

The CAR WARS® Magazine

Summer 2038

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Autoduel[®] Quarterly

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Hello, sports fans! The discerning reader will note that this issue is a little ahead of schedule — at least I hope it is. Don't worry, it won't become a habit. Issue 6/3 will be a week or two late, so that we can report the results of the upcoming World Championships at Origins/GenCon '88. See *ADA News* for the latest scoop on regionals.

This issue's cover article is "When Duty Calls," autoduelling fiction by John Romero and J. Chestnut. To complement the "Dragons in *Car Wars*" article from 6/1, we reprint (by popular demand) "Magic in *Car Wars*," first presented in *The Space Gamer* way-y-y back in 2032. If demon mechanics aren't your style, let us know what you *do* want, with our reader survey on page 38 — trust me, it'll be worth your while . . . Jim Kennedy profiles Coronado, California (the world's most ruthless retirement community) in his *ADA Road Atlas* entry on page 8. And finally, for you hard-core duellists out there, we have an official variant set of rules — the "Advanced Maneuvering System" on page 34.

Of course, we've also got the usual round of ADQ classified ads, ADQ&A questions and Backfire letters. And speaking of letters . . .

Credit Where It's Due

Paul Schwartzberg, on behalf of the Flaming Lakers autoduelling club, wrote in requesting credit for the sedan design, published in the *ADA Vehicle Guide 2*. They originally submitted the sedan along with the article on ten-wheelers in *ADQ 2/3*. At the time, everyone around SJ Games acknowledged that it was a good idea, but they never got around to using it, and the concept faded away.

When Ken Scott contracted to compile the *Vehicle Guide 2*, he asked if he could include a new vehicle body that local duellists had been playing with — the sedan. This was a case of great minds thinking alike — Ken

hadn't seen the Flaming Laker's letter, but he came up with almost identical stats. So credit for the sedan should rightfully go to both Ken Scott and the Flaming Lakers, with a gold star for the Lakers since they thought of it first. Sorry about the mix-up, guys!

While we're on the subject of mistakes . . .

No Time For Oops

First off, I'd like to apologize to all those subscribers who have not yet received their copies of *ADQ 6/1*. We're not sure what's going on, but somehow the U.S. Snail has dropped the ball. We're doing our best to correct the situation. The process would be greatly simplified if every subscriber who hasn't gotten 6/1 yet would write in to us. And please try not to be too impatient — we're not deliberately holding up delivery, and we'll get your magazine to you as soon as possible. Thanx.

As for errata, there's not too bad a crop this time around — only two. The first oops from *ADQ* was in my answer to Paul Paella's question in ADQ&A, p. 44. He asked whether engine price increases were multiplied or added together to determine the final price increase. I *said* they were multiplied; I *meant* they were added. In two other places in that very same issue I got it right. Sigh.

That wasn't nearly as brain-dead as the steelbelted tires on page 7. The description says they add 25% to the DP of regular tires. Here again, that may be what I *said*, but what I *meant* was a different matter. When I looked back at the numbers later, I realized that 25% didn't give the results I had wanted. Don't know why I didn't notice before. At any rate, the actual increase should be 33%, or one-third. This gives a much nicer set of numbers.

The new *Car Wars Deluxe Edition Reference Screen* has a few more errors, but these aren't all my fault — I was aided by David Ladyman. The most glaring oops are the power factors for helicopter electric power plants — they're all the *old* numbers and are far too high. David though I had checked it; I thought David had checked it . . . Anyway, that's the worst of it. The gas engine table lists engine size as "cc" rather than "cubic inch"; result 5 (Spinout) on Crash Table 1 should be followed by "****"; and the loaded weights of minedropper and napalm minedropper magazines are 150 lbs. too high.

There were some rules changes made in the screen, as well as some changes that have been made but didn't make it into the screen. These all have to do with individual gadgets rather than the system itself, and so they'll be detailed in the upcoming *Uncle Albert's 2038 Catalog*.

Speaking of which, here's a quick peek at what's

Down the Road

Already out is the aforementioned *Car Wars Deluxe Edition Reference Screen*. Compiled by David Ladyman (with a little help from his friends), this is the ultimate *Car Wars* play aid. Just about everything you need to know is right here, and everything's up to date. There's even a control table and movement chart in a new format, designed to let referees keep track of everyone's speed, the phase and turn.

The *AADA Road Atlas and Survival Guide, Volume Five: The Midwest* (written by long-time *ADQ* correspondent Craig Sheely) should be out by the time you read this. This book includes a special chapter on fortress towns, to let referees destroy and rebuild their favorite cities.

In July we'll be bringing you *Volume Six: The Free Oil States*, which goes into detail about the Brotherhood of Truckers and introduces *Autoduel* stats for ten-wheeled trucks. Everyone should have, oh, at least five or six copies of this one. (Okay, I admit it. I wrote it.)

In August, we'll all be busy, getting ready for OriGenCon. We should have two new products available at the con. *The AADA Vehicle Guide Volume 2 Counters* presents nearly all the latest vehicles in breathtaking color-it-yourself black-and-white. We couldn't quite squeeze in all the helicopters, but there are more car trailer and ten-wheeler counters than ever before published. With counters this sharp, you can't lose . . . but there are wrecks on the back in case you do. And the *Uncle Albert's 2038 Catalog* makes the latest in high-tech weaponry available to you, the consumer.

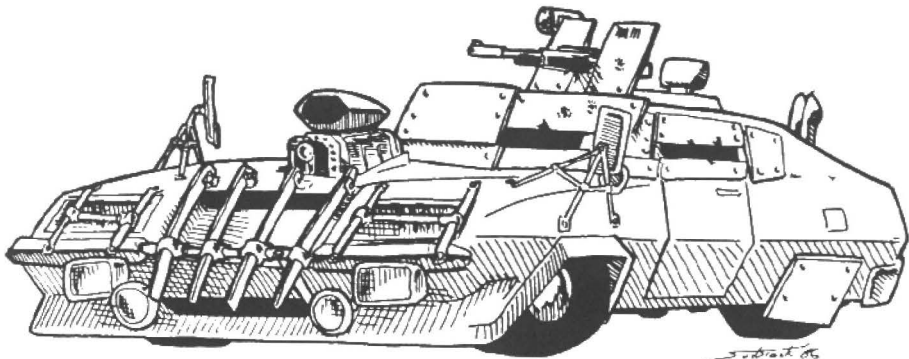
ADQ 6/3 will hit the stands in September and will feature the inside story on the 2038 World Championships. And finally, the *Boat Wars Pocket Box* supplement not only provides updated and official rules for boats but also for hovercraft. Don't miss it if you can.

Finally, I'd like to welcome a new member of the *Car Wars* staff. Ben Ellinger has moved up to Assistant Editor from his old position of Mere Letter-Answerer. He's been a tremendous help putting this issue together (in one week!), and you can spot his work scattered throughout the magazine. Thanks, Ben!

Well, that's all this time around. 'Till next issue, may your path never swerve and your aim never falter!

— Stephen Beeman

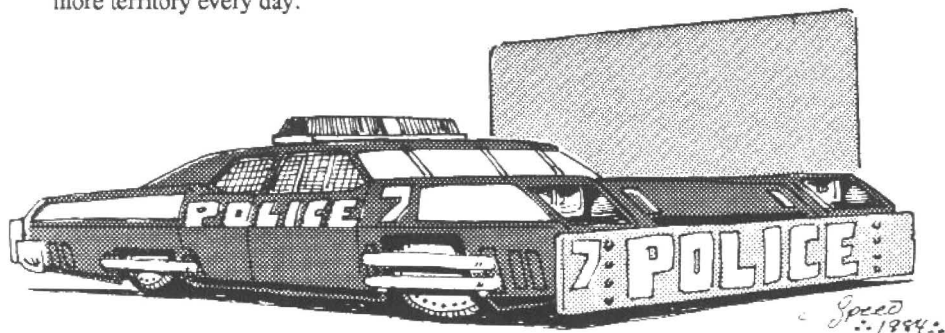
(Boy, I hate that closing line. Can anyone think of anything better? If so, send it in! In fact, if someone thinks up a line I like, I'll give them the credit *and* a free issue of *ADQ*!)



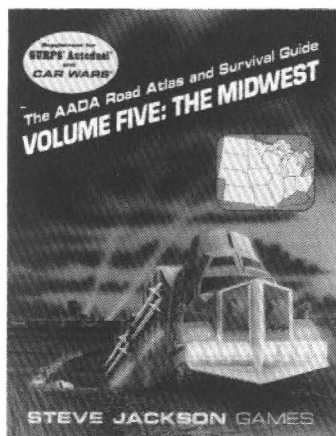


NEWSWATCH

- 1823:** Stephen F. Austin, leader of the first American settlement in Texas, puts together a group of ten volunteers to “range over the area between the oak-covered hills to the west and the settlement on the Colorado River,” to protect the fledgling colony of Austin.
- 1835:** The state’s general assembly officially establishes the Texas Ranger Force, the most renowned and the oldest state police organization in North America.
- 1846 and 1861:** Texas Rangers prove their military prowess in battles during the Mexican War and later the First Civil War. Sam Houston declares that a single regiment of Rangers would be sufficient to guard the borders of the whole state.
- 1930:** Faced with incessant rioting among the oil hands, the residents of boom-town Borger, Texas call for a company of Texas Rangers to restore order. When a single man, “Lone Wolf” Gonzaulles, steps off the train, the citizens ask him in bewilderment why only one Ranger responded. “Well, there’s only one riot,” he replies. Within days, Gonzaulles single-handedly establishes peace in the town.
- 1980s:** The Rangers’ military duties have faded away, and the force is now a standard state police agency.
- 2000:** Once again Rangers are called upon to fight a war, as hostilities break out between the Free Oil and United States. The Rangers use patrol cars, police helicopters and off-road pickup trucks to keep on the move. They prove to be excellent scouts and raiders.
- 2015:** The Texas Rangers’ Frontier Battalion turns back marauding Mexican warlords at the decisive Battle of Del Rio.
- 2016:** Rangers struggle to keep order during the Food Riots. Dallas, Houston and San Antonio are too large to keep under control, but smaller towns remain intact. The food distribution network is maintained using civilian trucks, guarded by highly efficient Rangers. There are few casualties on the food runs.
- 2020s:** Diligent patrolling by the Rangers keeps many areas of Texas free from cycle gang activity, though the empty plains of West and South Texas fall under gang rule.
- 2026:** Texas Rangers reclaim Beaumont and the Big Thicket over months of bloody border conflict with Louisiana. Covert Rangers assassinate Louisiana President-for-Life Stevenson several times in an attempt to end the violence at its source.
- Today:** The Texas Rangers remain one of the most effective state police forces in North America. Their patrols now extend into the lawless areas of Texas, reclaiming more and more territory every day.



The AADA Road Atlas and Survival Guide Volume Five: The Midwest



The AADA continues to bring you vital information in Volume 5 of the *AADA Road Atlas and Survival Guide*. Learn about the Midwest and its recovery from the Grain Blight. You'll also find out the real story behind the Church of America and its charismatic leader, Donald LaMothe. Also included are details on the cattle drives of the 21st century, corporate feuds of Detroit and KC-1's ruthless civic ordinances.

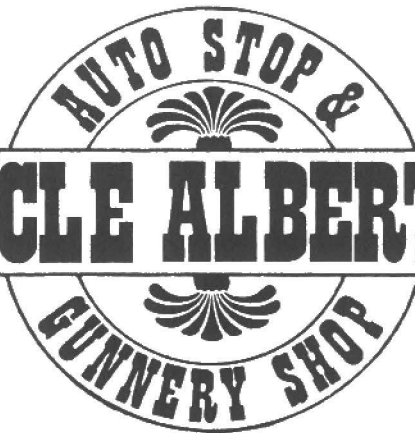
In the complete adventure, "Murphys' Law," you are caught in the middle of a battle between the Murphys and the accursed machines of KC-1. Can you stop the Murphys before they produce a bigger bang than they bargained for?

The *AADA Road Atlas and Survival Guide Volume Five: The Midwest* is a 64-page supplement for both *GURPS Autoduel* and *Car Wars*, written by Craig Sheeley.

The entire *AADA Road Atlas and Survival Guide* series is available at fine retail outlets everywhere. You can also order by mail — send \$9.50 per volume (Texas residents please add 76¢ sales tax) to:

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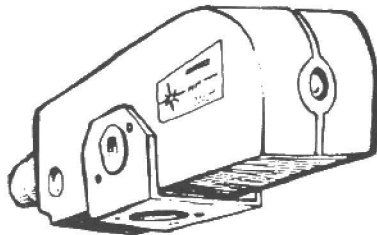


Laser Guidance

Everyone knows how good they are. Powerful, yet accurate and not too expensive, laser-guided rockets help any duellist bring explosive destruction to his foes. But you wanted more, so Uncle Al gives you more with improved laser guidance!

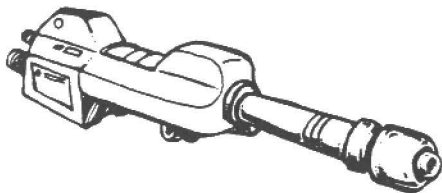
Laser Guidance — \$500 for the electronics and laser tuning, plus \$200 per guided rocket; no weight or space. May be used with any rocket weapon except SAMs, RGMs and WGMs. If used with multiple-shot rocket weapons (MFRs, RLs, MMLs, VFRPs) the \$200 must be paid per rocket. The guiding laser and the rocket must be linked (for \$50) in order for both to fire; this is legal, since only the laser is assumed to be aimed.

When a tuned laser and a modified rocket are linked and fired at the same target, roll to hit with the laser first. If it hits, roll two dice without modifiers for each rocket. On a 4 or better, the rocket automatically hits, but on a 2 or 3 it misses — for whatever reason, the homing sensor lost track of the laser beam. If the laser itself misses, never reaches the target or was not fired, the rockets themselves have no chance of hitting — the guidance modifications make the rockets too inaccurate for guided fire to be effective.



Medium Laser

You really had your heart set on getting that laser for your new car, but you couldn't afford the high price. A light laser is cheap, but just doesn't pack enough punch. Now Uncle Al comes to the rescue with the new Medium Laser!



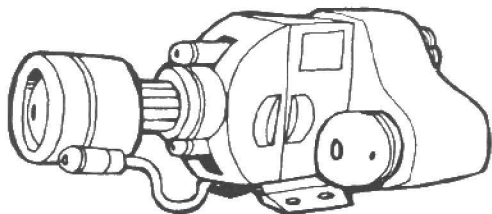
Medium Laser — To hit 6, two dice damage, \$5,500, 350 lbs., 2 spaces, 2 DP. Area effect. Drains 2 power units per shot. Blocked by smoke and paint like other lasers.

High-Intensity Optics

The problems: Laser-reflective armor and smoke.

The solutions: High-Intensity Optics and improved Infrared Lasers.

The pride is back.



Multiplies the basic cost of any laser except X-ray by 50% but leaves weight unaffected. Adds +1 damage per die — thus, a high-intensity laser does 3D+3 and a high-intensity twin laser does 2D+8.

A high-intensity infrared laser costs 250% of its base price; the damage is increased normally.

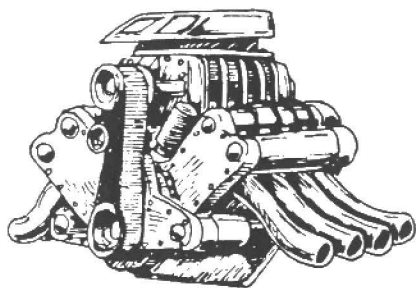
Infrared Lasers — Infrared lasers now do full damage.

Uncle Al . . .



The Duellist's Pal

High-performance Engines



When Uncle Al first started producing high-performance gas engines, they were an instant hit. But the duellist of today needs to be able to specialize his gas engine. So not only has Uncle Al improved the performance of his regular engines, he's added overdrive for that extra boost of speed, and a heavy-duty transmission for hauling that extra-heavy load.

New Gas Rules — Top speed for a regular (not truck) gas engine is now $240 * PF / (PF + WEIGHT)$. Overdrive and HD Transmissions may now be used on gas engines. Gas engines may be pushed like an electric plant, but if it takes any damage, you must make a roll on the Engine Critical Damage Table from *Dueltrack*.

Excerpts from the **AADA ROAD ATLAS AND SURVIVAL GUIDE**

Coronado, CA

by Jim Kennedy

Coronado is an island lying one mile off the coast of San Diego. Two-thirds surrounded by the mainland and Point Loma, and connected on the south to the Silver Strand Peninsula, this island created the excellent natural harbor of San Diego Bay.

Originally a resort for the wealthy, later an important base of the United States Navy, Coronado eventually became a giant retirement home and tourist center in the late 20th century. As a suburb of thriving San Diego, the island has now come full circle. With the mainland nearly uninhabitable, Coronado is once again the playground of the aged rich.

History

When San Diego was experiencing a land rush in the 1880s, Elisha Babcock conceived of a hotel that would be “the talk of the Western world.” In 1887, the Hotel del Coronado opened, fulfilling Babcock’s vision — though the hotel’s success didn’t match its designer’s hopes. The island remained an unimportant resort until the U. S. Navy established the North Island Naval Air Station in 1917. Growth accelerated with the opening of the Coronado-San Diego Bay Bridge in the 1960s, replacing the car ferry as the primary means of access.

