fans going to know if the match is a fair contest?”

AADA VP Huggins echoes the charge. “The equipment keeps getting better, more accurate, and more expensive. Uncle Albert recently released a new catalog update — I could hardly believe the prices. You can add 20K in electronics easy these days, without appreciably hurting your weight or space situation.”

Huggins said improved technology was also to blame for the change in the way hand

weapons were treated. “It used to be a duellist would carry a heavy pistol and a couple of grenades, and compared to a car’s firepower, it was insignificant. Now, with laser LAWS, anti-vehicular ammo, and other advances, that hand-weapon firepower is much more dangerous, and should be part of the cost limits.”

Though there has been “a certain dissenting element” who have sent e-mail protests to AADA chapter HQs across the continent, Wendland says the majority of members support the new rules. The new divisions went into effect Jan. 1, 2037, and preliminary reports from the arenas seems to indicate a growing acceptance of the new plan as duellists see it in action.

Under this plan, vehicles costing more than \$100,000 are specifically excluded from competition. “The fatality rate when those monsters are in the arena is unacceptably high,” Huggins said, though he said the decision would be reviewed at the end of the year. “After all, defensive technology is advancing as fast as offense. Who knows? We may bring back Unlimited again.”

Details of the New Division Plan

Established divisions (5 through 30) remain as before. Division 40 includes all vehicles costing \$30,001-\$40,000, Division 60 covers \$40,001-\$60,000, and so on. Vehicles costing up to \$100,000 are eligible for Division 100 competition, but more expensive vehicles are prohibited from competing in AADA-sanctioned events.

Note that the cost limit for competing in a particular division no only counts the cost of the vehicle, but the cost of body armor, hand weapons, and all other personal equipment brought into the arena.

SNOWMOBILES

by Brian Simon



Editor's Note: These rules are a variant only. They are not official.

It is time that the AADA realized the importance of snowmobile duelling to the populations of the North. These machines are the size of a motorcycle, using a 1/2" x 1/2" counter, and specialize in traveling on snow and ice. Like cycles, they are armored in the front and back only, and they also use motorcycle power plants.

Snowmobiles are powered by a track in back, and guided by a skid in the front. More information on them is provided below. Snowmobiles cannot carry sidecars, but a mini-van trailer can be outfitted with a skid and dragged behind the vehicle.

For those that want to use the *Dueltrack* supplement, metal armor and gas engines can be used on snowmobiles. Armor accessories can also be made of metal, at the listed modifications to cost and weight.

Snowmobiles are -2 to be hit, and targeting one from the front or back is an additional -1. Specific parts of snowmobiles can also be targeted (details are below); all targeting modifiers are cumulative.

Vehicle Construction

Frame

Snowmobiles come in three basic sizes:

Frame Size	Price	Weight	Max. Load	Spaces
Light	\$250	225	850	4
Medium	\$350	275	1150	5
Heavy	\$450	325	1400	7

Skids

Snowmobiles have no suspension. Instead, the skids determine the handling class of the vehicle. If the skids are destroyed, the HC of the snowmobile is lowered to -2 immediately,

and stays there until the skids are repaired. Skids share collision damage with the front armor, and can be targeted at a -4. When a snowmobile takes damage from weapons fire, use the motorcycle damage allocation table, and substitute "skids" for "front tire."

Skids	Price	Weight	HC	DP
Standard	free	25	0	4
Improved	50% frame	35	1	6
Heavy	100% frame	45	2	9
Super	200% frame	60	3	12

Tracks	Price	Weight	DP
Regular	\$150	30	4
Improved	\$300	45	6
Heavy Duty	\$400	60	9
Super	\$700	80	12

Tracks

The track on a snowmobile is what moves the vehicle over the terrain. The tracks are protected by the rear armor, so they can be targeted from the sides only at a -3. When a snowmobile takes damage from weapons fire, use the motorcycle damage allocation table, and substitute "track" for "rear tire." When the track is destroyed, the snowmobile decelerates at 10 mph per turn automatically, though braking may slow it faster. Once stopped, the snowmobile can be lifted from the back by a pedestrian and pushed along on its skids, at 2.5 mph. If the skids are also destroyed, however, the vehicle cannot be moved at all.

Armor

Snowmobiles may have armor on the front and rear only. The usual armor types — Normal, Fireproof, Laser-Reflective, and Laser-Reflective/Fireproof — are available.

Accessories

Skidguard: \$10 and 2 lbs. per point of armor, no space, 10-point armor maximum. Only one guard is necessary to protect the skids. When the skids are hit, roll one die. On a 1-5 the guard is hit first. Skidguards do not affect HC. Skidguards can be made FP, LR, or LRFP, and the armor type must match the rest of the snowmobile's armor.

Trackguard: Same as skidguard in cost and effect, except two are required, and the trackguard protects only on a 1-4 die roll. Available in all armor types, and the armor types must match.

Ramplate: Cost and weight the same as a car ramplate, no space. Cuts damage taken by the snowmobile in a collision in half; does double damage to other snowmobiles and cycles, and 1.5 times damage to larger vehicles. Must match front armor type, at standard cost and weight penalties.

Movement

Acceleration is figured for snowmobiles the same way as for cycles. Deceleration of up to 10 mph/turn is possible at no hazard. Deceleration of 15 mph/turn is a D3 hazard; 20 mph/turn deceleration is a D6 hazard; greater deceleration is not possible.

Maneuvers

All standard maneuvers are possible on snow except the bootlegger reverse, which can only be performed on ice. Snowmobiles may also jump, using the rules for off-road duelling. Snowmobiles cannot move or maneuver in reverse.

Skipping: If a snowmobile is moving fast enough, it may "skip" over a short stretch of open water. This occurs when a snowmobile is going at least 5 mph for every 150 lbs. of vehicle (or fraction thereof). For example, if a snowmobile and rider weighed 780 lbs., it would have to be going at least 30 mph to skip.

The distance of water a snowmobile can cross is 2", plus ½" for every 5 mph over the minimum skip-speed. If the above-mentioned snowmobile was going 45 mph, it could cross 3 ½" of water; at 75 mph, it could cross 6 ½" of open water.

If a vehicle jumps on to open water, subtract 30 mph from the landing speed when determining if the snowmobile will "skip" when it lands.

Once solid ground is reached, the vehicle takes a D2 hazard if it's going 25 mph or less; D3 at 26-50 mph; D4 at 51-75 mph, and so on. The snowmobile decelerates 5 mph for every inch (or fraction) of water it "skips." The snowmobile above, crossing 6 ½" inches of water at 75 mph, would be going only 40 mph when it got to the other side, taking a D3 hazard.

A snowmobile cannot change direction while "skipping" — it can only go in a straight

Vehicle Type	Normal \$/wt	FP \$/wt	LR \$/wt	LRFP \$/wt
Light	10/4	20/4	11/4.4	25/4.4
Medium	11/5	22/5	12.1/5.5	27.5/5.5
Heavy	12/6	24/6	13.2/6.6	30/6.6

line. If a snowmobile doesn't make it to the other side, it sinks. It only takes one second for a snowmobile to sink to the bottom of a lake or river. Referees must take into account distance from shore and personal encumbrance when determining the fate of the snowmobile driver in such an instance.

Hazards

Ice: Snowmobiles run on ice, but not very well. Maximum acceleration on ice is 5 mph/turn. If you try to accelerate any more, acceleration will *drop* to 2.5 mph/turn as the track spins on the ice. Deceleration, likewise, is limited to 5 mph/turn. If greater deceleration is attempted, roll immediately on Crash Table 1, substituting the "Spinout" result for all results of 6 or more. If a snowmobile spinning on ice hits snow, it will begin rolling. Snowmobiles add D1 to all maneuvers performed on ice.

Snow: A snowmobile's natural element. There are no penalties of any kind for maneuvering on snow.

Off-Snow: On bare ground, a snowmobile cannot safely accelerate more than 5 mph/turn, its safe top speed is cut in half, and its HC is reduced by 2. For every turn that the snowmobile travels over half its top speed, or accelerates more than 5 mph/turn, the snowmobile's track takes 1 point of damage. Deceleration of greater than 10 mph/turn off-snow results in a die of damage per turn per 5 mph of "extra" deceleration to the track; for example, if a snowmobile decelerated 20mph per turn for 2 turns, the track would take 2 dice of damage each turn, for a total of 4 dice.

Woods: In unfamiliar wooded territory, roll 2 dice every turn. On a roll of 2 or 3, a stump or boulder was hit; the skids and front armor both take 1 die -4 points of damage, and the vehicle takes a D2 hazard. The referee can change the severity or frequency of this roll to fit the terrain.

Trails: The roads of snowmobiling, these are cleared paths where there is no chance of encountering random obstacles, such as rocks and tree stumps.

Dropped Weapons: Spikes do not affect skids, but do 1 point of damage to the track; Mines do half-damage to the track (and none to the skids), but cause a D3 hazard when set off; oil has no effect; flaming oil does the usual amount of damage, but is no hazard; an ice dropper can be used, but seems redundant.

Flaming oil, flamethrowers, and other incendiary weapons can melt a patch of snow and force another snowmobile to go off-snow. This is only possible if the snow is not too deep. Flaming oil will melt 3 inches of snow per point of damage every turn it burns; Napalm mines will melt 2 inches of snow per point of damage; and all other flame weapons will melt 1 inch of snow per point of damage rolled. If this melts all the snow in a patch, that area becomes "bare" and subject to off-snow rules. Flamethrowers affect a 1' x 1/2" area of ground; incendiary rockets affect a 1/2' x 1/2" area; and incendiary ammo affects only a 1/4' x 1/4" area.

Sample Vehicles

Worker: Hvy frame, Std. skids, Reg. track, Lg. power plant, driver, MG front, Lt. hitch. Armor: F5, B5. Cargo capacity: 2 spaces, 425 lbs., can tow another 1,000 lbs. Accel. 10 with full cargo and up to 200 lbs. in tow, 5 at greater weight, HC 0, 975 lbs., \$3,970.

Skid Hauler: Minivan trailer, Std. skids. Armor: 2 on each side. Cargo capacity: 3 spaces, 415 lbs. 485 lbs., \$308.

Abominable Light: Lt. frame, Hvy. skids, Hvy. Dty. track, Med. cycle power plant, driver, 2 linked LRs front. Armor: F25, B17. Accel. 10, HC 2, 848 lbs., \$2,520.

Lynx: Med. frame, Sup. skids, Sup. track, Med. cycle power plant, driver, RL front. Armor: 2 10-pt trackguards, 10-pt skidguard, F15, B10. Accel. 10, HC 3, 1,150 lbs., \$4,675.

Polar Bear: Hvy. frame, Sup. skids, Sup. track, 100-cu. in. IC engine, carburetor, 5-gallon HD tank, driver, 2 linked MRs front. Armor: 2 10-pt trackguards, 5-pt skidguard, F40, B30. Accel. 10, Top speed 85, Base MPG 48, HC 3, 1,400 lbs., \$5,695.

Option: Replace carburetor with turbocharger. Accel. 10 (15 at 40 mph+), Top speed 105, Base MPG 50, \$7,195.

Polar Ram: Hvy. frame, Sup. skids, Sup. track, 100-cu. in. IC engine, turbocharger, nitrous oxide, 5-gallon Economy tank, driver, MML front. Armor: F33 (with ramplate), B22. Accel. 10 (15 at 40 mph+), Top speed 105, Base MPG 50, HC 3, 1,399 lbs., \$8,464.



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New Vehicle Types for *CAR WARS*

Editor's Note: All these designs are variants only, and are not official.

Stretched-Chassis Vehicles

By Paul Radecki

The variety of vehicle sizes and styles in *Car Wars* has grown a great deal from the

original seven cars and three cycles, but it still has yet to take in every vehicle type the motorists of 2036 America are likely to encounter. For the wealthy executive looking for the ultimate in luxury, the rancher who needs to move large loads all over a huge spread, or the small courier whose vans are not big enough or well-enough armed to be profitable, there is no suitable vehicle. Until now.

Body Type	Price	Weight	Max. Load	Spaces	Armor \$/Wt.
Stretch-luxury	1,200	2,000	6,000	20(+4)	22/11
Stretch-pickup	1,400	2,300	7,000	16(+14)	24/12
Stretch-van	1,500	2,200	6,500	26(+10)	32/15

All normal chassis modifications are possible for these vehicles, at the usual cost. A stretch-luxury may have a 6-wheeled chassis, and the other two vehicles *must* have a 6-wheeled chassis. The 6-wheel modification costs \$150.



Suspension modifications cost the same as for other cars, except that OR suspension is not available. Stretch-luxuries use the standard "HC" column to determine handling class, but the other two vehicles use the "Van HC" column.

All tire types are available for the three vehicles. The stretch-luxury uses the same tires as luxuries and station wagons, while the other two vehicles use van/pickup tires.

All three stretched-chassis vehicles move and fight the same way as standard cars, and are armored in six positions. Use 1-1/4" x 1/2" counters to represent these vehicles. They are -1 to be hit from the front or back, and +1 to be hit from the side. Stretch-luxuries and -pickups can mount 2-space turrets, rocket platforms, and EWPs, and the stretch van can mount 3-space turrets, EWPs, rocket platforms, and cupolas.

Mini-Van By Herb Sparks

The mini-van is a downscaled version of larger "rolling box" style of van. The mini-van basic body costs \$900, weighs 1,900 lbs., has a maximum load of 5,800, has 20(+4) spaces, and has an armor cost/weight of \$25/12 lbs. per point.

In all other respects — chassis and suspension improvement, tires, movement, combat, size of turrets, etc. — treat a mini-van as a luxury.

Limousines By Bear Braumoeller

A limousine is basically a luxury car that has been chopped in half and extended to 20-to 25-feet long (use a counter 1 1/2" x 1/2"). Because of their length, limo HC is 1; no improvement from suspension is possible. Limos use the same kinds of tires that normal cars do, and the full range of chassis improvements are allowed. An extra-heavy chassis on a limousine requires six wheels, at an extra cost of \$100.