In the census of 2010, the mean age of Coronado residents (not counting the transient military population) was 54, as more and more of America’s wealthy elderly retired to the island. By the time of the Food Riots of 2016, this average had risen to 58. Though aged, the population was savvy; they

cooperated with the Navy in ruthlessly defending their homes. Because of the strong military presence and the determination (as well as the sizable savings) of the citizens, riots never reached the island. Even after the military was withdrawn in 2017, the people got by on their own grit, importing the supplies that they needed.

When the Mexican Army invaded California in 2028, the island was bypassed. Overland communication was cut off, and the Mexican Navy blockaded the bay. When the U.S. Army threw the invaders out two weeks later, the islanders had weathered the crisis with no apparent damage.

Today

Since 2018, Coronado has operated under a limited-franchise democratic government. As in many American cities, the citizens elect a mayor and a city council, but the definition of citizen is much more restricted here than in most cities. Legislation was passed that offered citizenship only to those who were 50 years of age or older, and only to those who could afford it. Later legislation amended this law so that the minimum age would increase one year for every two that pass; the current minimum age for citizenship is 59. The cost of the franchise has risen steadily over the years, and is currently in the neighborhood of \$400,000. Obviously, this has removed the need for many taxes, and has also kept many people from becoming legal voters. However, there is very little discrimination against non-citizens — the only real restriction is that they are not allowed to operate private vehicles on the island (see below).

Travel

One can reach the island by land over the repaired Coronado-San Diego Bay Bridge (see #2). The small bridge between Silver Strand Peninsula and the island is heavily mined, ruthlessly guarded and available for

official business only. For air travelers, limited helicopter and airship facilities are available at the North Island airport (see #7). In any case, be sure to radio ahead. The guards are known to be trigger-happy and well armed.

Non-citizens are not allowed to operate private vehicles on the island. Travelers who arrive by car must leave their vehicles at the toll booth station on the island end of the bridge. The island is small enough that a pedestrian is capable of covering it easily; however, for \$50 per day and a \$10,000 bond, a small "golf cart" can be rented. (Golf cart — Subcompact, lt. chassis, small power plant, lt. suspension, 4 standard tires, driver, 2 passengers, no armor. Accel. 5, HC 1, 2070 lbs., \$940.)

Visitors are allowed non-explosive hand weapons, but it is strongly suggested that the show restraint when it comes to gunplay. The Coronado Police Department is unashamedly biased towards residents. No citizen has been prosecuted for the murder of a transient since 2023, and no visitor has survived the commission of a major crime in a like time.

Points of Interest

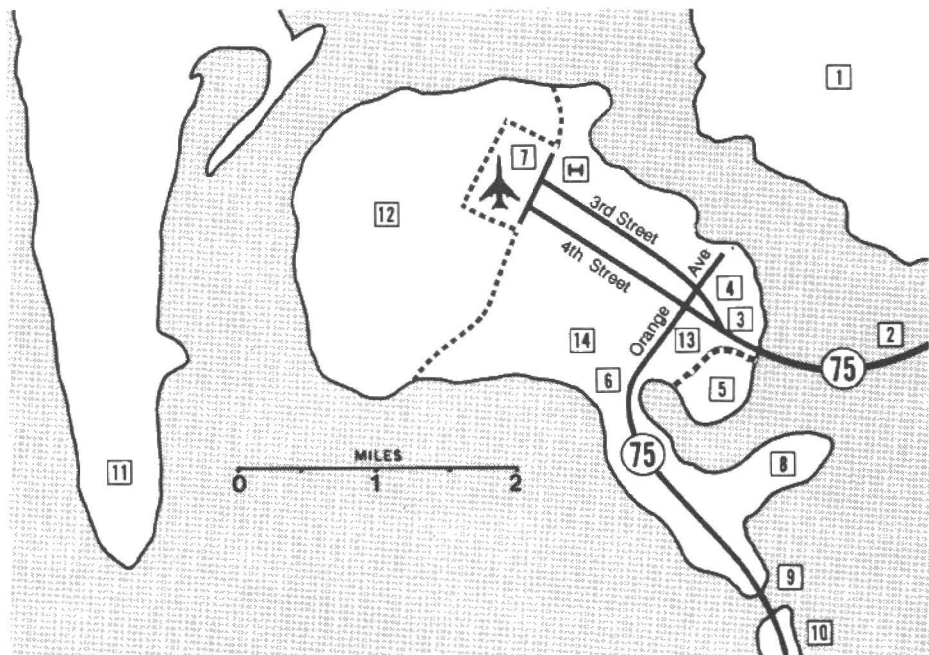
1) *Mainland San Diego*. See the article on San Diego in *The AADA Road Atlas: Volume Two*. Be careful: San Diego can be a dangerous place for the unwary.

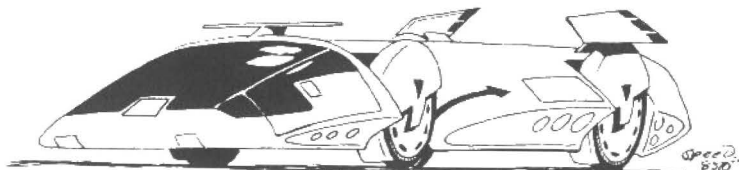
2) *Coronado-San Diego Bay Bridge*. Opened in 1969 and fully restored in 2030, this 2.2 mile bridge, with its sweeping curve, has been called the most beautiful bridge in North America. Duelling and terrorist activity against the bridge is discouraged by a series of remote-controlled pillboxes along its length.

3) *Toll Booths*. Here visitors are greeted and required to surrender their vehicles. A fee of \$200 per person and \$500 per vehicle allows for one month on the island; Inquire about rates for longer stays. Golf carts are available for rent here. The guards are well trained and very well armed; it is advised that you smile and cooperate fully with them.

4) *Parking Lots and Garages*. This is where visitor's cars are parked during their stays. Most of Coronado's excellent garages congregate here (see below).

5) *Coronado Country Club*. The Country Club has one of the best maintained "golf





courses" in the western United States. The Country Club is also responsible for the maintenance of the several excellent parks scattered about the island.

6) *The Hotel del Coronado*. Established in 1887, the "Del" exists both as a residential hotel, home to some 400 of Coronado's wealthiest citizens, and as a resort hotel, with 78 rooms to serve the public. Rates start at \$400 per day. The Del's three dining salons are all excellent, and, contrary to rumor, it is possible to eat dinner here for under \$150 per person. For those whose budgets do not run in this range, there are several inns with more reasonable prices just across Orange Avenue.

7) *North Island Airport*. This minor airport has facilities for both helicopters and airships. A \$200-per-person entry fee will be required upon landing, and golf carts are available here.

8) *Coronado Yacht Club*. This Club sponsored the *Yankee Retriever II* in the 2032 America's Cup race, and they are still very upset about the outcome of the event. Sure, it was an American club that regained the Cup . . . but did it have to be a club from the Northeast? The Club sponsors racing all year; of special interest is the Coronado Yachting Invitational (see Events, below).

9) *Silver Strand Bridge*. This bridge is very heavily guarded and is used only for official business (or for the convenience of the island's wealthiest residents).

10) *The Silver Strand Peninsula*. The Strand is not patrolled by Coronado forces, and is as lawless as the rest of San Diego.

11) *Point Loma*. The former site of the Cabrillo National Monument, named for the European explorer who discovered San Diego harbor. The city of Coronado maintains a heavy guard around the historic lighthouse that stands on this site, protecting it from vandalism.

12) *North Island Experimental Station*. Occupying about two thirds of the acreage of the former Naval Air Station, and apparently making use of much of the material left behind when the US Navy left in 2017, this station is

closed to non-employees. No one is quite sure what the experiments involve, or indeed who is conducting them.

13) *Business District*.

14) *Residential District*. Most citizens live along the beaches or near the Del. Most of the non-citizen residents live in the rest of the area between Orange Avenue and the Experimental Station, south of Fourth Street. There are about 3,500 citizens and 10,000 non-citizen residents, as well as about 4,000 permanent commuters who work in Coronado but cannot afford to live here.

Events

The Coronado Yachting Invitational is one of modern sailing's premier events. Held annually, usually in February or March, the Invitational features events both with and without weaponry. The Coronado Surfing Championship features some of the most exciting waves on the West Coast. The Coronado Golf Pro-Am is one of the few remaining events in this out-dated sport that still attract even marginal attention. The fledgling sport of combat golf has not yet become firmly established, but it seems likely to be around on at least an annual basis for a while. For a refreshing change, try the World Lawn Bowling Championships, held in even-numbered years throughout the month of May. And the Sunday Art Fairs are the equal of anything in today's world.

Facilities

Coronado boasts several excellent garages, including full service for gasburners. Unfortunately, prices here for visitors are five to ten times as high as the national average. Coronado Hospital, near the airport, is equipped to deal with any medical emergency and has full Gold Cross support. In addition, it is one of the leading geriatric care and research facilities in the country. One television station operates on the island, making big business out of San Diego street violence.

Duelling

Because only citizens are allowed to operate armed vehicles in the city, there is almost no autoduelling in Coronado. Micros, especially autoduelling micros, are very popular, though, and many citizens visit Balboa Auto Stadium or cruise San Diego or Tijuana for autoduelling action.

Organizations

The local AADA chapter, the Coronado Crusade, has no regularly scheduled or organized events. In fact, there is little about the club that is organized, and it exists more as a social club than anything else. Some people feel that they resemble BLUD more than the AADA, and the club is currently under investigation for suspected charter violations. They usually cruise singly or in very small groups. Remember when dealing with this club that all its members are very wealthy and highly experienced.

The Coronado Police Department is, of course, very well funded. There are only about 15 officers, but they have five cars and a helicopter. Their vehicles are white with a distinctive green stripe. They are not exactly unfriendly towards strangers, but they are

definitely suspicious of them. Do not even consider trying to bribe one — few people have the amount of money it would take.

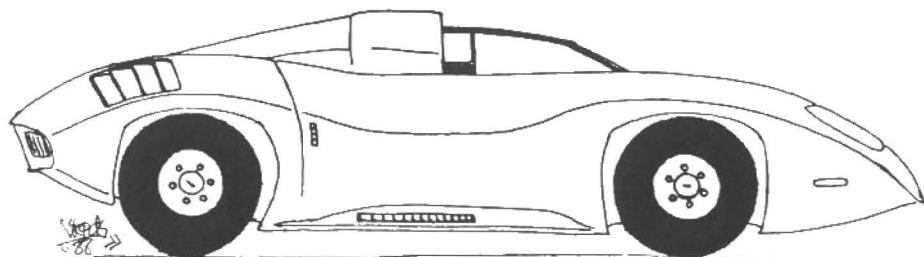
The Civic Patrol (an oddly named group) is responsible for guarding the entrances to the island: the two bridges, the airport and the beaches. Many Patrol members are cloned citizens. The CP has a reputation (unfortunate, but earned) of being just a bit trigger-happy. Be courteous, promptly show identification when asked, and make no sudden moves, and they will be relatively harmless.

The “Rejuves” are the closest thing to a gang that Coronado has. Membership is limited to citizens over the age of 80. This would seem to make for a relatively harmless bunch, until you realize that many of them have had five or more clones — 80 years of experience inside a 25-year-old body is a dangerous combination. They are extremely argumentative with visitors, and delight in showing “youngsters” (anyone below the age of 50) that age leads to experience, not decrepitude.

The AADA advises caution — any scruffy young resident may in fact have more combat experience and money than most pro autoduellists.

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Amex

Combat Autoworks

Summer 2038

11

Magic In Car Wars



*Editor's Note: By popular demand, we reprint here the "Magic in Car Wars" variant rules, from issues 51, 55 and 60 of **The Space Gamer** (May 1982 to February 1983). They're the fault of Steve Jackson, aided and abetted by dozens of TSG readers. We here at ADQ salute their certifiable oddity.*

*And no, these are not official. The Mergoth Memorial Arena from the **Arena Book** and the "Dragons in Car Wars" article from last issue both benefit from these rules. So use them if you want to, but don't expect them to be legal in any tournament event I run!*

— SMB

These rules came from a single vivid mental picture — you can see Denis Loubet's version of it above. Way back when we were first playtesting *Car Wars*, I got an image of an old fellow with a long white beard, driving his convertible down the freeway, his hair whipping in the wind . . . and when some smart-alec took a pot-shot at him, he'd turn around and ZAP . . . a lightning bolt. Magic in *Car Wars*. Right.

And one day, just for fun, I sat down and put all this into writing. Here it is. Enjoy. Please note: I've made no effort to provide a rational background for these rules. I don't have one. If you need one, think of it yourself.

— Steve Jackson

Who can be a wizard? Well, if you're using these rules, anyone and everyone can play a wizard. If (heaven forbid) you want to set up a whole *campaign* with them, assume that no more than one NPC in ten knows any spells.

Spell Points

Each wizard starts a game with 12 or more *spell points*, representing the amount of magical energy he has. The more spell points a wizard has remaining, the more spells he can cast, and the better his chances are of casting each spell. Each spell has a "cost" in spell points — see the Spell List below.

Some spells may be continued, once cast, at a lower point cost. This cost is paid at the beginning of each turn, before a new spell may be attempted. It is possible to continue one or more spells during a turn and still cast a new one, if you have enough spell points left.

In a campaign game, assume that each wizard regains one used-up spell point every hour on the hour, up to his maximum. Alternately, all expended spell points could recharge fully at the stroke of midnight (making nighttime combats especially popular for mages!). For beginning characters, the maximum spell points will be 12. Experienced characters will have a higher maximum.

Mage Skill

Each wizard character must have Mage skill. This skill is bought during character creation just like any other skill, costing ten points per level. Mage skill levels increase the maximum number of *spell points* (see above) the character may have. Non-mages may not cast spells.

General skill points may be spent on Mage skill. Specific points in Mage are acquired for combat experience as follows:

One for each combat in which the magician casts a spell.

One for each kill scored using magic.

One for each combat in which the magician completely depletes his spell points. Frivolous waste of spell points after the combat is over does *not* count — but if you want to waste power at the *beginning* of a combat, go ahead. If you survive, you deserve the point.

Learning Spells

For every full 3 skill points invested in Mage skill, a player may pick one spell from the list below for his character to know. Once a spell is learned, it may be cast at any time (provided the spell points are available!).

The referee may wish to limit the availability of spells. For example, Lightning Bolt is definitely more powerful than Smoke Cloud, so the ref may decree that no one with less than Mage +2 may learn it. This sort of complication is left to individual refs.

Casting Spells

Casting a spell is considered an "action," just like firing a weapon. Thus, no character may attempt more than one spell a turn — and whether it works or not, that is his action. A pedestrian who casts a spell is deemed to have "fired" and may not move for the rest of the

turn. Clearly, it is impossible to fire a weapon and cast a spell on the same turn. Remember though that a spell can be *maintained* while another is cast.

A wizard may attempt a spell at any time during the turn, so long as he has not already attempted some other action. He says, "I'm casting a spell." Other play is then interrupted while the results of his attempt are figured.

First, it is necessary to see if the spell worked! To succeed with any spell, a wizard must roll *his remaining spell points or less* on two dice. *A roll of 5 or less works automatically, regardless of the points the wizard has.* Example: Alfredus Mechanismus has eight spell points left. He attempts to cast a fireball (a 3-point spell). He rolls a 7 for success. He needed an 8 or less, so he's fine; the spell worked, and he now has only five spell points for later attempts. Note that the fireball does not automatically hit — he still has to roll to see if it hit its target (see below).

If an attempt fails, the wizard expends no spell points, but he can try no other spell or action that turn. He can try again normally on subsequent turns.

No success roll is necessary to continue a spell. If a wizard successfully casts a continuing spell, he can maintain it at will, as long as he has spell points. Once he lets it lapse, though, he must start all over if he wants to cast it again.

Hitting The Target

There are two types of spells. *Automatic* spells work perfectly if the success roll is made. *Weapon* spells require a roll to hit, just as though a weapon were being fired. All the standard to hit modifiers for hand weapons apply here. (Of course, you can't put a laser targeting scope on a magic wand! Or maybe you can . . .) A spell which succeeds but misses its target still costs the user spell points.

Spells

The spell lists were compiled from contest submissions by readers of *The Space Gamer* back in 1982. The original author of each spell is given.

Smoke Cloud. Automatic; costs one point. One smoke counter is placed anywhere the wizard likes, adjacent to himself or his vehicle. All effects are identical to that of a normal smoke counter.



Fifty-Caliber Rock. Weapon (to hit 7); costs one point. If the spell hits its target, it does 1 die damage as though it were a normal machine gun.

Curse Vehicle. Weapon (to hit 8); costs two points. Lowers the handling class of the target vehicle. Roll one die: On a 1-4, the target's HC is reduced by 1, and on a 5 or 6 it's reduced by 2. The effects last for one hour.