A limousine costs \$1,600, weighs 2,600 lbs., has a maximum load of 8,000 lbs., and carries 27 spaces. A limousine is armored in 6 places, and armor costs \$25 and weighs 15 lbs. per point. Limos carry a lot of weight, so much that only a T-Cat power plant can get the thing moving. A special Limo Power Plant is listed with the accessories below.

A limousine can either mount a single turret of 3 spaces, or two turrets of up to 2 spaces each. All limos have tinted windows (treat as tinted windshield) for the basic body cost. Some other options are particularly suited for limousines, and they are listed below.

Limo Equipment

Limo Power Plant — \$5,500, 1,300 lbs., 7 spaces, 14 DP, 3,200 power factors. If the load pulled is over 5,000 lbs. then acceleration is 5 mph; at 5,000 lbs. or less, acceleration is 10 mph/turn. Acceleration of 15 is impossible.

Portable Phone — \$500, no weight or space.

Pop-Up Partition — \$800, 50 lbs., 1 space. When activated (which is a firm action), an airtight, tinted, 5 DP partition slides up between the driver area and the passenger area.

Mobile TV — \$1,000, 75 lbs., 1 space. Catch up on your favorite soaps or duelling action.

Audio System — \$1,300, 100 lbs., 1 space. Includes radio, cube player, equalizers, and full-surround speakers.

Velvet or Leather Luxury Trimmings. \$10,000, no weight or space. Your choice of colors.

Wet Bar — \$1,500, 50 lbs., 2 spaces. Keeps beverages of any type chilled to the temperature you set. Comes with glasses and small sink.

Entertainment Combo — Wet Bar, TV, and Audio System combined. \$3,800, 175 lbs., 3 spaces.

Hot Tub — \$15,000, 1,200 lbs., 15 spaces. Includes pump, heater, and other necessary equipment. Seats three in warm, luxurious comfort — perfect for relaxation after a long day of duelling.

Your Name — Skillfully scrawled on the sides of your limo in glittering rhinestones — just like Beverly Hills celebrities! \$500 per capital letter, \$200 for lower-case, 15 -letter maximum. Let them know who you are!



Funny Cars

By Thomas A. Wright

As with other specialty racing vehicles, the funny car chassis is designed for the driver only and cannot carry any extra crew. The base HC of the vehicle is 5, and the suspension cannot be altered in any way. The funny car is hinged at the back, and the entire body shell is lifted off the frame for easy access to the engine and weapons (which gives a +1 to all repair rolls). This is also the only way for the driver to enter or exit the vehicle, since funny cars don't have doors. It takes a full 5 seconds to raise or lower the body. Funny cars are treated like regular cars for movement and targeting, and use standard 1" x 1/2" counters.

Funny cars can use racing slicks on the back, but only regular car tires on the front. Funny cars, like dragsters, can use both a turbo-charger and a supercharger on the same engine. They also follow dragster acceleration rules. Funny cars can use wheelguards (at the standard penalties), and can mount up to 2-space turrets.

A funny car costs \$6,600, weighs 700 lbs., has 20 spaces, has a maximum weight of 6,500 lbs., and has an armor cost/weight of \$25/14lbs. per point.



Advanced Maneuvering System

by Fabian Stretton



Editor's note: The following is very interesting, but *extremely* unofficial.

Car Wars is a really great game, though there is a major problem with the current maneuvering rules. The safest way to turn 90 degrees is in a single tight bend (D6). This involves a 6-point drop in handling status and (if needed) a single control roll. Now, make the same turn in a series of six 15-degree turns, and you still have a 6-point drop in handling status, but you may have to make up to four control rolls.

In theory, the gradual bends may be safer because you can straddle two turns, recovering in between. In reality, however, a turn's difficulty is determined by speed and the radius of the turn, not what time it is.

Also, there are some specialized maneuvers that vehicles can make that are not available in the *Car Wars* rules. With these problems in mind, I have developed and playtested some optional rules for *Deluxe Car Wars*,

although they can be used with the original *Car Wars* as well.

These rules are designed to replace the current maneuvering system in *Car Wars* in much the same way that the advanced collision and optional fire rules have almost totally replaced the basic collision and fire rules. In general, the rules regarding losing control, handling class recovery, and Crash Table results are unchanged. These rules involve a greater variety of bends and new special maneuvers, as well as rules covering vehicle base HC, spoilers and airdams.

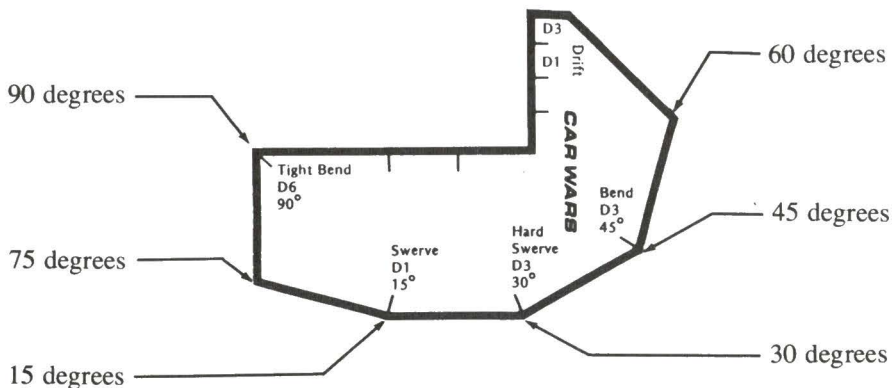
Maneuvers

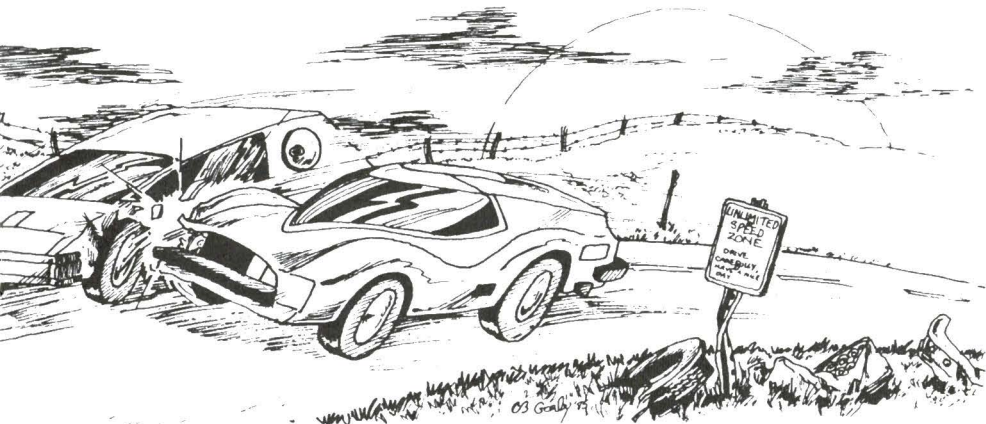
Drifts

These are unchanged from the current rules.

Swerves

These maneuvers have been eliminated and replaced by bends.





Bends

In this system, there are six bends, all of which can be found on a standard turning key (see diagram). The difficulties of each maneuver are as follows:

- 15 degrees — D0
- 30 degrees — D1
- 45 degrees — D2
- 60 degrees — D3
- 75 degrees — D4
- 90 degrees — D6

With this system, the difficulty in making a 90 degree (or any other) turn is determined by how many maneuvers it takes to make — that is, how severe the turn is. For example, using a 90-degree turn as our base —

- 6 maneuvers — D0 total hazard
- 5 maneuvers — D1 total hazard
- 4 maneuvers — D2 total hazard
- 3 maneuvers — D3 total hazard
- 2 maneuvers — D4 total hazard
- 1 maneuver — D6 total hazard

As you can see, the tighter the corner, the more dangerous the maneuver becomes. Although the 15-degree Bend is a D0 maneuver and does not affect the vehicle's handling status, a control roll must still be made if your current handling status indicates one is needed.

Bootleggers

This maneuver is pretty much as described in the current rules, but it may now be performed at speeds ranging from 20 — 40 mph.

Also, you may accelerate or decelerate in the same turn that you do a bootlegger. A bootlegger reduces a vehicle's speed by at least 20 mph, or more if desired. At the end of a bootlegger, a car is traveling at any speed from 0 to 20 mph in reverse — driver's choice. Tires still take damage, but only one point per full 20 mph of deceleration. Bootleggers may also be attempted in reverse, at the same difficulty.

Deliberate Fishtails

This maneuver allows a driver to "spin out" the back of his car in a fishtail. This is a hazard, can hurt the rear tires of the car, and can slow you down.

A deliberate fishtail must be done in conjunction with another maneuver, which may not be a drift or a skid — it must be a bend, a bootlegger or braking. The fishtail is added to the end of the maneuver. If a fishtail is part of a bend, you must fishtail in the direction of rotation of the bend. If the fishtail is part of a bootlegger, T-stop, or braking, it can be in either direction. The possible fishtails are as follows:

Light Fishtail — 15 degrees, +D1 hazard, -1 on weapons fire, no speed loss, no tire damage.

Heavy Fishtail — 30 degrees, +D2 hazard, -3 on weapons fire, speed drops 5 mph, 1 point of damage to all rear tires.

Severe Fishtail — 45 degrees, +D4 hazard, -6 on weapons fire, speed drops 10 mph, 2 point of damage to all rear tires.

Speed changes are applied immediately. A deliberate fishtail cannot rotate a car more

than the maneuver the fishtail is a part of; for example, if a 30-degree bend was made, a Light or Heavy Fishtail could be tacked on to the back, but not a Severe one. If the fishtail is part of a braking maneuver, the fishtail hazard cannot be greater than the braking hazard; for example, if a 20-mph deceleration was performed (A D3 hazard), then a Light or Heavy Fishtail could follow it, but not a Severe one.

Deliberate Skids

This maneuver allows a driver to "slide" his car in a skid. This is a hazard, can harm the car's tires, and slow you down. It's main benefit is move in a direction other than the one your car is facing or to slow down in mid-turn.

The intention to do perform a deliberate skid must be announced at the end of the vehicle's last movement phase before the maneuver. The skid is executed in exactly the same manner as the Crash Table result. No other maneuver may be made in the phase that a deliberate skid is executed. The possible skids are as follows:

¼" skid — D1 maneuver, -1 on weapons fire, no speed loss, no tire damage.

½" skid — D2 maneuver, -3 on weapons fire, 5 mph speed loss, 1 point of damage to all tires.

1" skid — D4 maneuver, -6 on weapons fire, 10 mph speed loss, 2 points of damage to all tires.

Speed loss is applied immediately.

T-Stops

This is an extreme maneuver used for emergency deceleration. It consists of rotating your car 90 degrees and skidding to a stop. To do a T-Stop, rotate the vehicle 90 degrees to either side and move forward one inch — the exact same move as in beginning a roll. The vehicle will decelerate 20 mph *per inch of movement*. Each tire will take one point of damage for every full 20 mph of speed lost. The hazard for the maneuver is D1 for every 10 mph of deceleration. If the control roll is missed, add one to the Crash Table roll for every full 20 mph of deceleration — this modifier is *in addition to* the regular speed modifier on the Control Table.

Tire damage is not considered a hazard during a T-Stop, but losing a tire, incoming

weapons fire, and other regular hazards still apply. Once a vehicle goes into a T-Stop, it may not fire any weapons (except those that were set on automatic before the maneuver began) until the vehicle stops. Motorcycles cannot perform this maneuver.

General Notes

Anti-lock brakes do not protect from tire damage caused by maneuvers or loss of control.

HC 3 is no longer the upper limit on non-racing vehicles. For example, a luxury with Heavy Suspension, and Active Suspension, and PR Radials would have a HC of 5.

Any maneuver or loss of control that affects shooting possibility or accuracy will affect it for exactly five phases after the maneuver or Crash Table result is completed.

If only two racing slicks are placed on a vehicle (both on the front or back, *not* left or right), the HC goes up by 1. Wheelguards fitted to racing tires costs twice as much and weigh 1-½ times as much as normal.

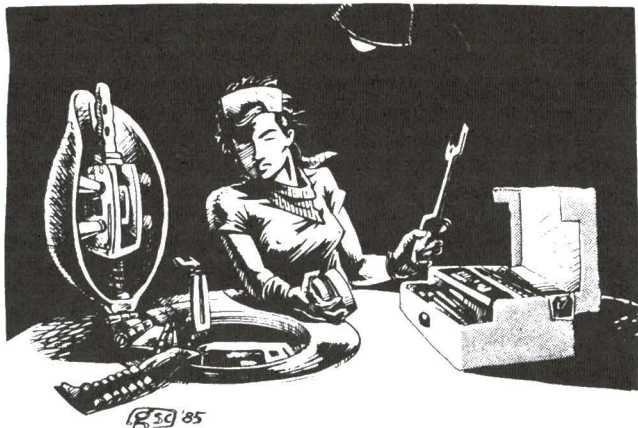
No vehicle can use accessories to boost its HC more than twice the level determined by the base suspension. For example, a luxury with light suspension (HC 1) cannot raise its HC to more than 2 with accessories, while the same car with heavy suspension (HC 3) could be boosted to HC 6 with various gadgets.

New Item to add to Suspension list: Heavy Airfoil Suspension — 8 times body cost, base HC 4. When this suspension is put on a car, spoilers and airdams can be added at no additional cost, but at the regular weight.

A vehicle can use its base HC as a negative modifier when rolling on a Crash Table. At less than 60 mph, use half the base HC (rounded down) as a negative modifier; at 60 mph or more, use the full HC, with a +1 bonus at 90 mph, and another +1 at 120. The adjusted modifier can never be less than 0. This is to counteract the "instant death" modifiers at very high speeds. For example, a vehicle with HC 5 is traveling 50 mph when it loses control. The speed modifier on the Control Table is 1, but the car gets a -1 modifier for its HC of 3, so the adjusted modifier is 0. The same car loses control at 80 mph. The speed modifier is 2, but the car gets a -3 modifier for its HC of 3, so the adjusted modifier is, again, 0. Now, the vehicle loses control at 190 mph. The speed modifier is 8, but the car gets a -5 modifier for its HC of 3, with bonuses for going over 120 mph — the adjusted modifier is 3.