Summon Demon Mechanic. Automatic; costs four points. This spell brings a technologically inclined demon who immediately repairs one system of any vehicle (caster's choice) to full function, regardless of the damage it might have sustained. The vehicle may be in motion at the time; the demon doesn't care. A "system" includes: one weapon, including its component or EWP

armor (the weapon is also returned to its original ammo load); one armor location, including dischargers and other external components mounted there; one tire, including hubs and guards; and one crewman, including component and body armor (he's also a demon paramedic). This spell is only effective in combat, since the demon will not appear unless blood is in the offing; you can't use a demon mechanic to eliminate your maintenance costs!

Fireball. Weapon (to hit 8); costs three spell point. Fired like a oil or paint gun, the fireball spell creates a 1" square flame cloud at its point of impact. The flame cloud does 1d-1 damage to all exposed items, exactly in the same manner as any other. It has a fire modifier of 3, a burn duration of 1, and is a D2 hazard for the victim. The fireball lasts only for one phase, disappearing completely afterwards.

Magic Armor. Automatic; costs three points. Adds two dice worth of magic protection to any one system (caster's choice) of any vehicle the mage is touching. Enemy fire must destroy this armor before it can affect the item. See the Demon Mechanic spell above for examples of systems. This spell will not repair damage already suffered, and may not "double up" on a single system. Effect of this spell lasts one hour.

Curse Weapon. Weapon (to hit 8); costs three points. If this spell succeeds and strikes its target, it will hex any one weapon (caster's choice), reducing that weapon's chance to hit. Roll one die and add the result to the weapon's to hit number. Effects last one hour.

Invisibility. Automatic; costs four points to cast, plus one point per turn to continue. Any attack against an invisible target is at -6; if the firer didn't see the target before it became invisible, he can't shoot it at all! This spell affects the caster's vehicle and everything in it. If the caster is a pedestrian, it will affect one or two people standing directly adjacent to the caster, if he so wills.

Curse Person. Weapon (to hit 5); costs four points. This spell will do one single point of damage to its target (which must, of course, be a person) if it hits . . . directly to his body, bypassing all vehicle and body armor, magically enhanced or otherwise. Note that the spell is always aimed at an individual person and therefore always has an automatic -3 to hit penalty; whether a person inside a vehicle





makes no difference (except perhaps for speed modifiers).

Reverse Missiles. Automatic; costs five points to cast, plus one per turn to maintain. This spell will cause almost any projectile fired at its subjects to reverse and return to the person or vehicle who fired it. Make *the same to hit roll* against the firer that he would have made against the wizard, targeting the same component if possible; if the weapon hits, it does its normal damage to its new target. (If the attacker is also protected by this spell, each player rolls one die. The low roller has the weaker spell, and the projectile goes after him.) This spell will deflect everything except lasers, dropped weapons and Curse spells; reversed laser-guided rockets are assumed to home in on the laser's source. The spell has the same area of effect as Invisibility, above.

Lightning. Weapon (to hit 6); costs five points. If this spell hits its target, it does 3 dice damage, with a fire modifier of 5 and a burn duration of 1. The bolt may also short out a car's electrical systems. Roll one die: On a result of 6, the target vehicle's power plant goes dead, exactly as if hit by an anti-power-plant rocket.

— Steve Jackson

Tornado (or, "Toto, this doesn't look like Kansas!"). Automatic; costs 12 points. This spell allows the casting player to take one hard blow at the playing surface, directly atop the counter representing the wizard who cast the spell. This introduces a colossal tornado into play. The wizard's counter will not move (it's in the eye of the storm) — but all other counters are likely to move considerably. After the tornado passes, all mines, spikes, smoke, paint, flame cloud and debris counters

are removed from play entirely (they have blown away). Any right-side-up pedestrian counter is unharmed. Any inverted pedestrian counter takes 1 die damage. Any right-side-up vehicle counter is unharmed, but retains its old speed in its new location (which may lead to problems, especially if it is atop a building). Any upside-down vehicle counter is assumed to have been flipped over; it takes full collision damage to its top armor at its original speed, after which it stops and remains stationary. Any counters that have been knocked entirely off the map have been swept up by the tornado and carried to Oz. Any disarranged road sections are replaced as per before.

— Tom Gordon

Faerie-fire Headlights. Automatic; costs two points. An excellent defense in night encounters, this spell conjures a pair of lights between you and your attackers. These lights, which appear to be the headlights of an oncoming vehicle, are under your control and cannot be detected for what they really are until they are within 10" of an observer. (They cannot get more than 50" away from you.) The lights inflict no damage in themselves, but will certainly distract your foes. The effects last one hour.

Highway of Glass. Automatic; costs seven points. Creates a single-lane road surface made from clear crystal. This road (1" wide) extends 2" in front of and behind the caster (or his car), and moves along with him. This spell is an excellent way to cross washed-out bridges, road construction areas, debris-littered road or even open country. Once created, the highway lasts for 15 minutes. If the Highway of Glass is used to cross debris or mines, it does not "sweep" them away; it

has no effect on the terrain or objects it passes. It cannot be used to cross terrain higher than a curb or obstacle, and under no circumstances will it allow travel through solid walls, trees etc.

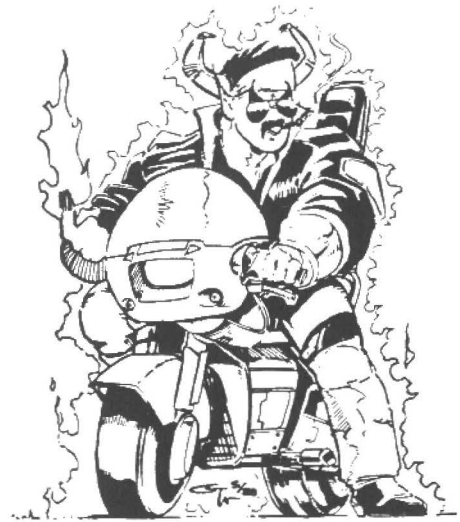
Wizard's Reverse. Automatic on willing target, weapon (to hit 9) on unwilling ones; costs five points. The target of this spell (vehicles only) is instantly turned around, keeping the same speed. It is a D2 hazard to that vehicle due to disorientation — or D4 if the driver did not expect it.

Hold Steering. Weapon (to hit 8); costs eight points. If successful, this spell locks the victim's steering mechanism solidly in place for 1-6 seconds, preventing any maneuvers except straight-line movement. A lot of fun on curves. This can be cured by a Demon Mechanic (q.v.), who will rip out the enchanted system and instantly replace it.

Harry's Hook. Weapon (to hit 8); costs eight points. Maximum range 3". Creates a magical length of chain. One end is secured to a stationary object (lamp post, bridge abutment etc. . . . if none exists, one will be provided!). The other end culminates in a large, heavy-duty hook, which grabs the target car (provided the to hit roll is made). One second after the spell takes effect, the chain will pull tight, doing damage (see below); after the damage is applied, the chain breaks and disappears. However, if the target vehicle can stop within that second (10 phases), a driver or passenger can leave the car and remove the hook; unhooking the hook takes one second.

If the hook pulls tight, it will yank something off the car. Roll one die:

1. One rear wheel is gone — roll again to determine which one.
2. One rear weapon is gone — roll to determine which one.
3. You got lucky. 1d points of armor are peeled off the outermost layer — if it's metal, too bad!
4. Not so lucky. 3d points of armor are lost.
5. Your car is solidly built. Decelerate by 20 mph and take one point of whiplash damage (armor does not protect, but impact armor and/or safety seats eliminate the damage) to every occupant. Nothing else happens.
6. Decelerate by 10 mph — and then something comes off anyhow. Roll again until you



get a result from 1 to 4 and apply that as well. No other effect.

Results 1 and 2 produce obstacles on the road; results 3 and 4 produce debris.

— Gary Reilly

Branch to Bug: Move and Lose Record. Weapon (to hit 7); costs one point. Any one computer in the target vehicle will immediately perform the MLR opcode, causing the computer to crash. It takes the auto-boot system three full turns to reboot the system; while crashed, the computer does not give a bonus to hit.

Branch to Bug: Seek Track and Scratch. Weapon (to hit 8); costs three points. Any one computer in the target vehicle will perform the STS opcode; the computer crashes totally and stays down until it can be repaired. Repair takes four hours and costs 25% of the computer's original cost.

Branch to Bug: Halt and Catch Fire. Weapon (to hit 8); costs five points. Any one computer in the target vehicle immediately performs the HCF opcode. The computer crashes instantly and is a total loss. There is a 50% chance that it will merely smoulder annoyingly, causing a -2 to hit for everyone in the vehicle due to the smoke; otherwise, it bursts into B-movie type flames, igniting the entire vehicle!

Create Distracting Illusion. Automatic; costs one point. This spell creates an illusion of the wizard or his vehicle performing some bizarre behavior (i.e., the wizard sticks both his legs out the window and removes his

kneecaps). This breaks the concentration of anyone targeting him or his vehicle, causing the firer to hold his fire for the remainder of the turn and to lose all sustained fire bonuses acquired up until then.

— Eric Lund

Summon Demon Cyclist. Automatic; costs four points, plus one more per turn to maintain after the third turn. This spell conjures a demon on a flaming motorcycle, who will obey the summoning wizard and attack any vehicle on command.

Maybe.

Unfortunately, this fiend has been conjured against his will. To control him, the summoner must roll his current spell points (after the cost of the summoning) or less on two dice. Failure means the cyclist escapes control and attacks the nearest vehicle. If uncontrolled, he will always attack the vehicle closest to him at the beginning of the turn unless that vehicle has already been killed.

The demon cyclist rides a standard Outlander without a sidecar. However, it has HC 5 and never runs out of ammo. The demon is a Cyclist +6, Gunner +6 and Handgunner +6. Its leather jacket and jeans count as

IBA; its body can withstand 4 hits before dying, and the demon cannot be knocked unconscious. In addition to the cycle's weaponry, the demon can throw fire from its hand; treat in all ways as if it were using a portable FT (with an unlimited supply of high-temperature ammo).

The demon appears anywhere within 4" of the caster's vehicle, moving 60 mph or less. If the spell lapses or the demon is killed, the creature and its cycle are immediately engulfed in flames and disappear.

— Daniel Bostaph

Feared Spell No. 13. Weapon (to hit 8); costs 11 points. Turns any one *vehicle* into a frog. The frog's new speed is zero. Occupants of the car are not affected by the spell, but are considered to have jumped out of the car, and may therefore be severely injured by the fall. (Assess damage as if they had jumped at the car's original speed.) The frog will regain its original form at the next stroke of midnight.

Note: This spell is known to be held by only one wizard, the legendary Morgorath of Parma, Ohio, who was an early teacher of *Car Wars* magic and kept this one to himself.

— Ron Shigeta

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Wrong Button. Weapon (to hit 6); costs three points. Cannot target a pedestrian. If spell hits, roll one die:

1. Driver of target vehicle accidentally steps on brake, decelerating by 30 mph next turn.

2. Driver makes a 45 degree bend to the right or left (roll randomly) on his next move.

3. Driver floors the accelerator for maximum acceleration next turn.

4. Driver or gunner fires one randomly chosen vehicular weapon immediately (choose only from among those that have not yet fired this turn).

5. As above, but choose only from dropped weapons.

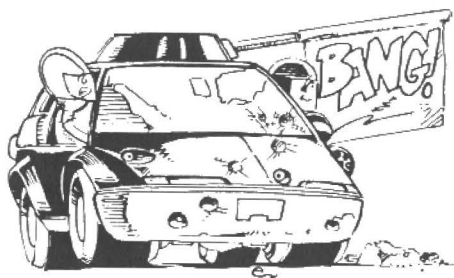
6. Driver retracts pop-up turret, jettisons his sidecar or EWPs, hits his drag chute or eject button or does something else equally dumb and inconvenient. Roll randomly if there are several possibilities.

If the vehicle has no weapon or person eligible to fire on the turn the spell hits, and a 4 or 5 is rolled, the spell takes effect at the beginning of next turn. If a number is rolled corresponding to a system the car does not have at all, the spell is wasted.

Tired Tire. Weapon (to hit 7); costs three points. Any one tire on the target vehicle immediately deflates. Treat as a blowout caused by spikes; solid and metal tires are immune to this spell.

Body Builder. Automatic; costs three points. When cast on any person, improves physical strength; doubles running movement, throwing distance, hit points and encumbrance capacity for the next ten turns. However, if the subject has taken three or more body hits when the spell runs out, he dies.

— Marilyn Pehr



Summon Backseat Driver. Special — comes in two versions. If a wizard knows the spell, he can cast either version.

As an automatic spell, it creates a normal human driver (wearing body armor) with Driver+3 and a "6" reflex roll who will take control of the wizard's vehicle and follow his commands. The wizard does not have to stay in the vehicle to control the driver, but he must be adjacent to the driver when he summons him. Costs two for the summoning, plus one per turn to maintain.

As a weapon spell, it hits on a 7, costs eight points and lasts 1d turns. If it hits, the backseat driver will appear in the target vehicle and attempt to take control. Roll one die for each turn he remains: On a 1 through 4, the backseat driver has taken control of the target, which means that the wizard controls the vehicle for that turn. The other occupants of a car may attack the backseat driver with hand weapons. The driver is unarmed but wears body armor.

Whichever way the spell is used, it does not matter whether there is a space for the driver to appear in. He comes with his own seat, which will magically fit into the car and vanish when he does.

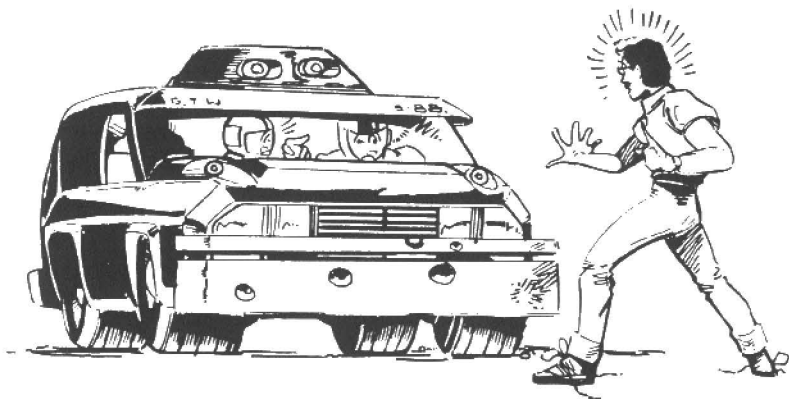
— Barry Link

Summon Cosell. Automatic; costs four points to cast, plus more if needed to sustain interest (see below). This spell summons a helicopter inhabited by the most popular (!!) sportscaster in the country, doing a special on *you*. While he is present, all prestige points count double. The spell lasts until four turns go by without combat. If four turns go by, you may spend one spell point per turn to keep the helicopter overhead until combat starts again. Only one car or team may be in the limelight; other vehicles get no prestige bonuses.

— Aaron Burns

Comic Relief. Weapon (to hit 7); costs five points. This spell causes all weapons fired by the target vehicle for 1d turns to malfunction magically. Instead of their usual effect, regular weapons will emit small puffs of smoke and flags saying "Bang," "Zap," "Foosh," etc., as appropriate to the weapon. Dropped weapons emit harmless cream pies, clouds of laughing gas or other appropriate substances. Hand weapons are similarly affected, and grenades explode in showers of confetti.

— Russel de Castongrene



Speed. Automatic; costs three points. Allows the wizard's vehicle to accelerate or decelerate by up to 30 mph for free at the beginning of the turn.

— Mike Gilbert

Glide. Automatic; costs two points. Lifts wizard's vehicle just enough to pass over oil, mines, spikes, debris or obstacles (but nothing larger). Effect lasts until the end of the turn. Maneuvers may be accomplished normally while gliding.

— Jim Norman

Summon Game Designer. Automatic; costs six points. This spell instantly teleports a babbling (or drooling, flip a coin) game designer within range of the wizard's guns. In exchange for his life, he will grant one *minor* rule change, which will last only five turns. If the referee feels that the requested change is too great, the game designer will cause the wizard's vehicle to explode immediately.

— Richard Wolfe, Jr.

Motion Sickness. Weapon (to hit special); costs one point. To hit roll is equal to twice the target's reflex roll. Victim suffers from motion sickness for the next 1d turns, lowering the HC of his car by 2.

— Rob Kirk

Summon Air Elemental. Automatic; costs four points. Creates a small whirlwind controlled by the wizard, which lasts for 2d seconds. Its speed is 200 mph (2" per phase). Any dropped weapon, debris, obstacle or *pedestrian* counter it passed over is lifted high in the air and dropped — that is, removed from play. If the elemental crosses a vehicle counter, it causes a D3 hazard for cycles, D2 for compacts and subcompacts and a D1 for

others; it causes a D5 hazard for helicopters. The elemental is a motorcycle-sized target (use an inverted obstacle counter to represent it), and vanishes once it takes 20 points of damage. Hand weapons do full damage against it.

— R. Ostorero

Attract Missiles. Weapon (to hit 8); costs two points to cast, plus one point to maintain. Any shot or spell aimed at the affected target gets a +2 to hit.

Summon Ogre. Semi-automatic; costs 12 points. Roll one die when this spell is cast. On any result but a 1, the spell is wasted. But on a 1, an Ogre appears! Roll again: On a 1-4, the Ogre uses its AP guns (12 sets of linked machine guns) as the wizard directs on that turn and the following turn. (If you want an Ogre counter, make it 3¼" long by 1½" wide, appearing anywhere on the board except atop a vehicle or pedestrian.) On a roll of a 5, the Ogre uses a tacnuke, and everything on the map goes up in a huge fireball. On a 6, not only does the Ogre nuke the place out, but it doesn't vanish afterward. If you're playing a campaign game, the first thing your new characters have to do is figure out how to get rid of it. (If the roll was anything but a 6, the Ogre disappears after completing its mission.)

— Phil Rennett

Summon Punks. Automatic; costs eight points. This spell summons eight teen-aged demons in leather jackets, who will immediately remove the wheels from any vehicle within 4" of the caster, as long as it is going below 30 mph. They will then vanish, never to be seen again. Effect on victimized vehicles is identical to having all four wheels shot off.

— Patrick O. Dick

Magic Items

Air Bag. Weapon (to hit 7); costs nine points. Target must be within 12". This spell causes an old kind of "safety" device to appear and activate in the target vehicle. Target may perform *no* actions for the next two turns; weapons already on automatic continue to fire. The vehicle also undergoes a D1 hazard for every full 10 mph over 30 that it is traveling (i.e., D2 for 50 mph, D3 for 60, etc.)

Ejection Seat. Automatic; costs two points. The spell causes the caster to be propelled from his vehicle into the air, exactly as if he had a parachute-equipped ejection seat. The spell allows him to fly as if using a parachute, lasting until he touches ground again. The wizard may perform no other actions until he lands.

— Kenneth A. Megill

Pillow Stop. Automatic; costs four points. Instantly stops the wizard's vehicle completely and safely.

— Ken Baumbach



These were the result of another contest. If you're playing with magic, then anyone with the money can buy magic items. They can be used by anyone and do not drain spell points; no success rolls are required. Again, to hit rolls with magic items are aided by Handgunner skill.

Tires of Rotation. \$1,500 each. These tires have 12 DP each and act (for the most part) like ordinary solid tires. Their magical abilities are twofold: 1) They will fit any vehicle, even a cycle; 2) Damage taken by any Tire of Rotation can be magically given to any other Tire on the same vehicle, as long as that other tire has at least 1 DP left before the damage is given to it. For instance, if you have Tires of Rotation on all four wheels and your right front tire takes 12 hits (enough to blow it out in one shot!), you could assign 3 hits to every tire. Damage cannot be traded around after it is taken.

Tires of Rotation cannot be repaired (except by a Demon Mechanic). Tires of Rotation may be mixed with regular tires of any sort at no penalty, but damage may only be shifted among the magical ones.

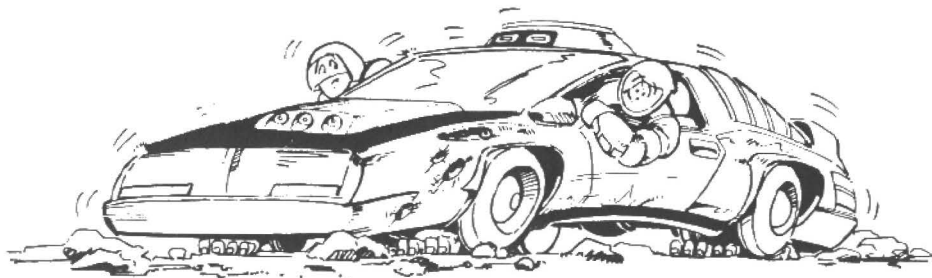
— Theodore Miller

Headlights of Dazzling. \$7,000, but rare. These appear to be normal headlights, but are made out of some mysterious crystal. When used to replace normal headlights they will work normally, except when a command word is spoken. Their light then becomes dazzling to oncoming traffic. Any vehicle in the normal front arc within 10" must roll one die for its reaction:

1. Go to Crash Table 1.
- 2-5. Decelerate by 30 mph at next turn and pull to side of road.
6. No effect to speed, but no weapons can be fired while the headlights can be seen.

No pedestrian who sees the headlights will be able to fire at them while the magical effect lasts. Sunglasses, binoculars or tinted windows will not reduce the mystic influence.

The dazzlement lasts for two turns after the command word is spoken and will not work again for three more turns after that. Each driver who sees the headlights must roll once (but only once) for reaction — i.e., if he can still see them on their second turn of effect, he does not roll again.



The headlights are automatically destroyed when the vehicle's front armor is lost.

— Eric Hunting

Tires of Adamantine Grip. \$3,000 each, but extremely rare. These tires are identical in most respects to metal tires. However, they do not reduce HC when they lose 4 DP. Furthermore, they have magical abilities. They reduce the difficulty of any maneuver by one, and subtract one from any Crash Table roll. They must be on all corners of the vehicle to have any special effect.

In addition, at a cost of 2 DP per tire, the tires can dig in and grip the road surface, stopping the vehicle instantly. This maneuver does 1d-2 damage to each person in the car (body and component armor protect), and damages the road surface, leaving a solid path of debris under the vehicle.

— Stefan Jones

Hypnotic Emergency Light Pulser. \$3,000, rare. Destroyed if rear armor is destroyed. Causes rear lights to blink in a strange pattern when car is stopped. Motorists seeing this will not attack unless fired upon, and can often be talked into helping out a stranded driver.

— John C. Hallyburton, Jr.

Magic Missile. All stats identical to those of the Wire-Guided Missile. However, the magic missile takes no range modifiers of any sort and need not be fired from a stationary vehicle. In effect, you point and shoot. The missile can be fired on while in the air, just like RGMs and WGMs.

— Christopher Wolf

Portable Potholes. \$200 each, very common. These wafer-thin circles of black fabric come folded but expand to nearly four feet in diameter. Thrown onto the road, these form instant, *real* "potholes" 6" deep. If a car hits one, treat as an obstacle. The potholes are permanent once they hit the road, but if they hit something other than asphalt they remain in

their harmless fabric form and can be refolded and saved. Up to five can be thrown in one turn as a "firing action." (If someone uses these, take an appropriate number of one-square debris counters and let the player drop them from 3" above the board. He can do his best to aim them, but where they hit is where they stay.)

— Gary Reilly

Wrench of Repairing. \$1,000, rare. Contains a bound Demon Mechanic which will serve the user three times before vanishing. Can be used in or out of combat.

This item is also available in a scroll form, which allows a wizard to cast a Demon Mechanic spell with no point cost and no chance of failure. The scroll costs \$500 and has three uses.

— David Pulver

Gloves of Skill. Cost \$1,500 each. Each glove worn (maximum of two, unless you have a *really* strange game!) adds one to *one* skill of the wearer's choice, determined before combat.

Sweatband of Coolness. Costs \$2,000. This item renders the wearer totally immune to heat and flame of all kinds; he will never take damage from lasers, flamethrowers, vehicular fires or any other similar source.

— Patrick Kurz

Evil Eye Scroll. Costs \$1,000. Allows the recipient's next shot to automatically hit any target at any range, no matter what weapon he's using; roll for damage normally. One use only.

Boggle Wand. Costs \$1,000 (to hit 8). Forces the target to make a Control Roll, at a -1 to the die; even if the victim's handling status would normally make him safe, a 1 still blows the roll. Three uses.

Fireball Wand. Costs \$1,000 (to hit 8). Contains three uses of the Fireball spell.

— Earl S. Cooley III

Final Ballot for the
Origins Awards 1987

Presented by the Academy of Adventure Gaming Arts and Design

Editor's Note: The Origins Awards are nominated by members of the Academy of Adventure Gaming Arts and Design, and are voted on by the gaming public. Please fill out the ballot below and mail it (along with your name, address and a \$2.00 processing and handling fee) to:

Anne F. Jaffe
P.O. Box 2712
Fairfax, VA 22031

Do not send it to Steve Jackson Games! These awards are in no way connected to SJ Games; we print this ballot here for the convenience of our readers.

Deadline for returning ballots is July 15, 1988. Naturally, only one ballot is allowed per person.

1. Best Historical Figure Series, 1987

- ___ American Civil War, 15mm, Stone Mountain Miniatures
- ___ American Plains, Rafm
- ___ Shogun Hard Guys: The New Samurai, Ral Partha Enterprises

2. Best Fantasy or Science Fiction Figure Series, 1987

- ___ BattleTech Mech Warriors, Ral Partha Enterprises
- ___ Dungeons and Dragons, Citadel Miniatures
- ___ Groo the Wanderer, Dark Horse Miniatures
- ___ Julie Guthrie's Fantasy Line, Grenadier Models
- ___ Renegade Legion Interceptor Line, FASA Corp

3. Best Vehicular or Accessory Series, 1987

- ___ BattleTech Mech, Ral Partha Enterprises
- ___ Civil War Artillery, RAFM
- ___ Hovels and Buildings, 15 & 25mm, Stone Mountain Miniatures
- ___ Star Trek Miniatures, FASA Corp

4. Best Miniatures Rules, 1987

- ___ Chaos Wars, Rules according to Ral for Fantasy Battles, Ral Partha Enterprises
- ___ Harpoon, Game Designer's Workshop
- ___ Warhammer 40,000, Games Workshop

5. Best Role-Playing Rules, 1987

- ___ Mega Traveller, Game Designer's Workshop
- ___ Paranoia 2nd Edition, West End Games, Inc.
- ___ Star Wars, West End Games, Inc.
- ___ Teenagers From Outer Space, R. Talsorian Games
- ___ Top Secret S.I., TSR, Inc.

6. Best Role-Playing Adventure, 1987

- ___ Blood of the Yakuza, AD&D TSR, Inc.
- ___ Future in Flames Series, Marvel Super Heroes, TSR, Inc.
- ___ Ochimo, the Spirit Warrior, TSR, Inc.
- ___ Scared Stiffs, Ghostbusters, West End Games, Inc.
- ___ Tournament of Dreams, Pendragon, Chaosium, Inc.
- ___ Who Watches the Watchmen? Mayfair Games, Inc.

7. Best Role-Playing Supplement, 1987

- ___ GURPS Horror, GURPS, Steve Jackson Games
- ___ Manual of the Planes, AD&D, TSR, Inc.
- ___ Miskatonic University Kit, Call of Cthulhu, Chaosium Inc.
- ___ Star Wars Sourcebook, Star Wars, West End Games, Inc.
- ___ The Forgotten Realms, AD&D, TSR, Inc.

8. Best Graphic Presentation of a Role-Playing Game, Adventure or Supplement, 1987

- ___ The Gazetteer Series, AD&D, TSR, Inc.

- ___ Miskatonic University Kit, Call of Cthulhu, Chaosium Inc.
- ___ Star Wars, West End Games, Inc.
- ___ Star Wars Sourcebook, Star Wars, West End Games, Inc.

9. Best Pre-20th Century Boardgame, 1987

- ___ Blood Royale, Games Workshop
- ___ Britannia, The Avalon Hill Game Company
- ___ D'Español-Talavera, Clash of Arms Games
- ___ La Granda Armee, SPI/TSR, Inc.
- ___ Shogun, Milton Bradley Company

10. Best Boardgame Covering the Period 1900-1946 for 1987

- ___ Battle for Moscow, Game Designer's Workshop
- ___ Moscow 1941, SPI/TSR, Inc.
- ___ Onslaught, SPI/TSR, Inc.
- ___ Scorched Earth, Game Designer's Workshop
- ___ Patton's Best, The Avalon Hill Game Company

11. Best Boardgame Covering the Period 1947-modern day for 1987

- ___ Air Superiority, Game Designer's Workshop
- ___ Central America, Victory Games, Inc.
- ___ Fire Team, West End Games
- ___ Seventh Fleet, Victory Games, Inc.
- ___ Team Yankee, Game Designer's Workshop

12. Best Fantasy or Science Fiction Boardgame, 1987

- ___ Arkham Horror, Chaosium, Inc.
- ___ Gammaraiders, TSR, Inc.
- ___ Isaac Asimov Presents Star Traders, Steve Jackson Games
- ___ Renegade Legion, Interceptor, FASA Corp
- ___ Star Warriors, West End Games, Inc.

13. Best Graphic Presentation of a Boardgame,

- ___ Chase, TSR, Inc.
- ___ Gammaraiders, TSR, Inc.
- ___ Onslaught, SPI/TSR, Inc.
- ___ Shogun, Milton Bradley Company
- ___ Star Warriors, West End Games, Inc.

14. Best Play-By-Mail Game, 1987

- ___ Alamaze, Pegasus Productions
- ___ Heroic Fantasy, Flying Buffalo, Inc.
- ___ Nuclear Destruction, Flying Buffalo, Inc.
- ___ World Wide Battle Plan, Flying Buffalo, Inc.

15. Best Fantasy or Science Fiction Computer Game, 1987

- ___ Eternal Dagger, Strategic Simulations, Inc.
- ___ Phantasie III, Strategic Simulations, Inc.
- ___ Pirates, MicroProse, Inc.
- ___ Realms of Darkness, Strategic Simulations, Inc.

16. Best Military or Strategy Computer Game, 1987

- ___ Airborne Ranger, Microprose, Inc.
- ___ Panzer Strike!, Strategic Simulations, Inc.
- ___ Project: Stealth Fighter, Microprose, Inc.
- ___ Shiloh: Grant's Trial in the West, Strategic Simulations, Inc.
- ___ Sons of Liberty, Strategic Simulations, Inc.

17. Best Screen Graphics in a Home Computer Game, 1987

- ___ Airborne Ranger, MicroProse, Inc.
- ___ Pirates, MicroProse, Inc.
- ___ Project: Stealth Fighter, Microprose, Inc.

18. Best Professional Adventure Gaming Magazine, 1987

- ___ Autoduel Quarterly, Steve Jackson Games
- ___ Computer Gaming World, Russell Sipe
- ___ Dungeon, TSR, Inc.
- ___ Fire & Movement, DTI, Inc.
- ___ Gateways, Gateways Publications, Inc.
- ___ Strategy & Tactics, World Wide Wargames
- ___ White Dwarf, Games Workshop

19. Best Amateur Adventure Gaming Magazine, 1987

- ___ Alarums & Excursions, Lee Gold
- ___ Polyhedron, TSR, Inc.
- ___ Volunteers
- ___ Wild Hunt

When Duty Calls

by J. Chestnut
and John Romero



The Hays penetrated the darkness like a bullet. Donovan had driven this stretch of Texas highway countless times before. Because he was familiar with the hazards of the area, he kept a moderately high speed. Infrared sighting, combined with the car's computer systems, pinpointed critical surface

details readily enough, providing ample time to maneuver. Donovan's vehicle was black on black against the moonless skyline. He drove in his preferred element: total darkness.

A pleasant feminine voice interrupted the quiet purr of the vehicle's motors. "Alert," it said indicating no particular alarm. "Radar

has achieved lock-on. Signals at extreme range.”

“Thank you, Betty.” Donovan sat up, his attention intensified. “Display, please.”

An image appeared in the upper left corner of the windshield, showing six red specks arranged in a reversed wedge around a larger blip. The latter darted at the smaller ones, which dodged in response.

“Identify,” Donovan said.

“Six marks, cycle class,” said Betty, “one mark, vehicular, luxury/station wagon class.”

Donovan, case-hardened to the marrow, regarded this soft-spoken hardware as only a source of information, a part of the instrument that was his vehicle. Once, he had contemplated replacing the voder with a neutral tone unit. Then he read an article in the departmental newsletter. A psychological study showed a female voice commanded a higher degree of attention than either a male or neutral timbre, so he left it. He called it Betty for the same reason that another officer might call his .45 Gert.

“Frequency scan,” Donovan said curtly.

The transceiver complied, searching alternate frequencies, and stopping about halfway around the scale.

“— covered, and you won’t roll another mile on two and a half wheels. Stop now, and you can walk.” The voice was masculine, matter-of-fact.

As the range closed, the heads-up indicated a subdued flash, center screen; the infrared responded to a large flame ahead. One of the cycle blips ran to the edge of the display and was still.

“Estimated 76% probability cycle received terminal damage,” said Betty.

“So you want to play rough, eh?” The voice on the radio became aggressive.

The dusky cruiser rounded a wide bend. Donovan spotted the twisted remains of a burning cycle to the right of the road.

Scoot-jockeys never learn, he thought.

Now he had a visual with the duelling vehicles. Fiery flashes danced wildly about the taillights — machine gun bursts! His gloved finger raked a bank of pressure-sensitive buttons on the dash. The display widened to include weapon status, familiar crosshairs splashed upon the windshield, and three smaller screens illuminated just over the steering yoke, giving 360 degree vision.

“Last chance, bub,” said the biker. “Make it a gift, or make it your casket!”

There was no response. Donovan watched as the big caddy ahead swerved hard and swiped a cycle off the road. Unfortunately, the stress of that maneuver was too great for the besieged vehicle; it vaulted through the air and began rolling.

Even should he survive that, he doesn't have a chance, though Donovan. His steering grip tightened.

The crosshairs found the closest cycle and enhanced the image. The two recoilless spat fire, punching through the bike’s ragged rear armor. Its rider slumped from the seat and bounced limply; the machine collided with a tree.

Meanwhile, the big car came to rest inverted on the side of the road. It was ignored by the three remaining bikers as they discovered they had acquired company. They increased speed.

“Whoever you are,” growled the radio voice, “stay out! This is no concern of yours.”