Weapon Durability and Maintenance

by Scott Martin
Smith



Editor's Note: This article is a variant only and is not official.

All weapons, when purchased, are assumed to be new or at least well cared for. But during the course of daily events, dirt and grime work their nefarious ways on equipment, and consequently lower the performance and resale value. This could prove to be an advantage to the frugal duellist, who doesn't mind a slight drop in performance if there is money to be saved.

To keep track of this, all weapons are assigned a "durability rating" (DR) of 10. This rating will go down with wear and damage. At the end of each month of campaigning, a roll is made to determine whether or not a weapon has lost any durability. The number of dice rolled is determined by the following table:

WEAPON USAGE	# OF DICE ROLLED
Daily	3
Frequent	2
Moderate	1
Occasional	1*

Each time a die comes up "6," the DR for that weapons is lowered by 1. (In the case of "Occasional" use, if a 6 is rolled, roll again, and drop the DR only if the second roll is 4, 5, or 6.)

This table assumes regular maintenance, which costs 1% of the unloaded cost of the weapon per month. Weapon maintenance is considered an Easy job for a mechanic. If a weapon is damaged in combat and repaired, it does not also have to be maintained in that month — the repair takes care of it. If weapon

maintenance is not performed, add one die to the number rolled per month, based on the table above.

As a weapon's DR drops, so will its performance. Specifically:

DR 8 — Roll 2 dice before each battle. On a 2, the weapon jams and will not operate until fixed (unjamming a weapon is an Easy job for a mechanic). All weapons can "jam," even weapons like lasers.

DR 7 — Weapon loses 1 DP, but must have at least 1 DP left.

DR 6 — As DR 8, but roll is 2 or 3 on two dice.

DR 5 — Weapon accuracy drops by 1.

DR 4 — Weapon loses another 1 DP, but must have at least 1 DP left.

DR 3 — As DR 8, but roll is 2, 3, or 4 on two dice.

DR 2 — Weapon accuracy drops by 1.

DR 1 — Weapon loses another 1 DP, but must have at least 1 DP left.

DR 0 — Weapon no longer functions.

DR points, once lost, cannot be recovered. Only replacing the weapon with a new one will do the trick. Each lost DR point is generally worth a 10% discount off the regular purchase price. Determining the exact DR of weapon requires close inspection (at least 10 minutes), and is a Medium job for a mechanic. In 2037, there will certainly be cases of merchants misrepresenting the actual condition of used weapons (the players may want to try this themselves!). The referee should feel free to make as much or as little use of these rules as he wants.

Mortars for *CAR WARS*

by Michael L. A. Anderson

Editor's Note: These rules are a variant only, and are not official.

Mortars have never become a standard vehicle-mounted weapon. They are used primarily by small towns to ward off marauding cycle gangs by setting down a curtain of fire as a gang approaches. While some larger land and water vehicles are known to have mortars installed, these are rather rare.

Mortars are indirect fire weapons; as such, they use rules that are different from all other weapons.

A mortar may only be mounted on the top of a vehicle. So while motorcycles may not use this item, sidecars can. Even though it is mounted in the top, the mortar is still set to fire into one of the four standard arcs of fire — front, back, right, or left. For an extra \$1,000, a mortar may be made "universal," which allows it to fire into all four arcs of fire. A mortar may be mounted along with a turret, rocket platform, or other roof-mounted item.

When firing a mortar, the firing player must designate a single target square. It would be unfair to let the target player know where a mortar is supposed to land, however, so the firing player should use a Target Reference Counter. The Target Reference Counter should be placed within 12" of the True Target Area, and the firing player should note on a piece of scratch paper where the True Target Area is in relation to the Target Reference Counter. It takes one second for a mortar to reach its target.

On the phase in which the weapon is fired, the firing player designates which weapon is being fired, and places the Target Reference Counter somewhere within 12" of the True Target Area. He then notes on a piece of scratch paper where the True Target Area is in relation to the counter ("7½" north and 5" west").

Exactly one turn later (at the end of the same numbered phase as the weapon was originally fired), the firing player reveals his piece of paper, designates the True Target Area, and makes his "To Hit" roll. Because the target is a particular square on the map, there are no modifiers for size or speed or target. Mortars suffer no penalty or gain no bonus for range. There is no such thing as point-blank with a mortar. The only modifiers that apply are the following: +1 for firing from a stationary position (if true); +1 for firing at a stationary position (always true); Sustained Fire (only if the firing platform is stationary, and the same True Target Area is designated); Gunner or Handgunner bonus. Targeting computers are of no help, and neither are laser targeting scopes on the pedestrian versions.

After the "To Hit" roll is made, use the grenade-scattering rules to determine the final site of the mortar explosion, but double the distances involved. If a roll is missed by 3, normally the mortar

would land 2d — 2 away from the true target; if a 7 was rolled, subtract 2 and then *double* the result — so the mortar misses by 10 squares. If the final impact location is covered by a vehicle counter, apply damage to the top armor of the vehicle. A mortar shell also has a burst effect, which varies with the type. A Heavy Mortar has a 1-die burst effect in a 2" radius; a Medium Mortar has a 1-die burst effect in a 1" radius; and a Light Mortar has a ½-die burst effect in a 1" radius. This burst effect is like grenades, in that it does ½ damage to all vehicles and exposed vehicular components, including tires.

A pedestrian mortar must be set on the ground before it can be fired. Picking up a mortar takes one second, folding or unfolding the tripod legs takes one second, and setting the mortar down and positioning it takes another two seconds. (If the mortar is carried with the legs in an unfolded position, the encumbrance is increased by one grenade-equivalent.) When a pedestrian mortar is set down, the pedestrian designates a 90-degree arc of fire. It takes one second to reposition a mortar to fire into a different arc; this does not involve moving the mortar out of the square it is in, but merely pointing it in a different direction.

Here are the stats on six kinds of mortars —

Heavy Mortar (HM) — To hit 12, 3 dice damage, \$2,500, 200 lbs., 4 DP, 3 spaces, 10 shots, CPS 50, WPS 7.5. Loaded cost \$3,000, loaded weight 275 lbs. Loaded magazine cost \$550, loaded magazine weight 90 lbs. Maximum range 144".

Medium Mortar (MM) — To hit 11, 2 dice damage, \$2,000, 150 lbs., 3 DP, 2 spaces, 10 shots, CPS 35, WPS 5. Loaded cost \$2,350, loaded weight 200 lbs. Loaded magazine cost \$400, loaded magazine weight 65 lbs. Maximum range 108".

Light Mortar (LM) — To hit 10, 1 die damage, \$1,500, 100 lbs., 2 DP, 1 space, 10 shots, CPS 20, WPS 2.5. Loaded cost \$1,700, loaded weight 125 lbs. Loaded magazine cost \$250, loaded magazine weight 40 lbs. Maximum range 72".

Heavy Pedestrian Mortar (HPM) — To hit 12, 3 dice damage, \$2,500, 5 grenade equivalents, 4 shots, CPS 50, loaded cost \$2,700. Extra clip is 5 grenade equivalents, costs \$250, and takes 2 seconds to reload.

Medium Pedestrian Mortar (MPM) — To hit 11, 2 dice damage, \$2,000, 4 grenade equivalents, 5 shots, CPS 35, loaded cost \$2,175. Extra clip is 4 grenade equivalents, costs \$225, and takes 2 seconds to reload.

Light Pedestrian Mortar (LPM) — To hit 10, 1 die damage, \$1,500, 3 grenade equivalents, 6 shots, CPS 20, loaded cost \$1,620. Extra clip is 3 grenade equivalents, costs \$170, and takes 2 seconds to reload.



UNCLE SHMALBERT'S AUTO SHOP AND GUNNERY STOP 2037 CATALOG

by Steve Peters

Editor's Note: These rules are extremely unofficial.

Since 2033, Uncle Shmal's Auto Shop and Gunnery Stop has provided duellists with the high-tech goodies that they've always wanted. Now, for the first time, Uncle Shmal unveils his mail-order catalog, chock full of the high-tech stuff that duellists have always wanted, grouped into one humongous, super-massive, easy-to-find category! Check for the latest developments from Uncle Shmal's R&D staff scattered completely without sense throughout the catalog! Remember that Uncle Shmal *guarantees* all merchandise for two weeks from the date of the receipt of your order.

Important Note: Uncle Shmalbert want every civic-minded duellist to mind local weaponry laws. However, if you plan to use something illegal, there are some dandy ideas in this catalog . . .

Credits: By Steve Peters, The Horseman of Plague, President of the Four Horsemen of the Apocalypse Autoduel Association. It would be unfair if I didn't mention Steve Jackson and the creators of *Car Wars* for their unwitting help in writing this, for without them, I would be spending my time and money on something productive. Playtested by the Four Horsemen of the Apocalypse Autoduellung Association of Allentown.

The "Uncle Shmalbert" Story

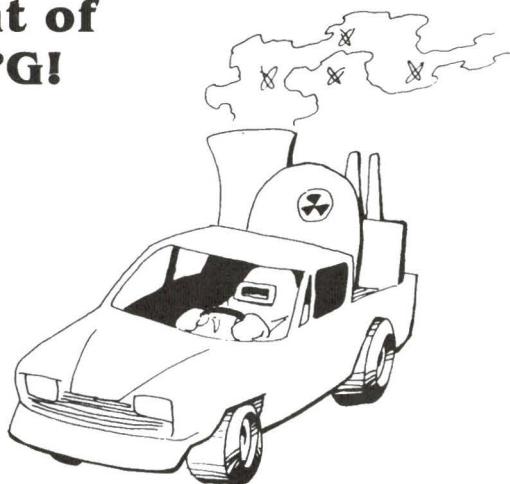
Back in 2005, Uncle Shmal and his two brothers ran an automotive business out of Boston. As time wore on and the business became successful, brother Shmalbert shifted his attentions to the research and development branch of the operation. He was thrown out of the business and the family in 2029 when the R&D wing diappeared, leaving only a huge hole in the ground.

So Shmalbert hit the road with nothing but the clothes on his back, \$1,000 in his pocket, and a new Josph Special that happened to be unlocked in the corporate parking lot. For the next several years, he wandered the roads selling toasters for the Zesty Space Bongos Co. Then on January 3, 2033, he as attacked by a bandit while on the road to Kalamazoo. The bandit blasted through Shmalbert's back armor, and Shmal was forced to throw everything he had against the bandit — which, unfortunately, was his grilled-cheese sandwich lunch. The bandit's car hit the sandwich, lost control, rolled, and burned. The entire combat was witnessed by a news helicopter, and Uncle Shmalbert's fame spread across the continent.

It was then that Shmalbert decided that what the public wanted was not more toasters, but new and bizarre ways of killing each other. He started his mail-order business with his modest toaster sales commissions, and the rest is history.

The equivalent of 2,389,016 MPG!

Nuclear Power Plant



For those who want *real* power! Thumb your noses at the truck stops as you cruise by at 200 mph! Laugh yourself nauseous at gasburners! Your power plant has enough fuel to last a whole year between refuelings! Warning — Uncle Shmalbert's cannot be held responsible for reactor, shielding, cooling, or any other kind of failure due to the plant's volatile nature. Look at it this way: If it malfunctions, you'll never have to worry about anything again!

Nuclear Power Plant — \$500,000, 2,500 lbs., 14 spaces, see below for DP, 20,000 power factors, 200 mph top speed. Modifications are required to the wheel motors to take the extra strain — \$1,000 per wheel. If the vehicle has twice as many power factors as weight, acceleration is 20 mph/turn. If the vehicle has three times as many power factors as weight, acceleration is 25 mph/turn. As can be imagined, damage sustained by the nuclear power plant can cause some serious repercussions. To wit:

Consider the plant to have 10 pts of metal component armor (actually lead) around it. If the armor is breached, roll randomly to see what part of the plant is affected: 1 — Reactor Core; 2 — Heat Exchangers; 3 — Generators; 4 — Cooling System; 5 — Radiator Fins; 6 — Nothing Important. Each of the above items has 4 DP. Once the DP limit is reached, the system malfunctions, causing the following problems:

Reactor Core — Power factors drop to 0 immediately. All occupants of the vehicle are killed instantly by massive lethal doses of radiation. (A radiation suit is no protection here.) This tends to end duels real quick as the other participants head for the nearest exit. Details on radiation exposure, sickness, and other effects on the other combatants and bystanders are left to the sadistic imaginations of referees everywhere.

Heat Exchangers — Power factors decrease by 1,000 per turn (the truck plant loses 1,000 lbs. maximum rig weight per turn) until it reaches 0. If the reactor is not completely shut down within 30 minutes, it will overheat, with the same results a Reactor Core failure.

Generators — Power factors decrease by 1,000 per minute (the truck plant loses 1,000 lbs. maximum rig weight per minute) until it reaches 0. No other effects.

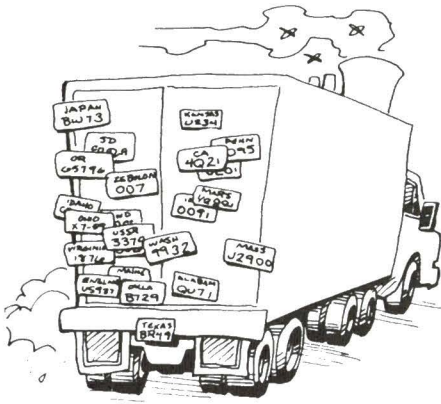
Cooling System — No power loss, but dangerous heat levels are building up. If the plant is not completely shut down within 30 minutes, the effects are the same as for a Reactor Core failure.

Radiator Fins — Being large plates of steel, these really can't be hurt. But they absorb 4 points of damage before the remainder goes on to hit something else . . .