Donovan answered with a single shell from the turreted rifle. The center cycle caught the barrage on its rear armor. The damage abated as the biker steadied his machine.

“It’s your funeral, scuzz-ball!” the radio screamed. The trio swerved left, then right, littering the road with anti-vehicular mines.

Good tactics, Donovan observed. His prowess guided him through; the vehicle rocked twice as he drove over the unavoidable. The display showed intermediate tire damage, nominal underbody damage.

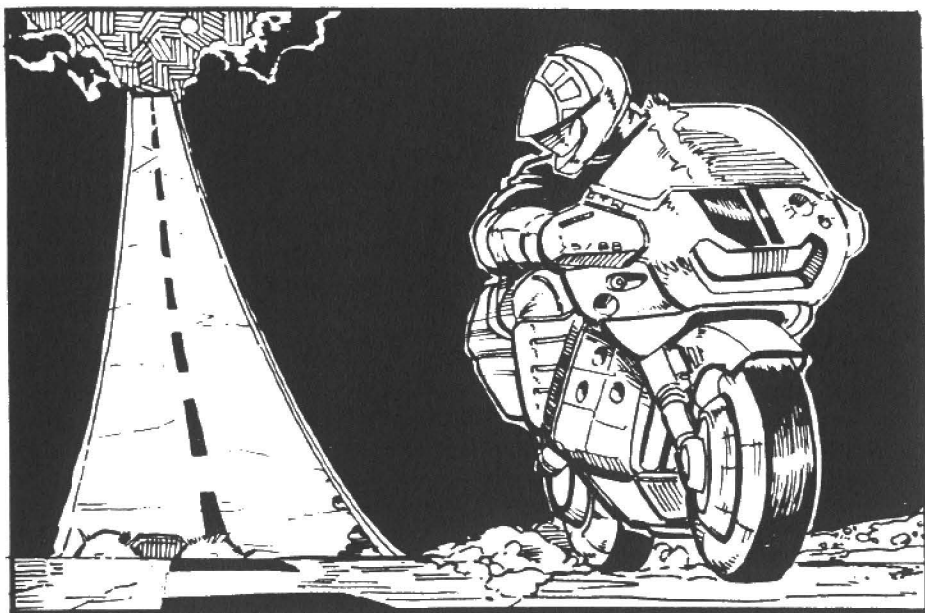
“Back off,” the biker hissed. “We’ve got plenty to spare!”

The recoilless spoke again, ravaging the rear tire of the right cycle. The others pulled left as the crippled bike skidded uncontrollably and slid off the road into darkness.

“Hey, man, we meant no harm. Just a basic little duel, y’know?” The radio voice had lost much of its bravado.

Donovan thumbed the LINK button. The front and turreted recoilless rifles barked in harmony, tearing the left-most cyclist from his machine. Donovan accelerated, closing the gap to point-blank on the remaining biker.

“C’mon, man,” the voice pleaded. “Lemme go. I’ll leave the area for good. I promise!”



The ebony vehicle moved to the right lane, following the biker obliquely.

As I figured, Donovan thought. Top dogs ride center. Without their wing men, they're not so tough.

"Code two," Donovan spoke, an edge in his voice.

Revolving red and blue lights strobed the area from atop the cruiser.

"Rangers!" the radio screamed, evidently recognizing the trademark colors of the light bar. "C'mon, man! Gimme a break! I'll quit biking! I swear!"

Donovan coolly keyed the receiver. "You're right. You will."

The recoilless roared a last time. The cyclist disappeared in a bloody explosion, the rounds striking him dead-center. The cycle veered left and careened into the dark.

Donovan braked, easing the vehicle to a stop. He sat still for a minute, cooling down.

Encounters such as this were commonplace for Texas Rangers, so how did he explain the hollow feeling in his gut? Did other Rangers experience similar feelings after an engagement? He took a few deep breaths, then a deep, relaxing sigh. Head clear, nerves calmed. *The lux!*

Donovan wheeled about and accelerated to the inverted car. He stopped the Hays, its

headlights flooding the green luxury and the surrounding area. The rotating lights still turned, warning unlikely passers-by to steer clear. Bounding to the passenger side, Donovan peered into the car.

Through the shattered portal he saw two figures. The driver was assuredly dead. No man sustains those gaping chest wounds and lives. The gunner, however . . .

An unmistakable odor filled Donovan's nostrils. He forced the door open, drew his bowie knife and slashed the gunner's safety belts. *No time to worry about internal injuries* — he drew the light body from the seat and ran to the safety of his own vehicle.

As he and his burden rounded the cruiser's door, the battered lux rocked violently as the flamethrower tanks within exploded. Shrapnel pelted the Hays, chipping its paint.

Donovan felt for a pulse. *Yes, strong and steady.* Auburn tresses cascaded from the gunner's helmet as he removed it — *a woman.* She didn't appear injured. He noticed that a ruined leather satchel was handcuffed to her wrist, then realized its contents had spilled out only a step away. Reaching, he grabbed the peculiar square envelope. It bore a stylized logo which seemed vaguely familiar.

The woman groaned and stirred. Pocketing the envelope, Donovan produced an am-

pule and snapped it beneath her nose. She came to with a start, twisting her head from the sharp ammonia inhalant.

"You're safe. Rest easy."

"What? What happened? Who are you? Where . . . ?" she rattled, rising on her elbows.

Don't get hysterical on me, he thought. He rested a hand on her shoulder.

"Calm down," he said. "I'm Donovan, Special Force, Texas Rangers. You were assaulted by six bikers. Unfortunately," he nodded towards the vehicular bonfire, "your driver is dead, and your vehicle is totalled. Sorry I couldn't get here sooner."

"Get here sooner?" Her eyes widened. "You — Jeff is dead?" A stunned look washed over her features. She reclined and stared at the stars.

Shock, Donovan thought. *Better do something before she loses it completely.*

"Tollefson's Truck Stop is about 15 minutes from here in Lubbock," he said, assisting the woman to her feet. "I was headed there anyway. Except for your trouble, it's been a quiet night, so . . ."

Alarm adorned the woman's face as she hurriedly inspected the broken satchel. Her eyes shot from the case to the burning car; her shoulders drooped.

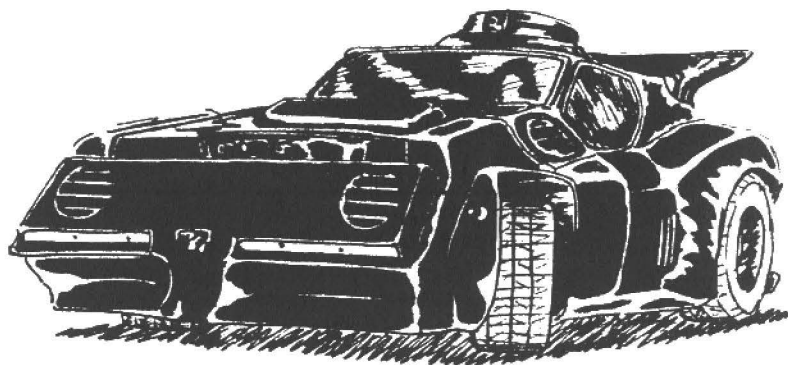
"I found this near the satchel when I . . ." Donovan held out the envelope.

"Oh!" Surprise and relief crossed her face. "Thank you!" She snatched the envelope and hurriedly slid it into her suit's leg pocket. Donovan noted her outfit was of the same quality as his own level two body armor.

"Have you any I.D.?" Donovan asked while he watched her unlock the cuff on her wrist. It wasn't a pressing question in 2038 in the Free Oil States. Three people out of five didn't. However, she produced a standard

Can You Tame The Panther?

Grenadier Motors unveils the 2038 Panther — sleek and deadly, but willing to serve those that can handle it.



Panther — Compact, x-hvy. chassis, 150-cubic-inch blueprinted IC engine w/tubular headers, hvy. suspension, driver, 4 metal tires, turreted MG w/incendiary ammo, two MGs w/incendiary ammo linked front, SD w/explosive-tipped spikes back, spoiler, airdam, HD shocks, two 1-gallon duelling tanks, smart link from turret to front. Armor: F40 (with ramplate), R22, L22, B25, T24, U12. Accel. 10, top speed 80, 45 MPG, HC 3; 4,367 lbs., \$24,995.

Division 30 option — Replace turreted MG with a LL w/high-intensity optics, replace front MGs with a single RL w/incendiary ammo, add a laser-guidance link and a SWC for the LL, add a turbocharger for the engine. Armor: F40 (with ramplate), R30, L30, B30, T30, U12. Accel. 10 (15 at 40+), top speed 87.5; 4,439 lbs., \$29,646.

plastic card: Sylvia Prescott, InterCom Courier.

"Shall we go, Ms. Prescott?" Donovan opened her door. Mechanically, she donned her helmet and assumed the cruiser's passenger seat, positioned well away from the driver's station. Resuming his own seat, Donovan logged the necessary data into his computer. He guided the cruiser back to its original course, becoming one with the night.

"Two coffees," he signalled the waitress, escorting his charge to one of the cafe's tables at Tollefson's "Guaranteed 100% Radiation-Free!" Lubbock Truck Stop. About five miles out, Sylvia had removed her helmet and wept bitterly, regaining her composure at the old city limits. Donovan had pretended not to notice, leaving her to deal with her own emotions; his expertise did not extend to that area. "Don't get emotionally involved" was not only a professional dictum, but a prerequisite for maintaining one's sanity.

"Do you have a contact you can call?" Donovan sipped his coffee.

"Yes," she answered, gazing out the window. "But I have a problem. The closest pick-up point is in Austin, my destination. Now . . ." She stared into her cup.

Don't volunteer, Donovan thought. Your job is done. Finish your coffee and leave.

"Donovan." Hope glinted through her long lashes.

Here it comes . . .

"Could you take me there?" Her hand softly clutched his arm. Donovan washed down a gulp of coffee and exhaled heavily.

"The truth is, Ms. Prescott, regulations prohibit officers from acting in the capacity of couriers, except on official business."

"Damn," she sighed. Sagging defeatedly in her seat, she looked lost, fragile, helpless. *She is beautiful, Donovan admitted.*

"However . . ." She straightened as he spoke. "Special Force Rangers have no area restrictions within Texas." She smiled slightly. "And it's been a while since I checked in at Austin."

Sylvia rounded the table and kissed Donovan's cheek. "You're a doll!" she beamed.

"Public service, Ms. Prescott." He stood and grabbed his helmet.



"My friends call me Sylvia. How about you?"

"Officer." He donned his helmet and strode towards the door. Without slowing his pace, he left treble the coffee's value near the register. Sylvia was trotting to keep up.

He opened the passenger door and motioned for her to enter.

"If you get tired, I can drive," she said from the seat.

"You ride, I drive." He closed the door.

The Hays resumed its dark trek. Neither Donovan nor his new acquaintance spoke. It was the first time he had borne a strand cross-country. Regulations really weren't particular on this point; officers generally followed their instincts. Sometimes favors found their way back to a man.

Donovan idly considered his passenger while surveying the dawn-lit horizon. She seemed to have contained her grief quickly enough. He could not guess her thoughts from her reflection in the rear-view mirror, but judging from her earlier reactions, Donovan thought that she and her unfortunate partner had been close. *Strange.*

That logo's even stranger. Where have I seen that before? he mused.

"This is a sophisticated vehicle," Sylvia observed, breaking his reverie.

"It is an effective design."

"I noticed you carry recoilless rifles. Why not lasers?"

"Statistics suggest laser-reflec is fairly common," he spoke over his shoulder. "Besides, they're too fragile and too expensive. They also have a nasty habit of starting fires. Decreases salvage value."

"You take salvage?" she said, surprised.

"When it's worthwhile."

"How do you handle tail-gaters?"

"By the dictates of the situation."

"A secret, huh?" A note of sarcasm had crept into her voice.

Donovan nodded slightly.

"Geez! Don't you ever loosen up?" She flopped back in her seat, arms folded, almost pouting. "Of all the officers in the nation, I get rescued by Do-It-By-The-Book Donovan."

"We had, I thought, established my first name."

"Sheesh!" Her eyes rolled heavenward.

"Do you remember your birth-name?"

Donovan didn't answer.

"Do you have any friends at all?" Sylvia's words dripped acid. The PASSENGER EJECT button suddenly became rather attractive.

"Two," he responded, vexed. "You're in one and on the other."

"Have you ever considered women as an alternate pastime?"

Once more and she flies! Donovan gritted his teeth. "Once," he snapped.

"What happened?" she retorted.

To serve and protect, to serve and protect, Donovan thought. "Sylvia," he sighed, "I am indeed dedicated. I take my work seriously. When I agreed to take you to Austin, this trip

became a facet of my job. Perhaps after you make your connection, we could have some dinner together."

She was quiet for a minute, then she smiled, her eyes alight. "We'll see." Her tone said, "More than likely." Somehow this made Donovan vaguely uneasy.

★ ★ ★

The rough and battered Highway 87 brought them to San Angelo around 0330. They had encountered a few off-roaders just past Big Spring. The buggies shot at them ineffectively at long range, clearly killing time while waiting to ambush a more tempting target on Texas-5.

At the Tom Green County Truck Stop, Donovan rented a pair of rooms, charging it to his Ranger expense account. He used the motel's computer to call up headquarters and report his whereabouts, activities and encounters. He received a printout detailing reports of various offenses allegedly committed in the vicinity, all followed by the usual "Investigate at discretion" order.

Donovan briefly skimmed the departmental newsletter. *Great*, he thought, *supply contractor bids are coming up this month*. He trashed the flimsies and rolled into bed. It had been a long night.

★ ★ ★

A loud knocking woke Donovan with a start. His pistol filled his hand.

"Hey! Wake up in there! Donovan!"

"Wait." He slid into his trousers and then opened the door. Sylvia stood there, arms akimbo.

"We'll eat and be on our way." He turned and began arranging his gear.

"Donovan, what is your problem? Do you have trouble relating to women?"

Not again. He frowned. "When the job is done, we can relate." He pulled on his boots. "I'll meet you at the restaurant."

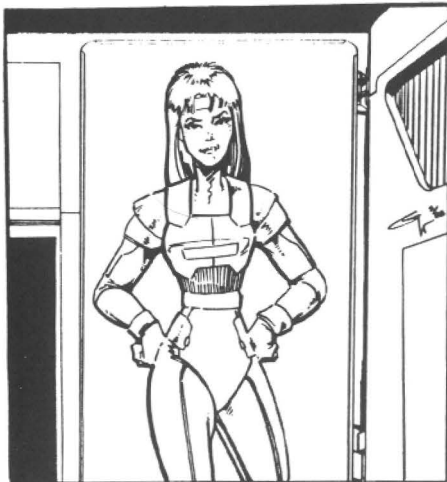
Sylvia stomped away

★ ★ ★

Donovan scanned the busy cafe for Sylvia, spotting her at the bank of phones. He waded through the crowd to her.

"— the package to Austin." She spoke in subdued tones. "You can take care of it from there."

Donovan settled a hand on her shoulder. A surprised glance shot back at him.



"Uh . . .," she stammered. "See you there. Bye." She disconnected, turned and faced him. "Shall we eat?" She paced quickly to a table.

He shrugged, then followed.

★ ★ ★

Donovan waited for Sylvia in the garage, overseeing the mechanic's repairs to his vehicle.

She is attractive, Donovan echoed his earlier thoughts. *Regardless, she's a courier and I'm a Ranger. Different directions. It wouldn't work.*

"Donovan!" Sylvia rounded the corner, running. She darted behind him. "They . . . they're trying . . . to . . .," she heaved.

"Outa the way, cop!" demanded a guttural voice. Donovan spun, confronted with five burly sorts in cycle gear. Large metal studs bedecked their black leather gauntlets; towing chains inclined across their chests.

"That little tease made us an offer, and now she's backin' out!" The leader's finger stabbed at Sylvia. "She owes us."

Donovan sensed Sylvia backing further away. *Good. I'll probably need the room.*

"We got no beef with you, cop," the biker growled. "Don't make us break you."

Saving this woman from the clutches of bikers is becoming a career, Donovan mused.

"Take your best shot, punk," he said calmly.

The lead biker leapt forward. Side-stepping the rush, Donovan drove his knee into the biker's solar plexus; he followed through with his elbow, spearing the base of the cyclist's skull. A final blow between the shoulder blades send the punk to the concrete, where he lay still.

"Get 'im!" a second rider urged.

Donovan's right hand flashed past his thigh. A bright red dot suddenly appeared on the lieutenant biker's forehead, projected from the laser scope mounted on Donovan's .45. All four stopped abruptly.

"Care to be more open-minded about this?" Donovan asked coolly.

"One pistol, four targets," the rider grinned; Donovan failed to find levity in the situation. "You can't win, pig."

A sharp double crack distracted them all. The mechanic stepped around the Hays, leveling a twelve-gauge on the bikers.



"I believe you boys' san'wiches is gettin' cold. Better go eat," he calmly said through tobacco-stained teeth. He motioned towards the exit with his shotgun. The vice-leader eyed his peers questioningly. Three heads shook in unison.

"On the road, cop," the biker said menacingly, "you belong to us." The foursome gathered their leader and retreated.

Donovan holstered his weapon, the knot in his belly again becoming a hollow. "Many thanks," he saluted the mechanic. He then turned to Sylvia. "Well?"

"They asked me for a good time and I told them to get screwed," she stated defiantly.

"Let's roll," said Donovan, his tone hinting bemusement.

★ ★ ★

FREDRICKSBURG: 6 MILES proclaimed a pocked road sign. The navigation display indicated 77 miles to Austin. Donovan sipped coffee from a no-spill thermos while Sylvia dozed.

"Alert," Betty said. "Radar has achieved lock-on. Signals at extreme range."

"Display and identify." Donovan stowed the thermos. The screen indicated five small blips aft, closing.

"Five marks, cycle class," Betty informed. The radio scanned on command but found nothing.

"What's wrong?" Sylvia yawned, stretching.

"Cycles behind us."

"What happens now?"

"Depends." The display indicated the blips had accelerated. The radio was silent, his weapons activated; Donovan was ready.

The cycles closed enthusiastically, assuming the familiar V pattern used by biker-scavengers to box a vehicle.

When the pack was within a few hundred yards, the radio barked, "Hey, it's the cop! Remember us, pig?" Machine-gun slugs bit into the Hays' rear armor.

"Slick, auto," Donovan said.

"Huh?" Sylvia heard a muffled hum behind her seat. "Oil?"

Great gouts of flame erupted behind the cruiser. "Flaming oil," Donovan corrected.

The center cycle lost control trying to avoid the slick. Donovan veered left, pinning two bikes against the edge of the road with the oil. A burst from the turret missed the nearest of the pair.

The two cycles on the right maneuvered alongside, the forward one attempting to pass; the rear one fired, apparently overshooting by a laughable amount. Then the cruiser shook violently as the well-fired grenade detonated beneath the vehicle. It was followed by two others in quick succession.

"Warning: Forward left tire is critically damaged."

The recoilless returned the favor, penetrating the grenade pitcher's armor. Control left the cycle; the cycle left the road. On the other

flank, one of the two bikes caught in the oil careened by, vaguely resembling a comet as the raised shoulder of the road ramped it skyward.

The left rear cycle emerged unscathed from the blazing slick, its machine gun chewing away the Hays' back armor. The forward-right bike gained the lead and began spreading mines across the asphalt.

Donovan responded by angling hard left and stomping the brakes. The cycle behind him impacted, skidded the length of the car and dumped into a ditch. Donovan fought to control his vehicle, whispering reverently about heavy-duty brakes.

The last biker, drained of mines, apparently knew the score; he wrung his accelerator in an attempt to escape.

"Oh, no, I don't think so," Donovan said, swaying with the explosion of mines on his right. The front and turret recoilless rifles fired steadily, pounding the fleeing cycle into oblivion.

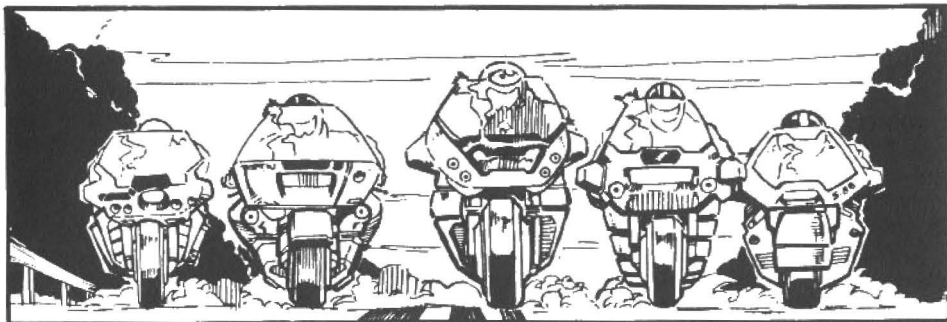
The injured cruiser eased to a stop. Donovan requested a damage report:

REAR ARMOR	PENETRATED
LEFT ARMOR	CRITICAL DAMAGE
UNDERBODYARMOR	SEVERE DAMAGE
FORWARD LEFT TIRE	CRITICAL DAMAGE
FORWARD RIGHT TIRE	MINOR DAMAGE
OIL JET	CRITICAL DAMAGE
	AMMO TANK EMPTY
ELAPSED TIME	17 SECONDS

Glancing over his shoulder, Donovan saw that Sylvia had a death grip on the armrests. Sweat beaded her forehead.

"Is it over?" she asked rigidly.

"I guess," Donovan said, his own knot untwisting. The Hays' lights switched off as it continued east.



★ ★ ★

The Eagle's Nest Truck Stop and Inn was at the edge of Austin's nominal city limits, far removed from the safety of the downtown area. Donovan wanted his vehicle repaired immediately, and this was the first garage he had seen since his duel with the cycles. As the Hays wheeled into the service area, Sylvia argued that she was supposed to meet her contact at 1500, and she might miss him if the repair work took too long.

"Call and inform him of your location," Donovan advised, "because my car gets restored completely, here and now."

"But . . ."

"Completely, here and now."

"Oh, all right," Sylvia pouted.

★ ★ ★

The sun hung low in the dusk sky as Donovan awoke. He and Sylvia had finally come to terms earlier and had made arrangements to dine together informally that evening. Dinner was still two hours away, so he decided to check on the Hays' repairs.

Donovan examined his vehicle meticulously, complementing the mechanics' handiwork. While inspecting the oil jet compartment, his gaze froze on the manufacturer's logo: It was identical to the one on the envelope Sylvia

had. No wonder it was familiar! It was the corporate emblem of Amarillo Technologies, the incumbent supply company for the Texas Rangers.

Probably a holodisk with AmTech's bid on it, Donovan thought. AmTech had not only underbid Bedford Manufacturing, the closest competitor, for the contract every year, but also produced far superior materials. Bedford Manufacturing had always overcharged for their substandard products.

Interesting coincidence. Donovan checked his watch — about time for dinner. He strode to Sylvia's room.

As he raised his hand to knock, the door suddenly opened. Donovan stood face to face with a stranger carrying a small briefcase. The man's eyes flew open as he recognized the Rangers uniform. The strange man quickly drew his pistol. Donovan's left hand closed around the stranger's wrist, driving the weapon towards the ceiling with his vise-like grip. His right hand knifed swiftly into his assailant's bare larynx; his final blow smashed the gurgling man's nose. Blood spurted as the attacker staggered back and sprawled over the bed. The case had smashed against the wall, burst open and revealed its contents: a portable computer.



Portable computer?

Locking the door, Donovan's hasty search revealed only he and the stranger occupied the room. Rifling through the man's pockets yielded an I.D. card — Norman Fisk, Bedford Manufacturing executive. Donovan's mind raced, drawing uncomfortable conclusions. Could this man have hurt Sylvia?

A slightly open drawer caught his eye. Jerking the drawer from its frame, Donovan found the AmTech holodisk he had seen, clipped to an envelope bearing Bedford's own logo. The envelope was thick with large denomination bills.

In the fashion of an old pulp detective story, everything "clicked."

Pocketing the money and the diskette, Donovan left the room and paced hastily to his car. Closing the door, he was nearly overwhelmed by the pungent odor of the upholstery cleaner. He lowered his window and snapped the radio handset from its mount.

"Ranger Four-Niner-Alfa to Ranger Central," he hailed.

"Ranger Central," the radio answered. "Go ahead, Niner-Alfa."

He keyed the mike to reply, but no words came as the cold metal cylinder nuzzled his left temple. The handset fell to his lap as he turned his head slowly and stared down the barrel of Sylvia's snubnose. She jerked her finger across her throat, nodding at the radio.

"Ranger Central to Four-Ni —" Donovan clicked the radio off.

"I'm sorry, Donovan," Sylvia said. "It could have been nice, maybe even fun. However, I know you won't ignore this, and I'm not about to let you turn me in."

"You could get time off for good behavior."

"No way, not for industrial espionage against a government agency. Maybe in Oklahoma, but not in Texas. So I'll just disappear across the border. This vehicle will get me there quite nicely" — her eyes narrowed — "without you."

"Sylvia, be reasonable. You can't —"

"Stuff it!" She thrust the pistol against the same cheek she had kissed earlier. "You've had your last ride, officer. But before you die, just what *is* your first name?" She pulled on the door handle.

Donovan flattened in his seat as the Hays shuddered from the explosions around it. The

anti-theft system had detonated the flechette grenades. Sitting up, he regarded Sylvia's body sprawled beside the car.

"Artemis," he answered.

Gaming Notes

Donovan's patrol unit, the T-32C Hays (named after an early leader of the Rangers), is the standard vehicle of the Texas Rangers' Special Force:

Hays — Luxury, x-hvy. chassis, large power plant with superconductors, OR and active suspension, four OR solid tires, driver, passenger with ejection seat (no parachute), RR front, RR in turret with extra magazine, smart link from turret to front, FOJ back, spoiler, heavy-duty brakes, vehicular computer, radar, infrared, LD radio and anti-theft system (with 7 AP grenades). Cargo capacity: 50 lbs, 1 space. Sloped FP armor: F35, R20, L20, B35, T30, U19. Acceleration 5, HC 3 (on or off road); 6,600 lbs., \$44,521.

Donovan himself has skills typical among the Rangers: Driver +2, Gunner +1, Handgunner, Martial Arts. His equipment includes IBA (in the Rangers' beige-and-brown uniform colors), a heavy pistol with laser scope and a bowie knife.

Texas Rangers

Rangers are the elite military police of the Republic of Texas. Founded by Stephen F. Austin in 1823 to protect settlers from Indians and outlaws, they acted primarily as police throughout most of history. After the Secession and the Food Riots, their duties expanded.

The closest 20th-century equivalent to the Texas Rangers is the Russian KGB. No, Texas isn't a police state, and the Rangers don't torture people — but their *duties* are similar to those of the Soviet agency. Rangers act as national police, border patrols, intelligence agents and armored cavalry.

Donovan's branch, the Special Force, has police work as its prime responsibility. Special Force agents have no set base of operations, following their instincts across the countryside. Their computers contain large database lists of wanted criminals, crime reports and other information. The Special Force is the branch most often seen by citizens, though the Frontier Battalion (the military branch) has more manpower.

Maneuvering System

As *ADQ* subscribers know, we printed an alternate maneuvering system on the mailer cover of *ADQ* 6/1. We now present that system, as well as some ideas from Fabian Stretton's article in *ADQ* 5/1, as an official variant maneuvering system.

Editor's Note: These rules are as official as you want them to be. We will probably use them in any tournament event we run, unless feedback is overwhelmingly negative. In your own games, assume that you're using the old maneuvering system unless everyone agrees before play to use this one.

The old maneuvering system has many flaws — for example, the 45 degree "bend" and the 30 degree "swerve" are both D3 maneuvers, and there are no 60 or 75 degree turns. This system not only solves those problems, but eliminates the need for a grid in tactical combat. All of these maneuvers can be done with just a turning key, as can all the results from the Crash Tables. This allows *Car Wars* to be played in any scale

(Matchbox® cars, Tonka® toys, 100% scale, whatever). All you need is a properly scaled turning key.

When this system is used, it completely replaces the old maneuvering system. *A turning key must be used.* The allowed maneuvers are listed below.

Drifts. These remain unchanged from the current rules.

Bends. All old bends are eliminated. Bends are now a D1 for every 15 degrees of the bend, as show below.

Up to 15 degrees — D1

16 to 30 degrees — D2

31 to 45 degrees — D3

46 to 60 degrees — D4

61 to 75 degrees — D5

76 to 90 degrees — D6

Swerves. The old swerves are eliminated. The new swerve is a ¼" drift (without any forward movement) followed by a bend. The car moves ¼" to one side and then performs the bend; the bend must be in the opposite direction from the drift. This maneuver adds

Fig. 1

15° Swerve

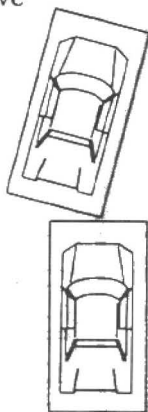


Fig. 2

75° Bend
+ 1" Controlled
Skid

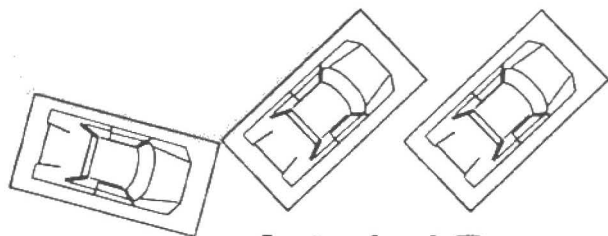
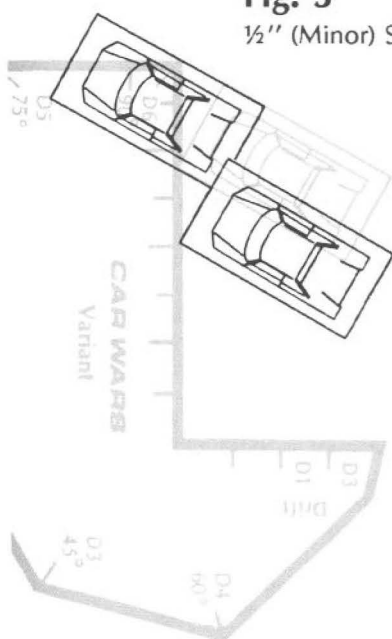


Fig. 3**½" (Minor) Skid**

D1 to the difficulty of the bend. The drift *must* be performed before the bend. See Figure 1.

Deliberate Skid. This is a new maneuver which allows a car to perform a controlled skid. To perform this skid, make any bend or swerve in the regular manner, and then *immediately* declare how far you wish to skid. Assess the difficulty of the combined maneuver (see below) and make a control roll if necessary.

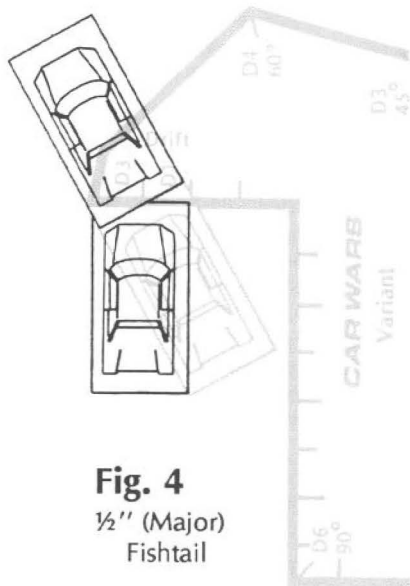
If control is maintained, perform the skid on your *next* move. The vehicle is moved exactly as if the skid were a Crash Table result — move the vehicle in the direction it was originally traveling, then complete its move straight ahead. See Figure 2.

Deliberate skids increase the difficulty of the bend or swerve that begins the skid. They also cause weapons fire modifiers, slow down the vehicle and can damage its tires.

¼" skid — Adds +D1 to the difficulty of the bend or swerve, -1 to aimed weapons fire, no deceleration, no tire damage.

½" skid — +D2 difficulty, -3 to aimed weapons fire, -5 mph, no tire damage.

¾" skid — +D3 difficulty, -6 to aimed weapons fire, -5 mph, one point of damage to each tire.

**Fig. 4****½" (Major) Fishtail**

1" skid — +D4 difficulty, aimed weapons fire prohibited for rest of turn, -10 mph, two points of damage to each tire.

The deceleration and tire damage are applied immediately after the skid. Handling class is reduced and a control roll is made (if necessary) *after* the maneuver but *before* the skid. This does mean that your speed will change in the middle of a turn, but this is handled just like the speed change from a collision (without the hazard).

The deceleration and the tire damage listed above should also be used for skids which are rolled normally on the Crash Table. The weapons fire modifiers are lower on this chart because this is a controlled skid, not an unexpected and uncontrolled skid.

Skids are difficult to perform without a grid. Line the turning key up with the vehicle's original direction of travel, placing the key adjacent to one corner of the vehicle. Move that corner the required distance, then use the key normally to complete the vehicle's move. See Figure 3.

Fishtails. There are no deliberate fishtails in this system for two reasons. One is that a fishtail combined with a bend is very similar to a tighter bend, and is virtually identical to a

swerve. The second is that a 90 degree bend combined with a major fishtail can result in a controlled 120 degree turn — not very reasonable. Thus, the only fishtails are Crash Table results.

Fishtails must be modified slightly when using the turning key. Place the turning key next to the counter so that it will look like you have just finished a drift (or steep drift, for a major fishtail). Then, holding the outside front corner stationary, pivot the rear corner over to the opposite edge of the turning key as shown in Figure 4.

Bootleggers. These remain unchanged, but no other maneuvers (skids, swerves, etc.) can be combined with a bootlegger. Spinouts and bootleggers use the turning key as shown in Figure 5.

T-Stops. This is an extreme maneuver used for emergency deceleration. It consists of rotating your car 90 degrees to either side and

move forward one inch — identical to beginning a roll. The car then continues skidding sideways until it slows to a halt.

The vehicle decelerates 20 mph per inch of movement. Each tire will take one point of damage for every full 20 mph of speed lost, immediately after each movement phase. The difficulty of this maneuver is a D1 for every 10 mph of deceleration, and the control roll is made when the maneuver is begun.

If the control roll is missed, add one to the Crash Table roll for every 20 mph (or fraction thereof) of deceleration — this modifier is in addition to the regular speed modifier (based on the vehicle's original speed) on the Control Table.