Nothing Important — No effect, obviously, but 4 points of damage are absorbed before the remainder continues on . . .

Due to the limited capacity for lead shielding around the power plant, it is not suggested to be within 10' of the power plant for more than 2 hours a day unless you are wearing a radiation suit. Refueling is required once a year, whether the power plant is used or not. Fuel costs \$1,000 per load — where to get the stuff is up to the referee — and a radiation suit is required to live through the experience. It takes 20 minutes to start up or shut down a nuclear plant. All repairs should be considered Very Hard, and cost 20 times normal.

Nuclear Truck Power Plant



Make cross-country hauls like never seen before! With an extra driver and a sleeping area, it's possible to drive until the plant needs to be refueled, or the crew needs supplies. Truckers note! Few bandits will be able to catch you when you're flying down the highway at 130 mph! Improved acceleration, too — and all from Uncle Shmalbert!

Nuclear Truck Power Plant — \$1,000,000, 6,000 lbs., 20 spaces, see below for DP, 100,000 lbs. maximum

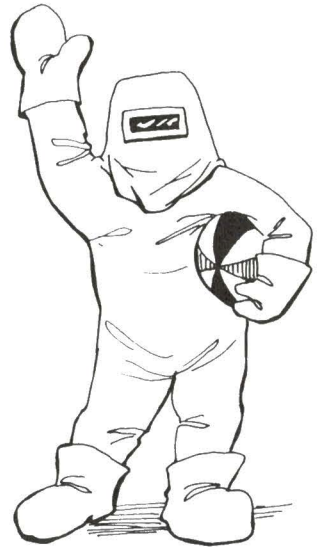
rig weight, 130 mph top speed, acceleration 5 mph/turn up to 25 mph, 10 mph/turn thereafter. Refueling cost is \$3,000. The big difference between this and the smaller nuclear plant is that this plant is much better shielded — the crew can spend as much time in the cab as they wish with no ill effects. Damage to the plant is figured as for the regular nuclear power plant, except each component has 6 DP, and the lead shielding is the equivalent of 17 points of metal component armor.

Radiation Suit

For those who crave the raw power of a nuclear power plant, but don't want to glow in the dark. Stay safe in Uncle Shmalbert's Radiation Suit!

Radiation Suit — \$500, no grenade-equivalents. A Radiation Suit can be combined with Improved Body Armor — combo has same restrictions as IBA, but costs \$2,500.

**Also great for
when you forget
your sunscreen!**



Grilled Cheese Sandwich

The old standby that's been saving duellist's lives for years is still available through Uncle Shmalbert's. Handy in a pinch, no duellist should be without one. We use only the finest ingredients.

Grilled Cheese Sandwich — \$5, one grenade-equivalent; a box of 12 weighs 10 lbs. Area effect.



As seen in many
Astronomy films!

Black Hole Dropper

Tired of ineffectual oil slicks? How many times has someone rolled over your mines without setting them off? Like to finish off those jerks for good? Imagine their surprise when you put a 75-foot-wide rip in the time-space continuum right in front of their bumpers! Buy Uncle Shmal's Black Hole Dropper, and watch those sputniks disappear from existence!

Black Hole Dropper — \$15,000, 250 lbs., 3 spaces, 3 DP, 3 shots, CPS \$2,000, WPS 20, burst effect. The black hole swallows everything in a 2 1/2" radius — including the ground! The BHD drops what looks like a mine counter and can be set to go off like regular mines, or on a set time-delay. Remember to give yourself ample time to escape the effects of the black hole when it is released into the environment. It is also an effective roadblock — most people stop when they see a 5" gaping hole in front of them. Note: This device may be illegal in areas that do not allow road-damaging weapons.

Existential Blue Crayon Gun

Scores a critical hit on any type of armor every time it hits! This weapon fires existential blue crayons, a type of strangely-colored blue that no one has ever been able to describe. No one knows for certain why the EBCG works the way it does, but one theory states that the crayons cause the armor to become extremely depressed.

Existential Blue Crayon Gun — \$6,000, 250 lbs., 2 spaces, 10 shots, CPS 10, WPS 5. Loaded cost \$6,100; loaded wt. 300 lbs. To hit 8, 1d-3 damage (but always at least 1). Area effect. No more than two can be linked at one time. A "critical hit" (see ADQ 2/4) means the armor of a target is bypassed when damage is allocated. If the target is unarmored, simply double the damage.



Dr. Deathwish's Patented Armor Remover

The next best thing to the Universal Solvent! Dr. Deathwish's super-secret labs have found a chemical that dissolves vehicular armor. Just grab a bottle of this stuff, an old dirty rag, and wipe away! Each bottle holds enough remover to dissolve 100 lbs. of any sort of plastic armor. Great for practical jokes. Also available in paint sprayer loads!

Armor Remover — each bottle is \$25, one grenade-equivalent each, and will dissolve 100 lbs. of armor. It takes 1 minute to remove 10 lbs. of armor.

A paint sprayer can be modified to fire this stuff for \$100 (\$200 to modify a HDPS), and the number of shots are cut to 10. CPS 50, WPS 4 (CPS 100, WPS 8 for HDPS). A cloud of solvent will last for 5 turns before dispersing. Any vehicle passing through loses 10 lbs. of armor on each exposed side (including wheelguards, wheel hubs, and EWP armor) per phase in the cloud. Body armor disintegrates at the rate of one point per phase.

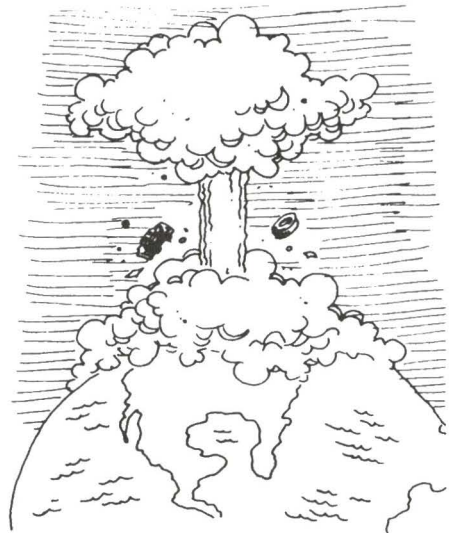


There's Nothing that Uncle Shamalbert Can't Do!

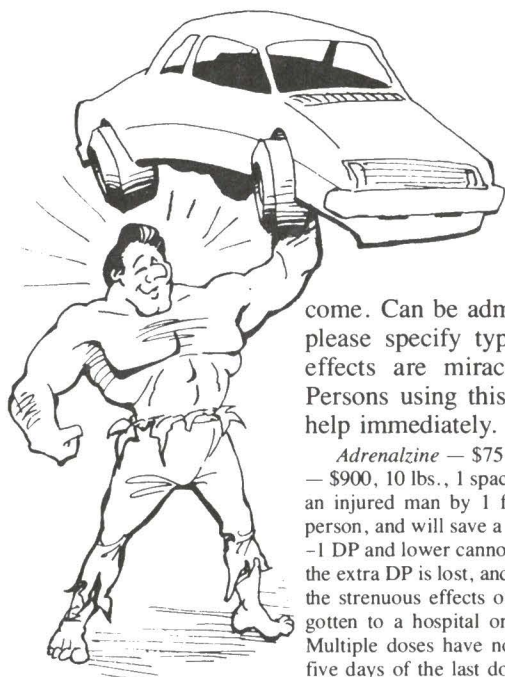
Photon Torpedoes

Obtained for Uncle Shmal by someone who will only refer to himself as "the man with the pointy ears." These are the ultimate in weaponry. If a PT hits its target, do not bother to roll damage, simply apply the confetti rule to the target. Everything within 2 inches takes 5 dice blast damage, plus all people must roll as if a concussion grenade had gone off. Everything within 4 inches takes 2 dice blast damage. When fired, the PT resembles a glowing ball of light.

Photon Torpedo — \$30,000, 750 lbs., 5 spaces, 6 DP, one shot. To hit 11, damage as above. Burst effect.



Adrenalzine



You've heard of this wonder drug, previously available only in expensive European clinics or from disreputable South American smugglers — Adrenalzine, the Wonder Drug for duellists! Use it to compensate for a wound, or to save a dying pal. This stuff is sure to be used by combat medics for years to

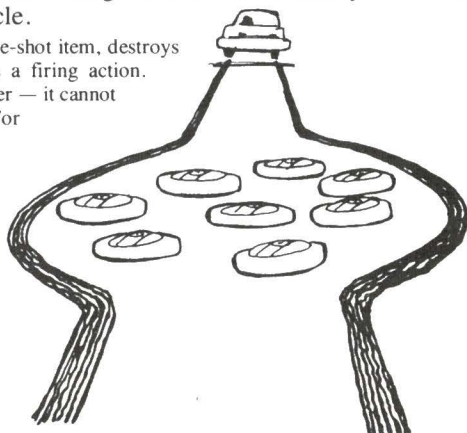
come. Can be administered orally or by injection — please specify type. Caution! While Adrenalzine's effects are miraculous, they are also temporary. Persons using this drug should seek expert medical help immediately.

Adrenalzine — \$75 per dose, 1 grenade-equivalent. Box of 12 — \$900, 10 lbs., 1 space. This drug effectively increases the DP of an injured man by 1 for an hour. It will revive an unconscious person, and will save a person with 0 DP from dying. Persons with -1 DP and lower cannot be helped. When the hour is up, however, the extra DP is lost, and the user must spend a day recovering from the strenuous effects of the drug. Characters at 0 DP will live if gotten to a hospital or emergency clinic before the hour is up. Multiple doses have no additional effect. Any dose taken within five days of the last dose will also have no effect. Administering the drug is a firing action, and the drug takes effect immediately.

Rule Benders

It's happened before . . . you're arguing with the referee or another player over the rules, and you lose! Well, lose no longer, my friend, when you buy Uncle Shmalbert's Rule Benders! Simply wait until you get in an argument, hit your Uncle Shmalbert Rule Bender, and you win! Sorry, but for some strange and cosmic reason you cannot put more than two Rule Benders in a vehicle.

Rule Benders — \$1,000, 20 lbs., 1 space. One-shot item, destroys itself when used. Activating a Rule Bender is a firing action. Remember, this is a rule *bender*, not a rule breaker — it cannot be used to change stated numeric values. For example, an RR needs a 6 to hit, and the rule bender cannot change that. Rule benders *can* be used to change the interpretation of the rules during an argument over something that isn't quite clear. Example: Player #1 maintains that Player #3's car clipped the corner of a FOJ counter and should take damage. Player #3 maintains that his maneuver narrowly missed the counter. Suddenly, the gunner in Car #1 fires a Rule Bender, and wins the argument. Rule Benders cannot be used to counteract another Rule Bender — first one fired wins the argument.



CAR WARS

Idea Sources

by Lou Hinshaw

Would *you* like a mineproof car?

How about a non-stressing standoff detector for mines, including a range of parameters that would scare a champion? Or a mine that throws itself at the victim? How about lasercam signature-sensitive target acquisition, rocket-assisted projectiles, or a radar that can detect an incoming shell? The Small Business Innovation Research (SBIR) Program solicitation on my desk assures me that the Air Force has some of this now, and wants it carried into a more advanced stage.

This little treasure-chest of ideas is a booklet nearly 400 pages thick. You can get your own copy, just like the defense contractors do, by writing

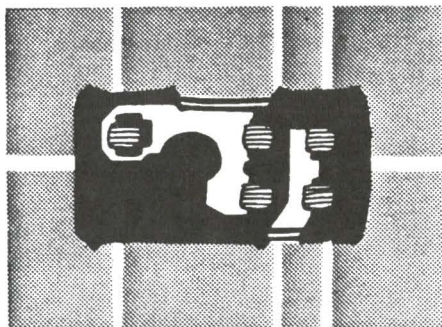
Small Business Administration

Office of Innovative Research & Technology
1441 L St. NW

Washington, DC 20416 or get in touch with the SBA in the nearest sizeable city, and tell them you want to receive *phase one* solicitations.

You may wish to discover antique radio gear can give you an edge. Get a Fair Radio Co. catalog, at Box 1105, Lima, OH 45802. This is a good source of actual existing equipment, as well as ideas for possible future improvements.

If you like the idea of military surplus as an idea source, you can also write the Defense Property Disposal Service (an agency of the Dept. of Defense) and ask to be put on their



bidder's list. You'll have to fill out a lot of forms, but the pictures and descriptions in the catalogs will lead you to new car ideas with a broader reality base.

Any game feels better if you increase its sensation of reality. The *Car Wars* future is not that far away. Dig in the rubble of the present, and you'll discover ideas and skills that can make your games far more real and interesting than you'll ever believe without seeing it.

Another frequently-overlooked source is your public library. Look up old issues of *Popular Science*, *Popular Mechanics*, and *Mechanix Illustrated*. Many of the designs and ideas in these magazines can be adapted to autoduellung with relative ease.

All this stuff works best in a campaign that is not afraid to try new things, make up new rules, and not wait for the "official" work to go ahead and give something a shot. If you've got that kind of adventurous gaming group, use these sources for great new ideas, and go to it!



ADQ Classified

WANTED: GAMERS IN THE SPRINGFIELD, IL area to form a local chapter of the AADA. Contact Steve Boyer, 2489 Arrowhead Dr., Springfield, IL 85018.

WANTED: DUELLISTS EVERYWHERE TO send car designs, weapons, accessories and scenarios to me. I will send back as much as I can from my stock. Send to: Devon Rogers, 13437 Grunt Hill Rd., Nevada City, CA 95959.

LOOKING FOR DUELLISTS IN THE OKLAHOMA City (Edmond) area and would also like to trade vehicle designs with other autoduellists. Contact Scott, 1844 Timberwolf, Edmond, OK 73034.

WANTED: I AM LOOKING FOR AN AADA chapter to join or willing duellists to form one, in the Stouffville area (NE of Toronto). Please write Charles Lorimer, RR #1, Goodwood, Ontario, Canada, L0C 1A0.