Once a vehicle enters a T-Stop, it may not fire any aimed weapons. Only vehicles which perform a bootlegger, may perform a T-Stop.

T-stops are performed with a turning key in the same way as rolls — see Figure 6.

Fig. 5
Spinout or
Bootlegger

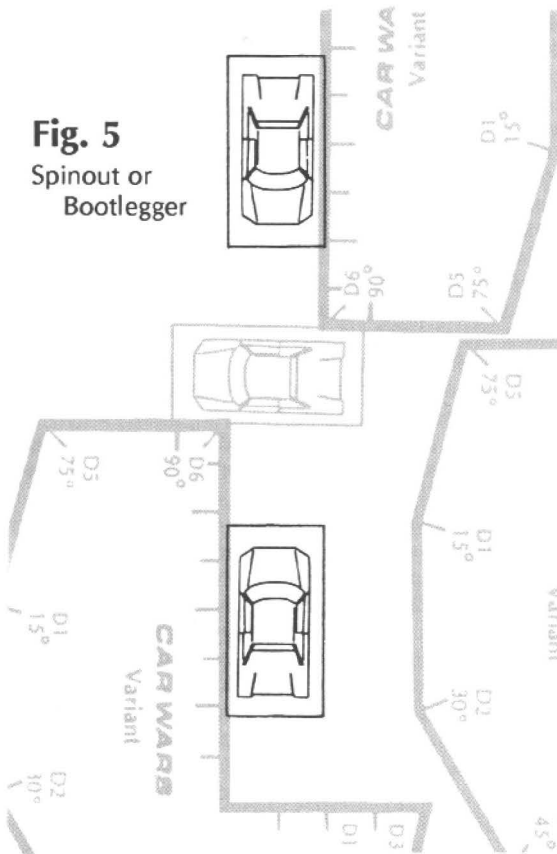
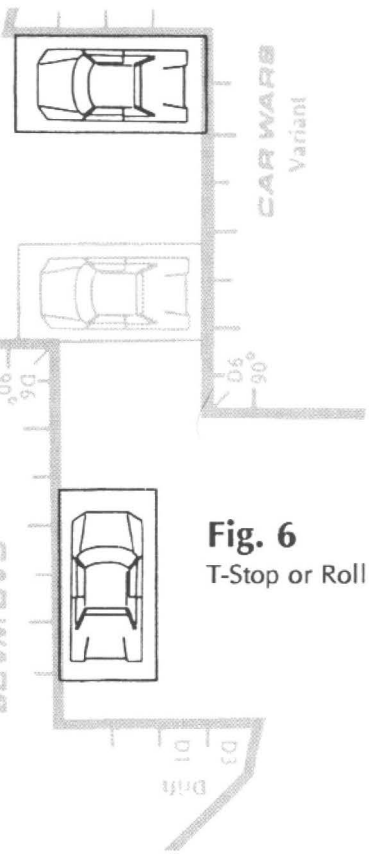


Fig. 6
T-Stop or Roll



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a *CAR WARS*® supplement

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AUTODUEL[®] QUARTERLY

Reader Survey

As part of our ongoing quest to better serve the *Car Wars* public, we would like to ask our readers a few questions. Help us out by taking a minute (and a stamp) to let us know what you want. Plus, to sweeten the deal, one lucky respondent chosen at random will win a one-year subscription to *ADQ*!

Use the answer form on p. 39 or the inside back mailer; photocopy the page if you don't want to tear up your magazine. Fill it out, put it in an envelope, enclose an SASE if you'd like answers to some of your questions, and mail it to:

Steve Jackson Games
Box 18957
Austin, TX 78760

1. Please rate the following product ideas on a scale of 1 (That's exactly what I want) to 5 (That's exactly what I don't want):

- Solo gamebooks (like the *Car Wars* adventures from TSR)
- Programmed adventures (like *Convoy*)
- Solo arenas (with programmed bunkers, traps and so forth)
- Geomorphic city maps (small one-block maps that fit together like road sections)
- Miniatures and scale scenery
- Plastic models
- Play aid computer programs (vehicle design, speed charts etc.)
- Board games set in the *Car Wars* universe (combat football, for example)

- AADA city guides (detailed information about a single city, such as Houston)
- A compilation of all the old expansion sets into one big box
- Vehicle Guides
- Uncle Albert's Catalogs
- Combat Showcases
- Road Atlases
- New expansion sets
- AADA souvenirs (key chains, T-shirts etc.)

2. On the same 1 (good) to 5 (bad) scale, rate the following packaging ideas:

- Deluxe Box (*Dueltrack*)
- Pocket Box (*Truck Stop*)
- Digest-sized book (*ADQ*, Uncle Al's)
- Large book (*Arena Book*)
- Perfect-bound book (*Road Atlas Five: The Midwest*)
- Small ziplock (Expansion Sets)
- Large ziplock (Deluxe Expansion Sets)
- Folders (new)
- Shrinkwrapped (also new)

3. From 1 (I want lots of these) to 5 (If I see just one, I'll scream), rate the following game components:

- Die-cut counters
- Full-color counters
- Full-color maps
- Color printing (like the *Road Atlases*)
- Play accessories (turning keys, for example)

- f. Miniatures and other 3D game components
- g. Scenarios/adventures

now; use the same 1 (More!) to 5 (Less!) scale:

4. Which of the following most affect your decision to buy a game? Again, use the 1 (Makes me buy it) to 5 (Makes me *not* buy it):

- a. Shrinkwrapping
- b. Boxed game
- c. Full-color artwork on cover
- d. Revised edition
- e. Reprinted or compiled edition
- f. Low price (less than \$6)
- g. Medium price (less than \$10)
- h. High price (more than \$10)

- a. The Driver's Seat
- b. Newswatch/50 Years Ago Today
- c. AADA News
- d. ADQ Classifieds
- e. Backfire
- f. ADQ&A
- g. Gadgets
- h. Vehicles
- i. Rules revisions
- j. Fiction
- k. Mini-scenarios
- l. Full-length adventures
- m. Roleplaying articles
- n. Game-play articles
- o. Variants and optional rules
- p. Official new rules
- q. Road Atlas entries

5. Okay, now that we've gotten through all the marketing questions, let's get down to the brass tacks: What do you like or dislike about *Autoduel Quarterly*? You know the routine by

6. Finally, use this space for any other gripes or praise (especially praise!) you might have:

- 1) a. 1 2 3 4 5
- b. 1 2 3 4 5
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- p. 1 2 3 4 5
- q. 1 2 3 4 5

AADA News

Well, here we are, the last *ADQ* before the 2038 AADA World Championships. By the next issue, the question will have been answered: Can Mike Montgomery win three World Championships in a row? There's lots of good competition this year, but only time will tell. But for now, on with the news.

First off, I would like to welcome a new club to the AADA. C.O.D.E. (Coalition of Oregon Duelling Establishments) is now a proud member of the AADA, ready to carry on the tradition of responsible violence that has made us the most respected association in America today. Their president is Dmitri Ashling of Portland, Oregon (4065 N. Mississippi, Portland, OR 97227).

Being the good duellists that they are, the members of CODE have volunteered to run the Northwest regionals. The tournament will take place at RoseCon, held in Portland on June 10-12 — so by the time you read this, it'll already be over. We're going to mail informa-

tion out to all the AADA members in the area, to make sure everyone has a chance to attend.

Not wanting to be outdone, the Cleveland League of Duellists also volunteered to run a regionals tournament. This one will take place at Neovention, held in Cleveland, OH on June 16-19. Again, we'll get in touch with members in the area.

Also, the Free Oil States regionals will be held at DallasCon, in Dallas, on June 3-5, run by Stephen Beeman himself.

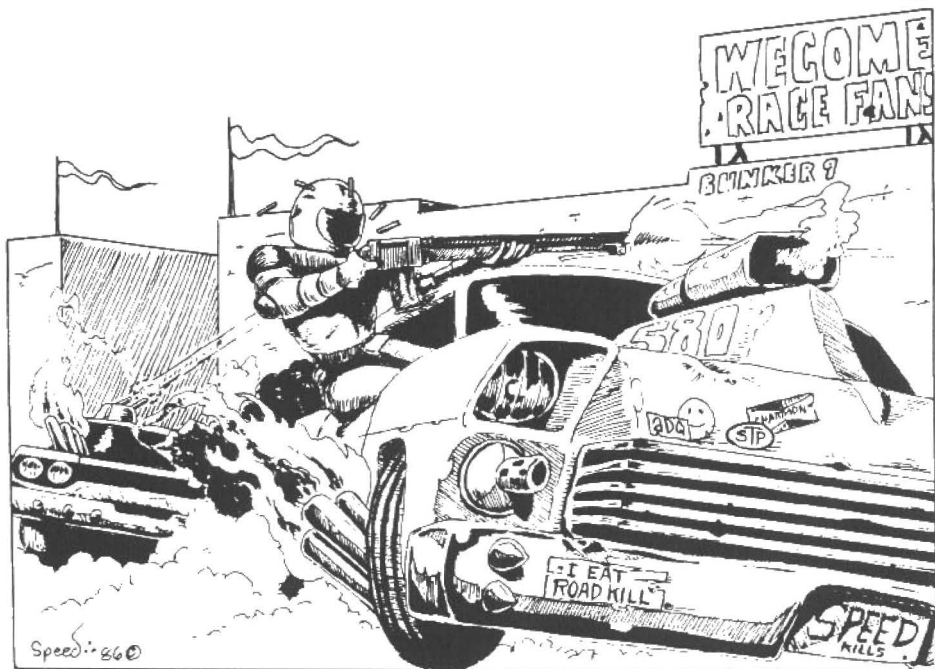
All three of these events should be gritty, violent, gut-wrenching fights to the finish as this year's best duellists duke it out for berths in the final round of the AADA World Championships. Good luck to all the duellists competing in these events.

In related news, Tim Jacques won the Midwest regionals in a close duel; congratulations.

Congratulations are also in order for all of the club champions this year. There were close-fought duels, sneaky tactics and spectacular deaths — all part of championship duelling in the AADA. Don't forget that club champions automatically get into the second round of regionals and the worlds.

I'll see you at Origins/GenCon. Good luck and may you never throw the pin but not the grenade.

- Ben Ellinger



ADQ Classified

ANYONE IN THE CONTRA COSTA county area of California or anyone willing to travel to the area of Walnut Creek, if you'd like to join our autoduelling club please write to: Kevin Clune, 85 Oakvue Road, Pleasant Hill, CA 94523, or call (415) 937-2585.

WANTED: VEHICULAR COMBAT video games, especially Super Crush (Tiger-vision) and Rush Hour (Commavid) for the Atari 2600, Autoduel for the Atari 800, and Bump 'N Jump and Destructor for the Colecovision. Also wanted: Ogre for the Atari 800, Pole Position and 3D Pole Position for the Vectrex and the new monster truck video game (or any information about it — name, maker, systems). Boxes and documentation for any games is important to me. Russ Perry Jr., 5970 Scott St., Omro, WI 54963.

WANTED! LIVING AUTODUELLISTS in the Vancouver area (preferably Coquitlam) and good Aussie autoduellists for vehicles exchange and general info about Down Under. Write: Dave Regeczi, 700 Smith Ave., Coquitlam, B.C., V3J-2W7, Canada.

WANTED: YOUNG BLOOD FOR DRACO, Ohio's number one autoduelling club. For info contact Scott Suazo (513) 426-3705 in the Dayton area.

WANTED: OLD ADQS. LOOKING FOR lowest price. Contact Justin (LONE WOLF) Hampton at 6047 Tampa Ave., #205, Tazana, CA 91356, c/o Valley Townhouse Apts.

HEY, YOU! YES, I MEAN YOU. IF you are a duellist or roleplaying gamer (board gamers too!) in the California central valley, I'm looking for new victims . . . er, opponents. Drop me a line! Mark R. Ford, 6724 N. Plymouth #47, Stockton, CA 95207.

LOOKING FOR DUELLISTS IN YORK, PA and Baltimore, MD area to start a chapter.

Also looking for ADQ 4/2 — 5/1. Contact Jonathon "Munch" Keim, 2170 Old Baltimore Pike, York, PA 17403.

A DESPERATE DUELLIST IS IN NEED of ADQs 1/1, 2/2, and 2/3. Will pay cash or trade a copy of *Autoduel Champions*. Contact: Michael Malenfant, 339 Andanada, Los Alamos, NM 87544.

WANTED: DUELLISTS IN THE Southern Maryland area to start an AADA chapter. Notify: George Howell P.O. Box 217, Chaptico, MD 202621.

WOULD YOU LIKE TO BECOME A PHASER? The Pensacola Helicopter, Automotive, and Sea-faring Eradicators are looking for new members. For details, call Rob Adams at (904) 453-2180 between 3-5pm on weekdays or 11-5 on weekends. Or write at 560 Guntington Ct., Pensacola, FL 32508.

CENTRAL JERSEY DUELLISTS where are you? If you are interested in forming a chapter, contact Greg Oberfield, 25 Foxcroft Dr., Princeton, NJ 08540. BBS 609-683-8813.

WANTED: DUELLISTS TO JOIN CODE — Oregon's first chapter — and help wipe out duelling in Washington! Write to Jeff Shaw, 3330 North Holly, Canby, OR 97013.

LOOKING FOR DUELLISTS TO FORM chapter in Jackson, MS area. Contact Doug Ingebretsen, 2717 Gene Dr., Jackson, MS 39204. Sponsored by The Compleat Gamer.

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Lake Geneva, WI 53147

or call (414) 248-3625 (ask for Gen Con® Headquarters).

Backfire

I just took a peek at the new *Uncle Albert's 2038 Calendar*, and I noticed X-ray lasers are being manufactured and sold for public use. That's it, I've had it! I'm quitting the AADA and joining EDSEL. It's getting way too dangerous to be promoting autoduell-ing for fun and profit. What's next, Uncle Al? Death rays? Biological warfare? *Nukes*?

— Disgusted Duellist
Ken Primer
Charleston, IL

Uncle Albert responds:

Well, Ken, that's a pretty important issue you raise there, but it's nothing new. People have been concerned about the lethality of duelling weapons ever since I came out with my first catalog in 2035. After all, what's the basic difference between an X-ray laser and an autocannon? They'll both put you on Highway One equally quickly.

A more pressing question is what these weapons do to vehicles — the face of autoduell-ing has been changed by high-tech weapons, and some say the change hasn't been for the better. Whether weapons like X-ray lasers will unbalance competition is a very major concern of the AADA, a topic they're working on all the time.

For our part here at Uncle Albert's Auto Stop and Gunnery Shop, we're putting all our major technological advances on the back burner for a while. Naturally we'll keep on improving our existing fine products, and we'll continue producing innovative equipment, albeit at a slower rate. But the big projects (weapon stabilization, acid droppers, rail guns and other new weapons) will wait until we're sure the AADA is ready for them. It's time to let the autoduell-ing world slow down and catch its breath.

— Albert "Uncle Al" Stoliczynski

In ADQ&A in issue 4/4, John Walker was told that gas engines cannot be pushed the way

that electricians can. I suggest that gas engines can be pushed. However, any damage taken, even one point, will require a roll on the Critical Engine Damage Table on page 8 of *Dueltrack*, rolling every turn the engine takes damage from pushing.

The way the game is now, it is impossible to damage an engine by driving too hard. In most real races, however, almost half of the cars will not finish due to engine-related problems. This will not add any extra complexity, as most of the rules involved already exist; the extra work is exactly the same as if the engine had been damaged by enemy fire. This rule will allow greater realism in racing.

— Ernest Nichols
Salem, OR

Sounds good. So be it henceforth.

— SMB

TO: Charles Oines and Leslie Fish

FM: CLASSIFIED

RE: Anarchist Relief Front

Greetings. We have noticed your petty squabble concerning the Anarchist Relief Front. You may both rest assured that neither the Anarchist Party nor the U.S. Government is behind this group. We control it.

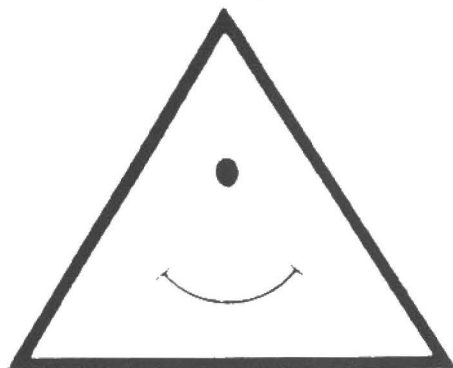
We request that this ridiculous argument cease immediately. The same applies to discussions about the U.S. Department of Covert Affairs. In fact, no such organization exists.

— The [DELETED FOR REASONS OF
SECRECY] Illuminati

I.S.S. Deployment Department
Berlin, East Germany, S.U.S.S.R.

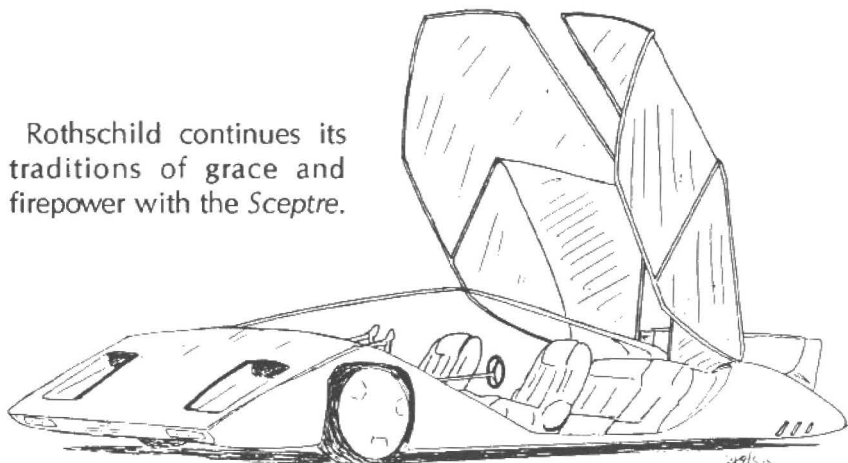
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ADQ&A

1) If one uses a computer gunner, are two spaces still required for the gunner position?

2) Is a WGM disrupted by a bollix?

3) Can a gas tank (or nitrous tank) be component armored with the engine? Can a fire extinguisher?

4) Can you mount more than one drag chute (for the effect of using one, discarding, then using another later, before replacing the first)?

5) Could a Rocket Platform, if bought with explosive bolts, be used on a car with a pop-up turret, if the turret is not activated until the platform is blown?

6) How do IC engines and lasers work? Unlimited shots? Or by a laser battery only?

7) Since a worn backpack carries five grenade equivalents, but takes up no space (when worn), couldn't one wear a battle vest (fully loaded), IBA, a Laser LAW, and a backpack (with two laser LAWS and a PFE in it)? What about a modified backpack so that it sits in front instead of back?

— Craig Stockwell
San Diego, CA

1) No.

2) No.

3) Yes — in fact, the nitrous tank and the fire extinguisher must be armored with the power plant/engine. A gas tank can be component armored separately.

4) Yes.

5) There are no explosive bolts for rocket platforms. Even if there were, you still couldn't do this, because turrets and platforms cannot be combined.

6) Unlimited shots.

7) Sure, if that sort of thing turns you on . . . And yes, you can wear a backpack in front instead of back — but then you couldn't see, since the pack would block your view. Doesn't sound like much fun.

— BDE and SMB

1) Can a paint gun be used to create a paint cloud?

2) If a car is hit by two linked MGs while on oil, does each MG cause a separate hazard and does the oil add a +D2 to each?

3) Can you put component armor around a weapon magazine only?

4) According to the rules in *Dueltrack*, a metal ramplate cannot lose its last point of metal due to a ram. Is this true?

5) Do point defense grenades create hazards like explosive grenades (that is, add up all the damage taken by the grenades and then take the hazard from this total)?

6) If a machine gun and an oil slick are linked, and the link is fired while the following car is within 1" directly behind, is the hazard the following car takes for the MG at a +D2 for the oil?

7) Could a radar-guided missile hit a car with Stealthkote armor? Could a wire-guided missile?

8) Can you have two sidecars on one motorcycle?

9) Do the two counters needed to make a 1" by 1" cloud for a smoke grenade provide for only a -2 to hit?

— Roscoe Wilberforce III
Ergomania, CA

1) No.

2) The damage is added together to find a single hazard, and then you add +D2 to it.

3) No. A magazine adds its 1 DP to the weapon itself, and thus cannot be component armored separately.

4) Yes — in fact, if the impacted side only has one point of metal armor, it can never lose it in a collision, whether it has a ramplate or not. In fact, why don't we talk about how metal works in collisions. Watch closely, kids:

Assess the collision damage normally, multiplying for ramplates, CA frames and DMs. Once the dice are rolled and the total amount of damage is determined, multiply the points of metal armor on that side by three, and see if any ram damage penetrates the armor. If so, then apply the penetrating damage to internal layers of armor and components in the usual manner. With me so far?

Okay, now comes the tricky part. For every full three points of collision damage the metal armor stopped, remove one point of metal. However, never remove more than half (rounded down) of the metal armor that the side began the collision with.

For example, a vehicle with a nine-point metal/ten-point plastic ramplate hits a car at 175 mph — a 30-die collision! An even 100 is rolled for the damage; that number is halved to 50. The nine points of metal triple to 27; 23 points of damage pass through the armor, completely destroying the plastic with 13 points of damage to spare. (Ouch!) Now, since the armor stopped 27 points, nine full sets of three, the ramplate would normally lose nine points of metal. However, since it only began the collision with nine, it can only lose four (half of nine, rounded down). The ramplate ends the collision with four points of metal armor, no plastic armor and a very nervous driver. Wasn't that easy?

5) Yes.

6) No, the oil won't take effect until the next phase.

7) A radar-guided missile would not be able to target the car, so when fired, it would go in a straight line. If this hits the car, then, yes, it hits. A wire-guided missile has no such problems.

8) No.

9) The modifier is -1 per $\frac{1}{2}$ " of smoke, paint, flame cloud, etc. along the line of fire, rounded in the target's favor. This is a rules change and it is official.

— BDE and SMB

1) When a vehicle collides with a fixed object such as a tree or wall, and the vehicle successfully destroys it, how do you find that

vehicles temporary speed when you don't know the obstacle's DM?

2) When colliding with a curb (bringing your vehicle onto the sidewalk), sometimes the rulebook says this is a D1 hazard, and other times says it is a D3 hazard. Which is it? Also, do you change speed after doing this?

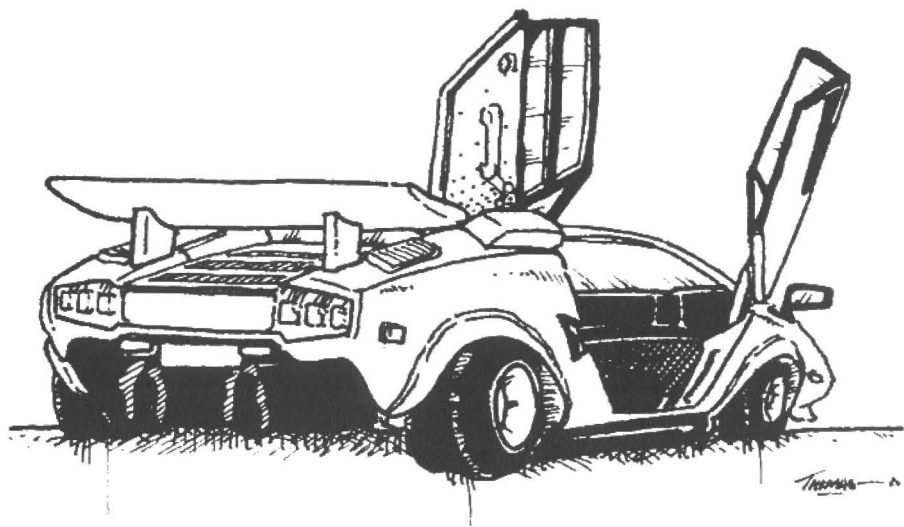
3) When colliding with a pedestrian, do you treat the collision as colliding with another vehicle, or as a D3 hazard, knocking the pedestrian out of the way? Is there a speed change?

4) In a rear-end collision, both vehicles are travelling at the same speed in the end. It states that the vehicle with the higher DM completes that phase's movement. Would the vehicle that was struck from behind conform to this movement? If so, and the vehicle was struck directly from behind, would the vehicle conform by simply moving straight forward?

5) In a collision, Car A strikes Car B, and Car A pushes Car B out of the way so it may proceed. In the next phase, Car A moves first, and if Car B is still in the way, would Car A simply push it out of the way some more, or would a new collision occur?

6) In the above question, if Car B pivoted so that Car A could proceed, but then Car A turned and struck Car B again, would this be a new collision?

7) When a car has two MGs mounted on the front, for instance, and one is destroyed by enemy gunfire, if the front is hit again, would the damage automatically go to the other MG,



or would it have a chance of hitting in the same place that the destroyed one was, destroying more internal components?

8) If a car has empty cargo space, is it possible for some damage from a collision or gunfire to affect that instead of other components?

— John Harris
Evergreen, CO

1) *There is a chart for this on the new Car Wars Deluxe Edition Reference Screen. The DM you find there is only used for computing the temporary and final speed of the vehicle. Damage is just straight ram damage, modified only by ram plates and body type (carbon-aluminum frames). In addition, the colliding vehicle can never take more damage (before doubling or halving) than the fixed obstacle's DP — the object just breaks away.*

2) *D3 hazard, no speed change.*

3) *D3 hazard, no speed change.*

4) *Yes and yes.*

5) *It just pushes it out of the way. No new collision can occur unless they completely separate for a phase and then collide again.*

6) *As above, only if the cars had been separated for a phase.*

7) *There would be a 50/50 chance of the shot missing the undamaged MG and going on to damage the next interior component. Of course, this is not true for collision damage.*

8) *Nope. There has to be something with DP in the cargo space for it to act like a component.*

— BDE

1) It says under character skills that a mechanic may patch and repair vehicular armor, getting back three points of armor. That's very nice, but how many times can he try it? Once per 'hole', once per car, or until he repairs the whole car?

2) With the flame cloud ejectors (and their upgrades) it says, "1D-1 damage to all armor locations and take a D4 hazard."

a) Is the D4 hazard total or is it in addition to the hazard that the cloud damage produces?

b) What does it effect on a vehicle?

c) How much damage does it do to fireproof armor?

d) What is the burn modifier and burn duration for them?

3) An infrared laser still gets a -2 for firing through a smoke counter doesn't it?

4) It says that metal armor can be polished to make it laser reflective. Does it still weigh the same or do you still need to add 10% to the weight?

5) Can a semi tractor pull two semi-trailers instead of one semi-trailer and one car trailer?

6) When you note on a semi that the back turret is higher than the front, does this mean that you can no longer fire both turrets directly to the rear?

7) How tall are car trailers? Can a turret on a semi trailer shoot over a 20' car trailer it is towing? 25'? 30'?

— Edward W. Haberly II
Amherst, VA

1) *Until the whole car is repaired. However, each attempt takes one hour, or one half hour for a Mechanic +3.*

2) a) *Total, but that hazard has now been reduced to a D2.*

b) *All armor locations, tires (guards and hubs still have a chance to protect), EWPs, fifth wheels (fifth wheel armor will protect), hitches (hitch armor will protect), tongues (hitch armor will protect), rocket platforms (it does 1D-1 to the platform as a whole, not to each rocket separately), bomb racks (ditto), rotors (just roll once, no matter how many rotors you have) and dischargers (there's a 1 in 6 chance for each discharger to be destroyed).*

c) *Full damage, but if your tires (and EWPs) are fireproof as well, you don't take a burn modifier.*

d) *Fire modifier of 3, burn duration of 1.*

3) *Yes, although that is a -1 per 1/2" now.*

4) *Its weight does not increase.*

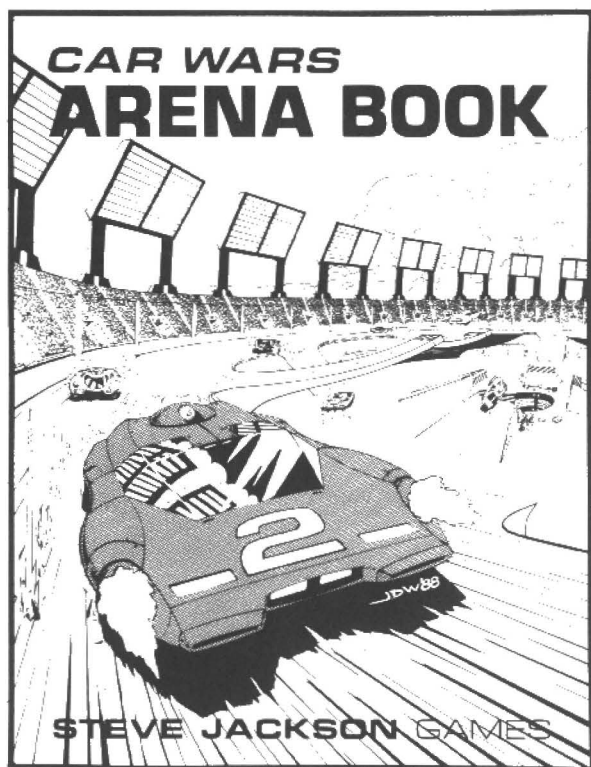
5) *No. A semi may only pull one semi trailer. It may pull as many additional car trailers as it wishes, though. (All the tandem-trailer rigs I've seen have had 30' trailers rather than 40' ones, so this shouldn't be too big a problem.)*

6) *Yes, the shorter turret cannot fire past the taller one. And in case anyone was wondering, yes, you do have to declare which one is higher.*

7) *Car trailers, like cars, completely block line of fire from anything car-sized or smaller. The oversized car trailers can fire over their towing car, and an oversized vehicle may fire over a regular-sized (but not oversized) car trailer. ("Oversized" car trailers are those 20 or more feet long.)*

— BDE and SMB

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1) I have arrived at a simple system to remedy the problem of infinite gun ports. Why not allow vehicles one gun port on either side for every 5' of vehicle length?

2) Common sense tells us that firing a LAW inside an enclosed vehicle will toast that car's interior. Shouldn't LAWs, VLAWs, MPRLs and bazookas be unusable inside a vehicle?

— Joseph A. Kelly
Hastings-on-Hudson, NY

1) *Sure, that works. If passenger firing ports have become a problem in your campaign, then use that fix. I don't see any pressing need to make it official, though. For one thing, the AADA allows only two crew per vehicle.*

2) *Should they be unusable in reality? Yes. Are they unusable in the game? Not yet. Again, if you want to make that ruling, feel free — it makes sense to me. However, I can't see it coming up often enough to really merit an official rules decision.*

— SMB

1) Can rotors on a helicopter be made of metal?

2) Can top mounted weapons be timed to fire through helicopter rotors?

3) Can racing vehicles use electric plants, and can they compete in AADA official duels?

— Todd Meitzel
Aurora, MN

1) No.

2) *In reality? Probably. In Car Wars? No.*

3) *Yes, they can use electric plants. As for arena use: no. The AADA runs **autodueling** events, not races, and thus prohibits the highly dangerous race car frames from its competitions. However, many AADA-affiliated arenas run "officially sanctioned" races.*

— BDE

1) Can a HD transmission be turned on and off?

2) Suppose my pedestrian knocks off a cyclist with a grenade. Is this a kill?

3) Can a tripod MG use high density ammo?

4) Can a portable FT use high temperature ammo?

5) May a gas streamer loaded with paint use tear gas in an extra magazine?

6) Can a camper use the large rocket platform? A three-space EWP?

7) Can an assault rifle use a folding stock?

— Robert Paige

1) *Sneaky! Clever! No!*

2) Yes.

3) Yes.

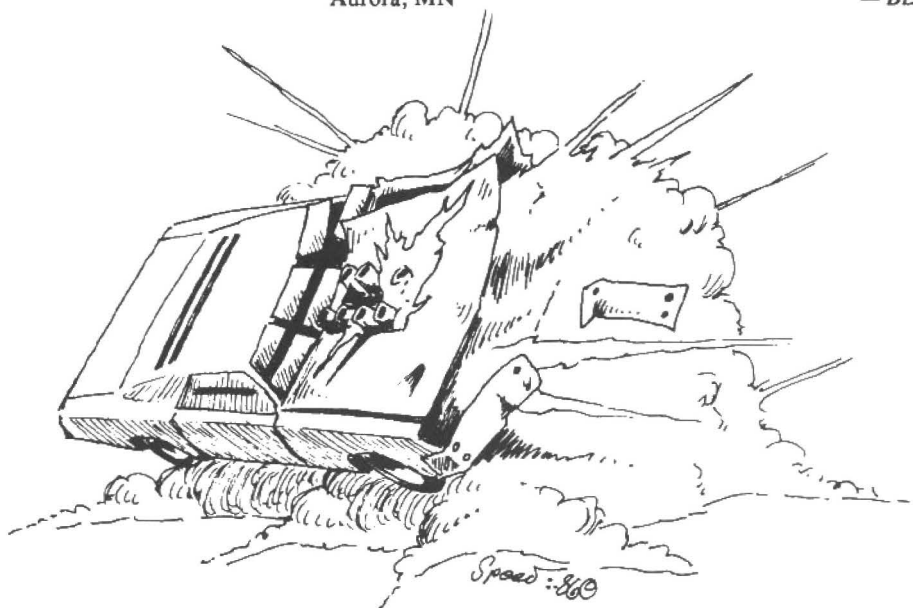
4) Yes.

5) Yes.

6) Yes and yes.

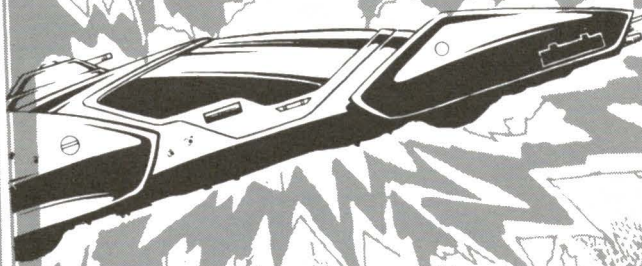
7) Yes.

— BDE



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