WILL PAY UP TO TEN DOLLARS CASH FOR issue 58 of *Space Gamer* — Dennis Dougherty, 8613 Ferris, Morton Grove, IL 60053.

SINGLE BOSTON DUELLIST SEEKS OTHERS in the city to form an AADA club or just to play. Contact Bruce "Rapier" Kane, 11 Speare Place, Box 190, Boxtown, MA 02115.

DARLINGTON, SC DUELLIST SEEKING other duellists in these South Carolina cities in the Pee Dee area: Darlington, Florence, Hartsville, Marion, Lake City, Conway, Cheraw, Bennettsville, and Myrtle Beach. Please contact Doug Bramlett, 213 Belvin Street, Darlington, SC 29532.

WANTED: AUTODUELLISTS TO FORM AADA chapter in San Antonio area. Please write to Shawn McHorse at 6310 Dove Hill, San Antonio, TX 78238.

FOR SALE: *ADQ* VOL. 1, NO. 1. OFFERS TO Peter Murawski, 84, Villa Street, Lozells, Birmingham, England B19 1PZ.

IF YOU WOULD LIKE TO RECEIVE THE newsletter *The Duellists' News and Views*, the newsletter written by and for duellists, send an SASE to DNV, 2444 West Swallow, Springfield, MO 65807.

WANTED: ANY TRAINED DUELLISTS IN the Winnepeg area to form a chapter. Contact Jason Taam, 68 Yale Ave, Winnepeg, Manitoba, Canada R3M 0L6.

I'M LOOKING FOR SOMEONE TO WRITE back and forth to. Contact Rick Heney, 1307 Cold Harbor Ct., Herndon, VA 22070.

WANTED: AUTODUELLISTS TO FORM YET another Texas AADA chapter. Also, I would like a copy of each of the *ADQ* issues that contain the stories "Doppelganger" and "Nightword." I'll pay top dollar. Write to Tony Barnes, 8715 Star Creek, San Antonio, TX 78251.

WANTED: DUELLISTS IN THE TEMPLE City-Arcadia (CA) area to duel with or form an AADA chapter. T.C.H.S. students most convenient. Contact Mike "The German Marauder" Krause, 5742 Agnes, Temple City, CA 91780.

HELP! WE NEED DUELLISTS WITHIN REASONABLE driving distance of Highland, IL. Any age welcome! Write to Craig A. Grapperhaus, 1200 Lynn St., Highland, IL 62249.

DUELLIST LOOKING FOR PEN PAL. I AM willing to conduct correspondence with another duellist/games. Also interested in forming local/national/world-wide BLUD organization. Please write Brian "The Prince of Death" McDonough, 6547 Eldridge St., San Diego, CA 92120.

ROCHESTER, NY DUELLISTS WANTED TO make an unofficial chapter become official. Please write Bill Reitter, 4489 Lake Ave., Rochester, NY 14612. I am also looking for issues 1/1 through 2/4 and a pen pal.

LOOKING FOR A FEW GOOD DUELLISTS in Redlands and San Bernardino area to form an AADA chapter. Write Scott Clifford, 816 Elise Dr., Redlands, CA 92374.

WANTED: AUTODUELLISTS WITHIN driving distance of Berkeley/Albany/El Cerrito, to revive local chapter and do some regular gaming. Write Leslie Fish, Box 429, El Cerrito, CA 94530.

IF YOU WANT TO WRITE ME, PLEASE send a photo of yourself. I'm 15 and I want a pen friend (boy or girl) age 14-16. My hobbies are *Car Wars*, other RPGs, tactical games and hacking. (Did you know that Sweden has the most compact hacker-net in the world?) My address is: Henrik Stohl, Martinvagen 33, 16155 Bromma, Sweden.

ATTENTION ALL DUELLISTS IN THE LAS Vegas, NV, vicinity. Fellow duellist interested in starting a club or just plain duelling. Drop me a line: Jerry Schaefer, 1018 Norman Ave., Las Vegas, NV 89104.

SEMI-EXPERIENCED DUELLIST LOOKING for a club or group in the northern Milwaukee (WI) area. Contact Ryan Cronwell, 11704 N. River Rd., Mequon, WI 52092.

WANTED — ISSUES OF *ADQ* — WILL PAY good money if in good condition. Contact Joe "Madman" Kimpo, 19021 NE 167th St., Woodinville, WA 98072.

LOOKING FOR AUTODUELLISTS IN THE Boulder, CO, area. Please contact Ethan Diamond, 1557 48th St., Boulder, CO 80303.

FOR SALE: MINT CONDITION *ADQ* 1/1 through 5/1, *Car Wars* (Pocket Box), *Sunday Drivers*, and *Autoduel Champions*. Sold only as a set, best offer over \$75 takes all. Russell Neal, 1133 West 5th St. #7, Tempe, AZ 85281.

WANTED: ISSUES 1/1, 1/2, 1/4, 2/1, AND 2/2, and some fellow maniacs to form an AADA chapter. Write Dennis Dougherty, 8613 Ferris, Morton Grove, IL 60053.

DACHSHUND — DUELLING ALLIANCE OF Commandoes, Honchos, and Soldiers Having United and Never Defeated is looking for duellists in South Carolina. Contact Gunther H. Bellows, 227 Fox Fire, Columbia, SC 29210.

SORRY, GUYS. DUE TO A RECENT FIRE I have been forced to relocate. ARF knew I was getting close. Now I really need to get together with some AADA members. If you would like to start a chapter in the Flint/Grand Blanc area, or just want to swap ideas and designs, write David Searle, 12059 Juniper Way #131, Grand Blanc, MI 48439.

FREE BEER! ONLY KIDDING, THAT WAS just to get your attention. Seriously, though, we need more people to join B.A.D. (Bloodthirsty Automotive Duellists). For info, write to Bill Reiter, 4489 Lake Ave., Rochester, NY 14612. I am also looking for a few old issues of *ADQ*, and I will pay a decent buck. I'm also looking for another pen pal (Not that there's anything wrong with my current one).

ANY AUSSIE DUELLISTS INTERESTED IN forming the Australian Duelling Society (ADS), Please write to Bruce McLeod, 25 Blanch Parade, South Grafton, NSW4 Australia 2461.

WANTED! A SERIOUS AUTODUELLIST pen-pal interested in exchanging auto designs, ideas, and new methods of offing cyclists (in the game). Anyone interested in a detailed and accurate "character creation system" please write. I'm also looking for *ADQ* 1/1, 1/2, and 2/2 in good condition. Write Steve Shea, 2326 W. 232nd St. Torrance, CA 90501.

ROAD WARRIORS WANTS YOU. IF YOU are a duellist in the Melbourne area (Australia), we want you to join the best group of duellists this side of the Pacific. For more information, send an SASE to 5A Miami St., Hawthorn, Melbourne, Australia 3122. Or see us at a convention sometime. American enquiries welcome.

ATTENTION ALL PHILADELPHIA AUTODUELLISTS: Members needed for Center City Autoduelling Club (CECAC). AADA membership good, but not essential. High school age preferred, either sex welcome. Write E.S. Stewart, 2413 Delancey Place, Philadelphia, PA 19103.

ANNOUNCING THE *CAR WARS PLAYER Exchange*, a quarterly newsletter full of CW material! Issues 1/0 and 1/1 available. Send 25 cents for each to CWPE, 3131 McClintock Ave. #E244, Los Angeles, CA 90007.

FOR BARTER ONLY: MEMBERSHIP IN AADA chapter in NE Illinois. Write to Ray Algol, 8559 Ferris, Morton Grove, IL 60053.

DUELLISTS WANTED WHO LIVE NEAR OR IN PLYMOUTH TO join NEAMA, the North Eastern Anti Mondo Association. 13 or older, please. Write to Jeff Gurwitch, 41 Peter Rd., Plymouth, MA 02360.

Origins '87

July 2nd-5th, 1987 at the Baltimore Convention Center and Hyatt Regency Inner Harbor.

For more information write:

Atlanticon

Dept. C.A.

P.O. Box 15405

Baltimore, MD 21220

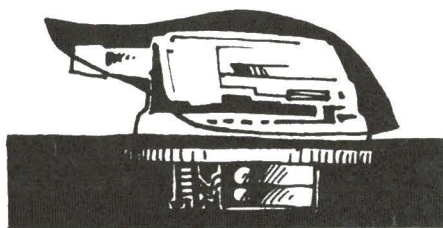
or call

(301) 298-3135

Sponsored by **GAMA**, the Game Manufacturer's Association.

The Truth About Turrets

by Scott Haring



In the original *Car Wars* rules, turrets were pretty easy to figure out. But since then, we've added many new vehicle types (trikes, car trailers, helicopters), and a bunch of things that, like turrets, have different sizes for different types of vehicles — rocket platforms, bomb racks, EWPs, and even the Portable Earth Station. This has led to quite a bit of confusion. To help clear it all up, I present the complete, *official* information in as clear a way as possible: with a table. For each type of accessory listed down the left side, the vehicles that can mount a certain size are listed under that size.

	<i>None</i>	<i>1-space Only</i>	<i>Up To 2 Spaces</i>	<i>Up To 3 Spaces</i>	<i>4 Spaces</i>
Turrets & Cupolas	Subcompact ¹ Lt. Trike ¹ Mini Van Trailer ¹ All Motorcycles All Sidecars ^{1,2}	Compacts Med. Trike 6-ft. Van Trailer One-Man Helicopter	Mid-size Luxury Pickup Pickup with Camper Shell Station Wagon Hvy. Trike X-hvy. Trike 10-ft. Van Trailer Small Helicopter	Van 15-ft. Van Trailer Standard Helicopter	10-wheel Truck Cabs 10-wheel Truck Carriers ³ 20-ft. Van Trailers 25-ft. Van Trailer ³ 30-ft. Van Trailer ³ All Tractors All 18-wheeler Trailers ³ Mini-Bus 30-ft. Bus ³ 40-ft. Bus ³ Transport Helicopter
Rocket Platform	All Cycles All Sidecars All Helicopters	Subcompact Lt. Trike Mini Van Trailer	Med. Trike Hvy. Trike X-hvy. Trike 6-ft. Van Trailer 10-ft. Van Trailer Compact Mid-size Luxury Pickup Pickup with Camper Shell Station Wagon	Van 15-ft. Van Trailer 20-ft. Van Trailer 25-ft. Van Trailer ³ 30-ft. Van Trailer ³ 10-wheel Truck Cabs 10-wheel Truck Carriers ³ All Tractors All 18-wheel Trailers ³ Mini-Bus 30-ft. Bus ³ 40-ft. Bus ³	No such item
EWPs (and Rocket EWPs)	No such item	Subcompact Compact All Cycles All Sidecars Lt. Trike Med. Trike Hvy. Trike Mini Van Trailer 6-ft. Van Trailer	Mid-size Luxury Pickup Pickup with Camper Shell Station Wagon One-man Helicopter 10-ft. Van Trailer X-hvy. Trike	Van 10-wheel Truck Cabs 10-wheel Truck Carriers ³ All Tractors 15-ft. Van Trailers 20-ft. Van Trailers 25-ft. Van Trailers ³ 30-ft. Van Trailers ³ Mini-Bus Small Helicopter	Standard Helicopter Transport Helicopter 30-ft. Bus ³ 40-ft. Bus ³ All 18-wheeler Trailers ³
Bomb Rack		One-man Helicopter	Small Helicopter	Standard Helicopter	Transport Helicopter

(1) — These vehicles may use the Zero-Space Turret.

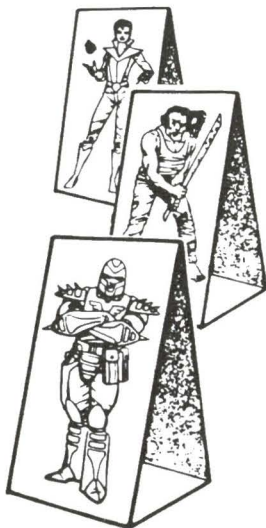
(2) — Sidecars may mount the Cycle Turret Sidecar.

(3) — These vehicles may mount *two* turrets, each one up to the size designated.

CAR WARRIORS™ BECOME TRUE HEROES!

Steve Jackson Games introduces 36 new *Cardboard Heroes*® for *Car Wars* and *GURPS Autoduel: The Car Warriors!*

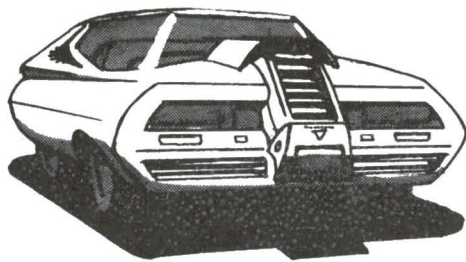
Car Warriors are the heroes, villains, and hangers-on of autoduellling society, fifty years in the future. From knights in shining armor to punk bikers with destruction on their minds, these figures provide for a full array of encounters, in autoduellling or any other present or near-future setting.



STEVE JACKSON GAMES
Box 18957-T Austin, TX, 78760

GURPS, Car Wars, Cardboard Heroes and *Autoduel* are registered trademarks, and *Car Warriors* is a trademark of Steve Jackson Games Incorporated.

GAUCHO



Can't believe that blazing firepower and swift acceleration can be combined in one Divison 10 fighting vehicle? Well, check out the Gaucho, the latest from Conquistador Motors. Carefully crafted, masterfully designed. Run circles around your opponents in the new Gaucho!

Gaucho — Subcompact, Hvy. chassis, Hvy. suspension, 100-cu.-in. IC engine, turbocharger, 5-gallon racing tank, 4 PR tires, driver only, VMG front with HD ammo. Armor: F18, L15, R15, B15, T10, U7. Accel. 10 (15 at 40 mph +), Top speed 85, Base MPG 50, HC 3, 2,530 lbs., \$9,730. Note that a duellist can wear body armor into the arena and still come in \$20 under Div. 10 restrictions. Safety Option — Trade PR tires for HD, add portable fire extinguisher carried as personal equipment, 4 points armor. \$9,524. Highway Option — Remove VMG, add MG with HD ammo front and MML back, add 35 points of armor. \$9,665.

Conquistador

1986 Products Reviews

This is a list of products released in 1986 which are eligible for nomination on the Awards Ballot. Be aware that this is not a complete list, especially in reference to the smaller companies. Feel free to enter a product on the nomination ballot if you know it to be eligible. Products must be released in 1986, excluding magazines and play-by-mail games.

1. Best Historical Fiction Series, 1986

Agincourt, Minifig
All the King's Men line, *Ralm*
American Civil War line, *Stone Mountain*
Armies of the Caesars line, *Ralm*
Armies of the Hellenistic Period, *Ralm*
Blue and the Gray line, *Ralm*
Elite Force Ultra Modern, *Alliance*
Flint & Feather line, *Ralm*
French Foreign Legion, *Minifig*
Hotspur series, *Alliance*
MicroAmour, *GHQ*
Napoleonic Sailors and Marines, *Minifig*
Napoleonic Saxons and Westphalians, *Minifig*
Nottan Citadel line, *Games Workshop*
Ottoman Turks, *Alliance*
Samurai, Citadel line, *Games Workshop*
War of the Roses, *Minifig*
World War I, *Minifig*

2. Best Fantasy/Science Fiction Figure Series, 1986

Children of Fantasy line, *TAG*
Children of the Nile, *TAG*
Citadel line, *Games Workshop*
Dr. Who line, *FASA*
Dungeons & Dragons line, *Games Workshop*
Fantasy Lord's blistersacks, *Greenard*
Groo the Wanderer line, *Call of Cthulhu*
Hedge Dredd line, *Games Workshop*
Laser Bum line, *Table Top*
Legions of Darkness line, *Ralm*
Limited Edition blistercards, *Games Workshop*
Line of the Rings line, *Games Workshop*
Mandrango and She-Mandrango, *Dark Horse*
Minotaur, Citadel line, *Games Workshop*
Minotaur Lord, Citadel line, *Games Workshop*
Monster Manuscripts, *Dragon Lords, Greenard*
The Monster Mash, *Ralm*
Off-the-Wall Armies, *Grey Cat*
Reaper Fantasy line, *Table Top*
Satanman miniaturs, *Games Workshop*
Teen-age Mutant Ninja Turtles, *Dark Horse*
Undead Centaurs, *Excursions into the Bizarre, Dark Horse*

3. Best Vehicular/Accesory Series, 1986

Colonial gunboats, *Greenfield Carrions*
Houses building line, *Stone Mountain*
Ships with crews, *Greenfield Carrions*
Star Trek Miniatures, *FASA*
Starline 2200 Miniaturs, *Task Force Vietnam era buildings, Greenfield Carrions*

4. Best Miniatures Rules, 1986

Antients 7th Edition, *WRC*
Command Decision, *GDW*
18th Century Grand Tactical Quick Rules, *Minifig*
Kriegzeit Tactical Rules, *Minifig*
Jagdpanzer, *Greenfield Carrions*
Limys and Slimeys, *Minifig*
Nech Bars, *Courier Publishing Co*

5. Best Role-Playing Rules, 1986

Dark Force, *FASA*
Freedom Fighters, *Fantasy Games Unlimited*
Gamma World, *TSR*
GURPS, *Steve Jackson*
Hammaster, *Columbia*
Hawkmoon, *Chaosium*
Marvel Super Heroes, *Advanced, TSR*
The Mechanoids, *Palladium*
MechWarrior, *FASA*
Middle-earth Role Playing, *boxed edition, ICE*
Price of Freedom, *West End*
Raiders of the Lost Ark, *Games Workshop*
Robot Warriors, *Hero Games/ICE*
Robotech the RolePlaying Game, *Palladium*
Traveller 2300, *GDW*
Warhammer Fantasy Role Play System, *Games Workshop*

6. Best Role-Playing Adventure, 1986

Adventures in Blackmoor, *Expert D&D, TSR*
Alien Realms, *Traveller, GDW*
The Awakening, *Dungeons & Dragons, Games Workshop*
Beneath Two Suns, *Role-Aids, Mayfair*

The Black Sword, *Stormbringer, Chaosium*
Clones in Space, *Paranoia, West End*
Conflict of Interest, *Star Trek, FASA*
The Coriolis Effect, *Hero Games/ICE*
Countdown to Armageddon, *DC Heroes, Mayfair*
Decision at Midnight, *Star Trek, FASA*
Delta Force Terra at Sea, *Delta Force, Task Force*
Don't Ask, *DC Heroes, Mayfair*
A Doomsday Like Any Other, *Star Trek, FASA*
Doomsday Program, *DC Heroes, Mayfair*
Dragons of Glory, *AD&D, TSR*
Dragons of Triumph, *AD&D, TSR*
Dragon's Truth, *AD&D, TSR*
Dream Machine, *DC Heroes, Mayfair*
Element of Danger, *DC Heroes, Mayfair*
Escort to Hell, *DC Heroes, Mayfair*
Enemy, *Inc, DC Heroes, Mayfair*
Fire and Ice, *DC Heroes, Mayfair*
For Your Eyes Only, *James Bond 007, West End*

Four Horsemen of Apokalops, *DC Heroes, Mayfair*
The Gauntlet, *Adventures, Task Force*
Good Toasties, *Ghostbusters, West End*
Going Home, *Twilight:2000, GDW*
Graduation Exercise, *Star Trek, FASA*
The Grey Knight, *Pendragon, Chaosium*
Griffin Island, *RuneQuest, Avalon Hill*
Hot Rods of the Gods, *Ghostbusters, West End*

King of Crime, *DC Heroes, Mayfair*
Lost Telepaths, *SpaceMaster, ICE*
The Mines of Selka, *Star Trek, FASA*
Night of Seven Swords, *AD&D, TSR*
Nightmare in Norway, *Call of Cthulhu, Games Workshop*
Nights of Dark Terror, *AD&D, TSR*
Orcutters, *Paranoia, West End*
Pawns of Time, *DC Heroes, Mayfair*
Phantoc, *Role-Aids, Mayfair*
Pinnacle of the Northern Marshes, *MERP, ICE*

Queen of the Spiders, *AD&D, TSR*
Queen Victoria and the Holy Grail, *Excursions into the Bizarre, Games Workshop*
Ravenloft II, *AD&D, TSR, Inc*
Red Star/One Star, *Twilight:2000, GDW*
Return to Xenar, *Star Trek, FASA*
Search for New Gods, *Dungeons & Dragons, Games Workshop*

Spawn of Azathoth, *Call of Cthulhu, Chaosium*
Statue of the Sorcerer, *Call of Cthulhu, Chaosium*
Swords of the Daimyo, *AD&D, TSR, Inc*
Teen-age Mutant Ninja Turtles Adventures, *Teen-age Mutant Ninja Turtles, Palladium*

Temple of Elemental Evil, *AD&D, TSR*
Terror from the Stars, *Call of Cthulhu, Chaosium*
Trolls of the Misty Mountains, *MERP, ICE*
Troops of Darkness, *Role-Aids, Mayfair*
Warrors Code, *Dr. Who, FASA*
Wizard's Revenge, *Role-Aids, Mayfair*
You Only Live Twice, *James Bond 007, West End*

7. Best Role-Playing Supplement, 1986

Paranoia, *Paranoia, Games Workshop*
After the Bomb, *Teen-age Mutant Ninja Turtles, Palladium*
Batman, *DC Heroes, Mayfair*
BattleTech Technical Readout, *FASA*
Batteries, *Bar*
Book of Lairs, *AD&D, TSR*
The British in World War II, *Behind Enemy Lines, The Companions*
Cise, *Chaosium*
Cities, *Chaosium*
Clubs by Candlelight, *Call of Cthulhu, Chaosium*
Cybermen, *Dr. Who, FASA*
Dragons, *Role-Aids, Mayfair*
Dreamlands, *Call of Cthulhu, Chaosium*
Dueltrack, *Car Wars, Steve Jackson*
Dungeonner's Survival Guide, *AD&D, TSR*
Eggs, *Ham, Columbia*
The Federation, *Star Trek, FASA*
Gadgets, *Hero Games/ICE*
Grimtooth's Traps For, *Task Force*
GURPS Autoduel, *GURPS, Steve Jackson*
GURPS Fantasy Book, *GURPS, Steve Jackson*
Hero Battles, *Hero Games/ICE*
Hil Sector Blues, *Paranoia, West End*
Hivers, *Traveller, GDW*
Kandy, *Ham, Columbia*

King Arthur Companion, *Pendragon, Chaosium*
Line of Superheroes, *Volume I—The Characters, DC Heroes, Mayfair*
Lords of Middle-earth, *Volume I, MERP, ICE*
Lorien, *MERP, ICE*
The Nobles Book, *Pendragon, Chaosium*
Oriental Adventures, *AD&D, TSR*
The Photon Leader's Pocket Guide, *Behind Enemy Lines, The Companions*
RDF Sourcebook, *Twilight:2000, GDW*
Realms of Magic, *Marvel Super Heroes, TSR*

Road Hogs, *Teen-age Mutant Ninja Turtles, Palladium*
Robots, *Traveller, GDW*
Rolemater Companion, *Rolemater, ICE*
Solomani, *Traveller, GDW*
The Squad Leader's Pocket Guide, *Behind Enemy Lines, The Companions*
Star Trek IV Sourcebook, *FASA*
Super Agents, *Hero Games/ICE*
Thee's World Companion, *Chaosium*
Uncle Albert's 2036 Catalog, *Car Wars, Steve Jackson*
Undead, *Role-Aids, Mayfair*
US Army Vehicle Guide, *Twilight:2000, GDW*
Villains, *James Bond 007, Victory*
Wilderness Survival Guide, *AD&D, TSR*

8. Best Professional Role-Playing Magazine, 1986

Adventures Club, *Hero Games/ICE*
Autoduel Quarterly, *Steve Jackson*
Company Commander, *Schabel and Son*
Differents Worlds, *Sleuth*
The Dragon, *Dragon Publishing*
Dungeon, *Dragon Publishing*
Newspaper, *Dragon Publishing*
Space Gamer, *Diverse Talents Inc*
Traveller Digest, *Digest Game Publications*
White Dwarf, *Games Workshop*

9. Best Professional Miniatures Magazine, 1986

The Courier, *Miniature Wargames*
Military Modeling, *Miniature Wargames*

10. Best Play-By-Mail Game, 1986

Almazac, *Pegasus Productions*
Company Commander, *Schabel and Son*
Crack of Doom, *Advanced Gaming Enterprises*
Duelmasters, *Reality Simulations*
Eggs, *Midnight Games*
Family Games, *Andon Games*
Feudal Lords, *Grand Simulations*
First World, *White Lion Enterprises*
Fleet Maneuvers, *Fantastic Simulations*
Galactic Prisoners, *Gandel, Inc*
Galaxy Alpha, *Intergalactic Games*
Ghosts of Supernacy, *Hubel & Son*
Hybnon War, *Reality Simulations*
It's A Crime, *Adventures By Mail*
Mazeworld, *Acme Game Moderators*
Our Time Days, *Twin Engine Gaming*
Outer Rim, *Outremer Games*
Paths to Glory, *Triumph Game Systems*
Pleasant Hill, *SET #106*
Quest of the Great Jewels, *Zorph Games*
State of War, *Game Systems*
Supernova, *Rolling Thunder Games*
Takamo, *Advent Games*
Universe II, *Clemens and Associates*

11. Best Pre-20th Century Game, 1986

Chickamauga, *West End*
Condottieri, *Wargamer #54*
1830: Robber Banners, *Avalon Hill*
The Emperor Returns, *Clash of Arms Games*
Empires in Arms, *Avalon Hill*
Gladiators, *Wargamer #51*
Knights of Justice, *Wargamer #50*
Napoleon and the Archduke Charles: The Battle of Aspern-Essling, *Wargamer #49*
Pleasant Hill, *SET #106*
Railway Rivals, *Games Workshop*
Rebel Sabers, *TSR/SSI*
Remember the Maine, *SET #108*
Shanghai Trader, *Panzergrues*
Terrible Swift Sword, *TSR/SSI*
Warlords, *Panzer Games*

12. Best 20th Century Game, 1986

Aegean Strife, *Victory*
Against The Reich, *West End*

Air and Armor, *West End*
Anvil-Dragon: Southwall 1944, *Wargamer #60*
Barbarossa, *TSR/SSI*
Battle Cry: World Wide Wargames, *Battle Hymn, Victory*
BattleShip, *Simulations Canada*
Bloody Kerens, *Wargamer #59*
Bumdesher, *GDW*
Clash of Empires August, 1914, *Wargamer #58*
Counterstrike from France, *Task Force*
Duel for Kharkov, *Peoples Wargames*
Duel in the Desert, *Wargamer #51*
Dunkirk: 1940 Operation Dynamo, *Wargamer #53*
Eastern Front Tank Leader, *West End*
First Team! Vietnam, *Wargamer #56*
Flight Leader, *Avalon Hill*
Fortress America, *Milton Bradley*
France: 1944, *Victory*
Korean War, *Victory*
Okinawa, *Wargamer #55*
Persian Jaf, *GDW*
Race for Tunis, *Wargamer #57*
RAF, *West End*
Target Libya, *SET #107*
Top Gun, *FASA*
War to End War, *World Wide Wargames*
Warsaw Rising, *SET #107*

13. Best Fantasy/Science Fiction Game, 1986

Aero Tech, *FASA*
Bond Assault Game, *Victory*
City Tech, *FASA*
Cosmic Encounter, *West End*
Dark Emperor, *Avalon Hill*
Elquest, *Mayfair*
Elery Queen, *Mayfair*
Federation of Empires, *Task Force*
Introduction to Star Fleet Battles, *Task Force*
Kings & Things, *Star Fleet Battles, Task Force*
Star Trek Combat Simulator, *FASA*
Warlock of Firetop Mountain, *Games Workshop*

14. Best Professional Boardgame Magazine, 1986

Fire & Movement, *Diverse Talents, Inc*
The General, *Avalon Hill*
The Grenadier, *J. Tibbetts & Sons*
Strategy & Tactics, *Dragon Publishing*
The Wargamer, *World Wide Wargames*

15. Best Military/Strategy Computer Game, 1986

Computer Strategic Studies Course, *BattleGroup, Reality Simulations, Inc*
Conflict in Vietnam, *Microprose*
Europe Ablaze, *Strategic Studies Group*
Gensyburg: The Turning Point, *SSI*
Gulf Strike, *Avalon Hill*
Gunship, *Microprose*
Kung'ung Campaign, *Simulations Canada*
Panzergrues Guderian, *Avalon Hill*
Rommel, *GDW*
Spitfire 40, *Avalon Hill*
Starland Campaign, *Simulations Canada*
War in the South Pacific, *SSI*
Wargame Construction Set, *SSI*
Warship, *SSI*

16. Best Fantasy/Science Fiction Computer Game, 1986

Darkmo, *Avalon Hill*
Gesteon Healer, *Avalon Hill*
Mission on Thunderhead, *Avalon Hill*
Ogre, *Oryon Systems*
Phantasia II, *SSI*
Rings of Zillies, *SSI*
Road War, 2000, *SSI*
Shard of Spring, *SSI*
Wizard's Crown, *SSI*

18. Best Amateur Adventure Gaming Magazine, 1986

Abyss
Alarums & Excursions
Europa Nuts and Bolts
The Wild Hunt
The Midwest Wargames Association Newsletter

ACADEMY OF ADVENTURE GAMING ARTS & DESIGN OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

For the year 1986, to be presented at Origins '87, July 2-5, 1987, in Baltimore, MD
(for information about Origins '87, write P O Box 15405, Baltimore, MD 21230)

The Origins Awards, presented at Origins each year, are an international series of awards aimed at recognizing outstanding achievements in Adventure Gaming. The awards are comprised of the Charles Roberts Awards for boardgaming, and the H. G. Wells Awards for miniatures and role-playing games. An Awards Committee of hobbyists (some professionals, but primarily independents) directs and administers the awards system.

INSTRUCTIONS Read carefully. Print legibly or type nominations. Ballots that are messy, not completed correctly, or show attempts at ballot stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not list selections in unfamiliar categories. **YOU MUST SIGN THE BALLOT!** Include your address. You may vote only once. Nominations should be for products released during the calendar year 1986. Miniatures figure series nominations should be for new product lines or lines which were substantially expanded in 1986.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. ALL Adventure Gamers are encouraged to vote! YOUR VOTE makes a difference! A final ballot is prepared by the committee and voted on by the members of the Academy of Adventure Gaming Arts & Design. Academy membership, \$3.00 per year, is open to active, accomplished hobbyists, both professional and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be mailed to the U.S. address. Present members may renew by sending their check with their ballot. Checks should be made payable to GAMA for \$3 U.S. The Academy and the Awards Committee as well as the Origins Convention itself, function under the authority of GAMA, the Game Manufacturers Association.

DEADLINE: MAY 2, 1987

THE H. G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

1. Best Historical Figure Series, 1986

2. Best Fantasy/ Science Fiction Figure Series, 1986

3. Best Vehicular/ Accessory Series, 1986

4. Best Miniatures Rules, 1986

5. Best Role-Playing Rules, 1986

6. Best Role-Playing Adventure, 1986

7. Best Role-Playing Supplement, 1986

8. Best Professional Role-Playing Magazine, 1986

9. Best Professional Miniatures Magazine, 1986

10. Best Play-By-Mail Game, 1986

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

11. Best Pre-20th Century Game, 1986

12. Best 20th Century Game, 1986

13. Best Fantasy/Science Fiction Game, 1986

14. Best Professional Boardgame Magazine, 1986

15. Best Military/Strategy Computer Game, 1986

16. Best Fantasy/ Science Fiction Computer Game, 1986

17. Best Screen Graphics in a Computer Game, 1986
(Given a particular computer's limitations)

18. Best Amateur Adventure Gaming Magazine, 1986

19. Best Graphic Presentation, 1986

20. Hall of Fame, 1986

Name _____
Address _____

Signature _____

Send your ballot to only one of the following addresses by the deadline, May 2, 1987.

Awards GAMA P O Box 2712 Fairfax, VA 22031	Australia & New Zealand Awards, Adrian Pett Breakout Magazine P O Box 162 Mooroolbark, Vic 3138 Australia
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AADA News

It's tournament time around the autoduellling arenas of the world, and this issue of the AADA News is devoted entirely to the 2036-37 AADA World Championship Tournament. First, here is a complete roster of the clubs eligible to compete in this year's tournament, arranged by regions:

Atlantic Coast Region

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

Capitol Area Racing Society (CARS)
Adam Larsen, President
308 Hamilton Ave.
Silver Spring, MD 20901

Lex Talionis
Pete "Havoc" Hallenberg, President
9647 Wenzel St.
Fairfax, VA 22032

New River Autoduellists
James R. Dunson, President
3090 EAJ
Virginia Tech
Blacksburg, VA 24061
Sponsor: The Hobby Shop
310 North Main St.
Blacksburg, VA 24060

Washington Recreational Extra-Curricular Kamikaze
Strikeforce (WRECKS)
Dan Ladd, President
11813 Trailridge Drive
Potomac, MD 20534

California North Region

Associated Silicon Valley Pilots, Highwaymen,
Autoduellists, Low Riders and Truckers (ASPHALT)
Kirk Saunders, President
1480 University Ave.
San Jose, CA 95126

California Racing and Autoduellling Society of
Hell-Raisers (CRASH)
David Crowe, President
6221 Balderstone Dr.
San Jose, CA 95120

Commercial Intelligence Bureau (C.I.B.)
Brian Kelly, President
31 Aliso Way
Menlo Park, CA 94025

Marin Marauders
Steven Huntsberry, President
27 River Oaks Rd.
San Rafael, CA 94901

NorCal Transit Authority
Michael Taber, President
36 Laurel Ave.
Petaluma, CA 94952

Palo Alto Region Autoduel Organization of X
(PARADOX)
Clive Henrick, President
3177 Manchester Ct.
Palo Alto, CA 94303

West Coast Autoduellling Vigilante Enforcement (WAVE)
Moe Gemoya, President
33735 14th St.
Union City, CA 94587

Canada Region

Canadian Autoduel Association*
Mad Al Loud, President
501 Kingston Road #105
Toronto, Ontario
Canada M4L 1V7

Central Region

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

Missouri Autoduel Division (MADD)
Craig Sheeley, President
1619 South Broadway
Springfield, MO 65807

New Omaha Vehicular Association (NOVA)
Norman McMullen, President
2201 Joyce Circle
Bellevue, NE 68005

Slammers*
Royal S. Dowdy, President
Box 456
Manhattan, KS 66502
Sponsor: The Master Gamer
1125 Laramie
Box 456
Manhattan, KS 66502

Mid-America Region

Cleveland League of Duellists (CLOD)
Dan Duvall, President
29629 Schwartz Rd.
Westlake, OH 44145

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

Duelling On Ohio's Motorways (DOOM)
Thomas Brandes, President
3253 Elgin Dr.
Fairlawn, OH 44313

Indiana Brickyard Autoduellists (IBAD)
Richard B. Wilson, President
6119 Shawnee Trail N. Dr.
Indianapolis, IN 46220

Land of Lincoln Autoduel Association
Russell McKinney, President
1407 Scottswood Rd.
Rockford, IL 61107

North Region

Iron Rangers
Chris Yue, President
521 12th Ave. SE
Minneapolis, MN 55414

Madison Autoduel Association
Andy Egan, President
2244 Rugby Row
Madison, WI 53705
Sponsor: Pegasus Games
444 State Street
Madison, WI 53703

Minneapolis Autoduellists Unmercifully Liquidating
Egotistical Radical Sadists (MAULERS)
Robert Chambers, President
3141 38th Ave. S.
Minneapolis, MN 55406

Motorcity Warriors
Tim Basham, President
6040 Janet
Taylor, MI 48180

Northeast Region

Driving Tigers/Road Wolves
Christopher Burke, President
156 11th St.
Brooklyn, NY 11215

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

Lexington Death Raiders
John Duncan, President
21 Washington St.
Lexington, MA 02173

Ridgewood Organization of Autoduelling (ROAD)*
Matt Patterson, President
207 McKinley Place
Ridgewood, NJ 07450

Suffern Autoduel Association (SADD)*
Val J. Cassotta, Jr., President
4 Beechwood Rd.
Suffern, NY 10901

The Jersey Autoduelling Establishment (JADE)
Mitchell Goldman, President
17 Walnut Terrace
East Hanover, NJ 07936

Northwest Region

Central Headquarters for Armored Olympian
Streetduellists (CHAOS)*
Chris A. Coleman, President
1145 Mountain Aire Dr. S.E.
Olympia, WA 98503

Corporate League of Autoduellists in Washington
(CLAW)
Patrick Burt, President
7665 NE 14th
Bellevue, WA 98004

Greatly Offensive North American Duellist Society
(GONADS)*
Brian A. Eliason, President
Box 114
White Sulphur Springs, MT 59645

Northwest Autoduellists
Mark Miller, President
c/o The Game Shop
3082 NW Ave.
Bellingham, WA 98225
Sponsor: The Game Shop
3082 NW Ave.
Bellingham, WA 98225

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

Overseas Region

Aussie Impact
Tim Wodetzki, President
6 Woodside Crescent
Toorak, Victoria
Austalia 3152

London, England, Autoduel Association (L.E.A.D.A.)
Phil Radley, President
12 Wordsworth Close
Romford, Essex
England RM3 7PD

Royal Autoduelling Association of Australia
Gary Makin, President
32 Mary Street
Northmead, Sydney
Australia 2152

Southeast Region

Dragon Autoduellists and Guardians of the Road (DAGR)
Shaunnon Drake, President
655 Bittersweet Trail
Atlanta, GA 30338

Metro Atlanta Autoduellists (MAAD)
Weilei Wang, President
5001 Patriot Dr.
Stone Mountain, GA 30087
Sponsor: Titan Books & Comics II
Tucker, GA

Southwest Region

Agoura-Westlake Autoduellist Society
Geoffrey Talvola, President
5533 Rainbow Crest Dr.
Agoura Hills, CA 91301

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

Central Arizona Road Duellists (CARDs)
Bill Webb, President
3612 E. Mariposa St.
Phoenix, AZ 85018

North American Mondo and Duellist Society (NOMADS)
Randy Harrington, President
c/o Joe Rudynski
2013 W. 245th St.
Lomita, CA 90717

San Diego Terrorist Resistance Autoduel Patrol
(SANDTRAP)
James Tucker, President
1163 Eastside Rd.
El Cajon, CA 92020
Sponsor: Rigel Games & Books
9872 Hibert St. #D-1
San Diego, CA 92131



Texas Region

Duellists Experts, Aces, and Terminators for Hire
(DEATH)*
David Wilson, President
37 Yorkshire
Bedford, TX 76021
Sponsor: Society of Adventure Gaming Enthusiasts
37 Yorkshire
Bedford, TX 76021

River City Autoduel Association
Tim Ray, President
8910 Research #C-2
Austin, TX 78758
Sponsor: Hexworld
8910 Research #C-2
Austin, TX 78758

Smith County Avengers
Ty Beard, President
c/o Hobby Chalet
4500 S. Broadway
Tyler, TX 75703
Sponsor: Hobby Chalet
4500 S. Broadway
Tyler, TX 75703

The Houston Free Oilers
Jeff Ferris, President
9582 Windswept
Houston, TX 77063

Those clubs marked with a “*” are in the tournament on a provisional basis — they must renew their charters to remain eligible.

Clubs can hold their club championships any time now. In fact, two clubs have already held their tournaments — congratulations to Steve Huntsberry of the Marin Marauders, and Jim Martin of the New Omaha Vehicular Association.

One club in each region will host the Regional tournament. NOW is the time to write the National Headquarters if you want to volunteer. Let us know your proposed date, time, and site (a local game convention would be ideal), and the facilities available. Regional bids will be awarded as soon as possible for each region. Three regionals have already been set: The Atlantic Coast regional will be hosted by BLADE at Balticon 21, April 17-19 in Baltimore, MD; The California North regional will be hosted by NorCal Transit Authority at Games Caucus, May 22-25 in San Mateo, CA; and the Central regional will be hosted by NOVA at Contretemps 6, April 24-26 in Omaha, NE.

Watch next issue for all the information you'll need for the At-Large Qualifier and the World Championships, all at Origins! Until then, Drive Offensively!

Backfire

You have done Chris Long and John Sullins a great disservice as I killed neither of their cars. Yes, it is true that I killed John Sullins' pedestrian and I FOJed his car, but only after Chris Long had caused him to roll. The person who took out Chris Long's tires was none other than John Sullins! If I remember correctly, Long had a pair of Vulcans in the front of a pickup, while Sullins had a Vulcan turret on a mid-sized (it could have been a gauss gun). They charged each other near the start of the match, and Sullins managed to rip both front tires off the pickup, leaving it stranded. In the meantime, the twin Vulcans did their work on the front wheel of Sullins, blowing it off and causing him to go into a roll.

Enough griping for now. Besides the above, *ADQ* 4/3 isn't bad, the clarifications are very handy (and a little overdue). I think I have spotted another gremlin in *Dueltrack*, and that is all the standard dragster designs have solid motorcycle tires on the front wheels. On page 35 of *DCW* it says that there is no such things as motorcycle solids except for OR solids. What gives (if anything)? Yay for no more phase 8, phase 9, grenade phase. The 1-second modification has been needed for ages.

Craig Sheeley made a very important point in the letters section, as it is something that has been increasing lately, that is people playing Rules Wars rather than *Car Wars*. Whether this comes from having to play regularly with this sort of player, or just that I didn't notice it before, I don't know, but it seems to be increasing. Fewer people are playing for fun, and it's getting to the point that people are breaking up friendships just because they got backstabbed once. It might be an idea to make some comments in the next issue of *ADQ*, as you certainly didn't look happy with the way some people were using the rules at Origins, and the sooner something is said the sooner it will get through to the rule abusers and arguers that it is not enjoyable to spend one hour gaming for every two spent arguing over the intention of the rules.

— Andrew Buttery, Melbourne, Australia

I agree, Andrew — wholeheartedly. But I've come to the conclusion that a certain segment of the gaming public likes arguing about the rules, even more than they like playing. Doesn't make sense to me, but it seems to be true . . .

My apologies for the mixup in reporting just who offed who in the World Championships last year. It seems I didn't take very good notes on the action, what with refereeing the event at the same time and all . . .

Motorcycle solids exist — we didn't say they don't exist, just that motorcycles can't use them. Now that another use for them has been found (front tires of dragsters), we can bother with the stats.

— SDH

I have noticed the developing controversy over whether or not to print rules for tracked and half-tracked vehicles, and would like to get my share in. I recommend not to. Why? Because tanks are so rare. Most have probably been snatched up by law agencies for riot suppression. I realize that somewhere in the rules there would be something saying that treaded vehicles are very rare, and it's doubtful that a character will ever see one. However, a lot of people would say that they are one of the lucky ones, and put five in their convoy. Not only does this disrupt game balance, it also takes away from the realism.

— Stephen Mason, Fulton, MD

As the president of a chapter (The Jersey Autoduelling Establishment), I decided on two rules to end the reign of wimpy duellists. I feel that others would benefit from these suggestions:

Rule #1: No shooting directly at tires. Talk about your wimpy strategies! Dropped and flung weapons are fine, but all tires (even with wheelguards and hubs) are much too vulnerable to direct gunfire.

Rule #2: All personal equipment counts. If drivers/gunners will be fighting as pedestrians, their personal items *must* be included in the car's price total, and count toward that car's division.

Well, there's a duel coming up between my chapter and Nat Johnson's soon, and the winner will be reporting the results (and bragging as much as possible). Until then —

— Mitchell Goldman, East Hanover, NJ

Thank you for running Leslie Fish's weird letter; it was very intriguing. I'm curious to see how her (his? I couldn't determine Leslie's gender) version of the "truth" on Midwest Passage went. I would like to see how he/she *twisted* and *subverted* Sen. Wesley's purpose to her own *Evil Ends*. Ha ha ha haaa . . .

Consider the other view —

The Anarchy Party (interesting contradiction in terms, that) is doing what most small political groups do; pointing their paranoid little accusing fingers at The Government, that horrible totalitarian regime built upon *personal* freedom, the *individual's* rights, and government *of, for and by* the people. Of course, there are always a few people who will complain about the situation no matter what it is.

Now anybody can *say* that the Big Bad Government is trying to wipe them out, and a lot of the opportunists making big money/power after the Big Spinout do just that. Leslie's amusing little tirade is an excellent example; he/she provides no proof of the ARF's government backing, or proof of the claims that the government was intentionally wiping out its own citizens while leaving government targets alone, or that Senator Wesley is using them as a stepping stone to the White House.

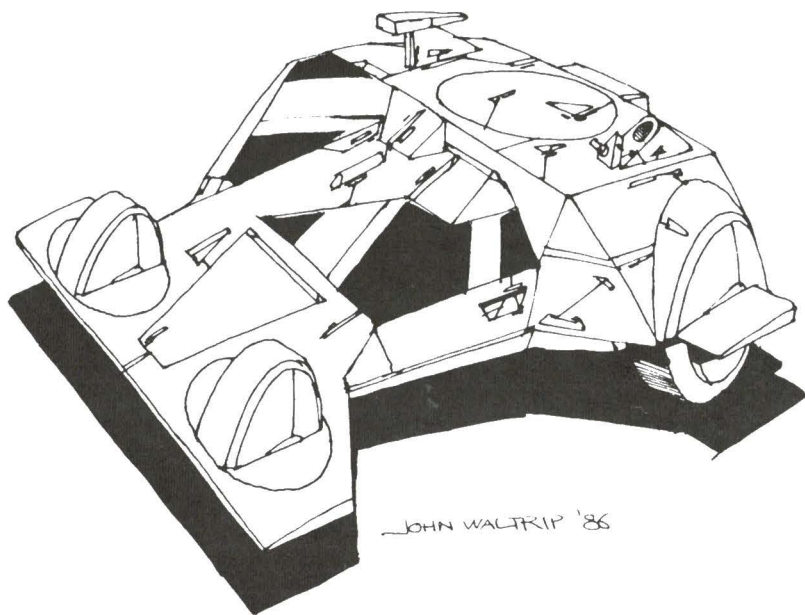
Never government targets? *Never* government targets? 8 out of 10 members of the

Senate Internal Security Committee were *not* government targets? The theft of the Dempsey XM-6 was *not* directed at the U.S. Army base that just *happened* to be surrounding the tank at the time? The barely successful ARF assault on a government-owned Bruiser/Behemoth rig plus escorts, carrying over \$5 million in gold from one treasury to another in 2032 was *not* an attack on a government target. Sure, Leslie. We believe you.

If you look at most of Wesley's rantings on the subject, you will notice that he only mentions the Anarchist Relief Front, while ignoring the actual Anarchy Party itself.

I don't think the ARF and the Anarchy Party are related. I *do* know that most of the ARFs that I've smoked have been the crazies that weren't killed off early and duellists who prefer to practice on the road. I have a strong suspicion that the government is not behind them. In every case, their radios were tuned to channels 5 or 23, and most of them carried a small white plastic smart-card, blank except for a large, red, one-eyed triangle. A very good friend of mine had a smart-card reader, and was working on unscrambling the data when he and his fortified house was ARFed to death. (Since then, I have been busy collecting camo-green kills. I'm up to 17.) Someone's behind them, but it *ain't* the Federal government.

— Charles Oines, Deerfield, IL



ADQ&A

Can Overdrive be used in conjunction with Nitrous Oxide? If so, can the two be linked to allow simultaneous activation?

— Jerry D'Antonio, Aurora, CO

I think it should work. If there are any automotive experts out there who think I'm wrong, let me know. The link would be no problem — just pay \$50.

— SDH

1) Will an Infrared Targeting and Driving Aid allow one to see through smoke as an infrared laser does?

2) Is an Ice Dropper shot melted by incendiary ammunition or a flame cloud?

3) If a rocket is linked to a laser and a laser-guidance link, does the laser have to score a hit on the vehicle for the rockets to gain the bonus? If so, and it misses, do all the rockets miss, and if it hits, do each of the rockets have to roll to hit?

4) Can a Targeting Laser be made infrared even though it has no damage to halve?

5) Can Rocket Launchers and Micro-Missile Launchers be loaded with Armor-Piercing Rockets?

6) Can one make ammunition High Density and Incendiary at the same time?

7) Can Overdrive be mounted on a gas-powered vehicle?

8) Since one could get multiple gas tanks, why couldn't one get 25 1-gallon gas tanks instead of 1 25-gallon gas tank; the cost, weight, and space would be the same, but each would have its own DP. 25 duelling tanks around a driver is BIG protection. Is it possible?

— Ryan Watkins, Glendale, CA

1) Yes.

2) *The snowmobile article elsewhere in this issue includes some rules for melting patches of snow with fire weapons. Use those rules, assuming the ice from an Ice Dropper is equivalent to a thin layer (say, 1/2") of snow.*

3) *I answer this question about every other issue, and it still comes in again and again. So one more time: The LGL gives each linked rocket the to-hit number of the laser. Each shot is figured separately, though — the laser does not need to hit for the rockets to be effective. And the rockets can still miss, even if the laser hits.*

4) Yes.

5) Yes.

6) *No. I get this question (in lots of variations) a lot, too. The general rule: Special ammo types can not be combined into a single "super bullet" or "super rocket." There are some exceptions, of course — Tracer ammo is specifically designed to be combined with another type of ammo. But unless the rules specifically allow an exception, assume the types cannot be combined.*

7) *Another good question. For now, gadgets designed for electric power plants (like supercharger capacitors, heavy-duty transmission, and overdrive) should work only for electric plants; and internal combustions gadgets (like turbos and nitrous oxide) should work only for IC engines.*

8) *Technically, this is legal — and vile. Anyone who tries this in a tournament I run will be automatically disqualified for being a rules-lawyer jerk. The problem is, the rule makes sense in moderation. If you want a car with two gas tanks, for extended range or emergency backup, there's no reason the second one shouldn't be as tough as the first. I think the solution is for everyone to use common sense, and enforce an unofficial two-tank limit. A car design featuring more would have to have a very good, logical reason based on the job the vehicle is designed to do. Any other suggestions would be welcome.*

— SDH

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1) The damage for the new twin laser is 2d6+6. Does the +6 automatically knock off a point of regular metal armor? What about LR metal armor?

2) Does a Flame Cloud Ejector's flame cloud affect tires when burning?

3) Can you blueprint truck and bus internal combustion engines? Can they have tubular headers?

4) How many shots from a Laser Battery does a Twin Laser get?

5) Do Laser Batteries count against the 1/3 spaces limit? It is a magazine, but not really. Well?

— Pete Macejak, Houston, TX

1) No. Only die rolls of a "6" knock off a point of damage. If the die comes up a "6," take off a point — laser-reflective or not.

2) The FCE does damage to all exposed items on the vehicle — all armor locations, tires, wheelguards, wheelhubs, external weapon pods, sidecars, rockets on a rocket platform, pedestrians clinging to the roof — everything.

3) Those two items add to an IC plant's power factors. Truck and bus engines don't have power factors. So there's no way to measure their effect.

4) Same as a Heavy Laser — 25.

5) A Laser Battery is installed next to the power plant (and adds 1 DP to it) — so it doesn't count against the limit.

— SDH

1) Are searchlights as effective during the day at blinding people as they are at night?

2) Will a smokescreen between you and a

searchlight relieve the -10 blinding effect?

3) Does flaming oil do damage every phase a vehicle is on it, or just when a vehicle hits it or crosses onto it? What damage will occur if a vehicle remains in a flaming oil slick for more than a second?

— Thomas Brandes, Fairlawn, OH

1) No. Searchlights have no effect during the day.

2) It will reduce the penalty greatly, to a -2 — and the victim can continue to look at the gameboard.

3) Like all dropped weapons, damage is assessed when the vehicle first touches the flaming oil counter, and is not assessed again unless the vehicle breaks off contact with the counter and then touches it again. If the vehicle comes to a complete stop on flaming oil, it would be logical to assess damage at the end of each turn. So what if a vehicle is crawling along at 2.5 mph and takes 8 turns to cross a counter of flaming oil? I don't know — this is a referee judgment call.

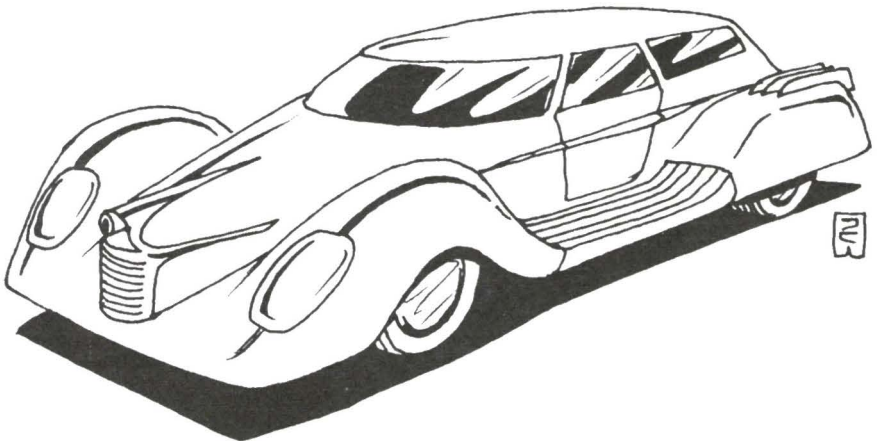
— SDH

I have a rich opponent that has up to three clones at a time. This gets annoying because he's a superman now (Gunner +6), and if I get lucky and kill him, he's always back in a couple of days. One time, I killed him and two of his three clones, so he just hid out for a month until he could get three more clones. Any suggestions, anyone?

— Chris Reed, Charlotte, NC

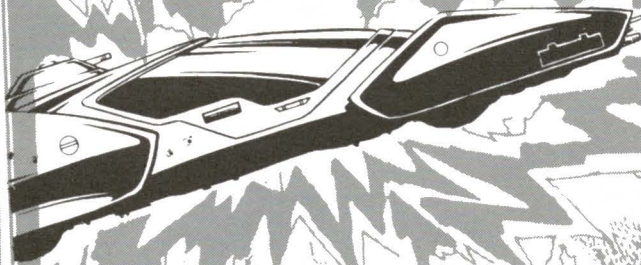
Yeah. Stop playing with this bozo.

— SDH



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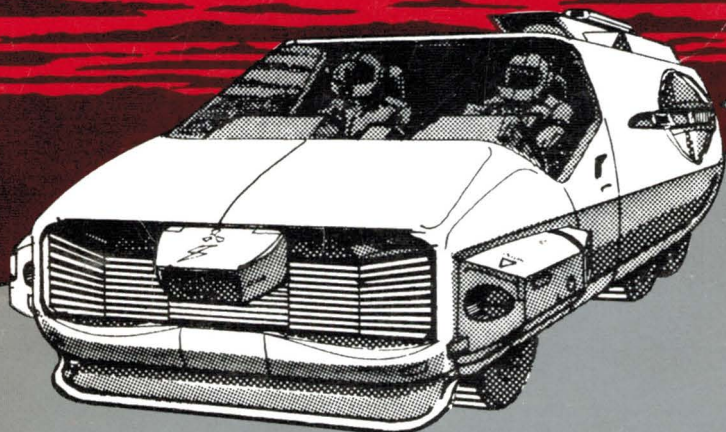


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