

The **CAR WARS**® Magazine

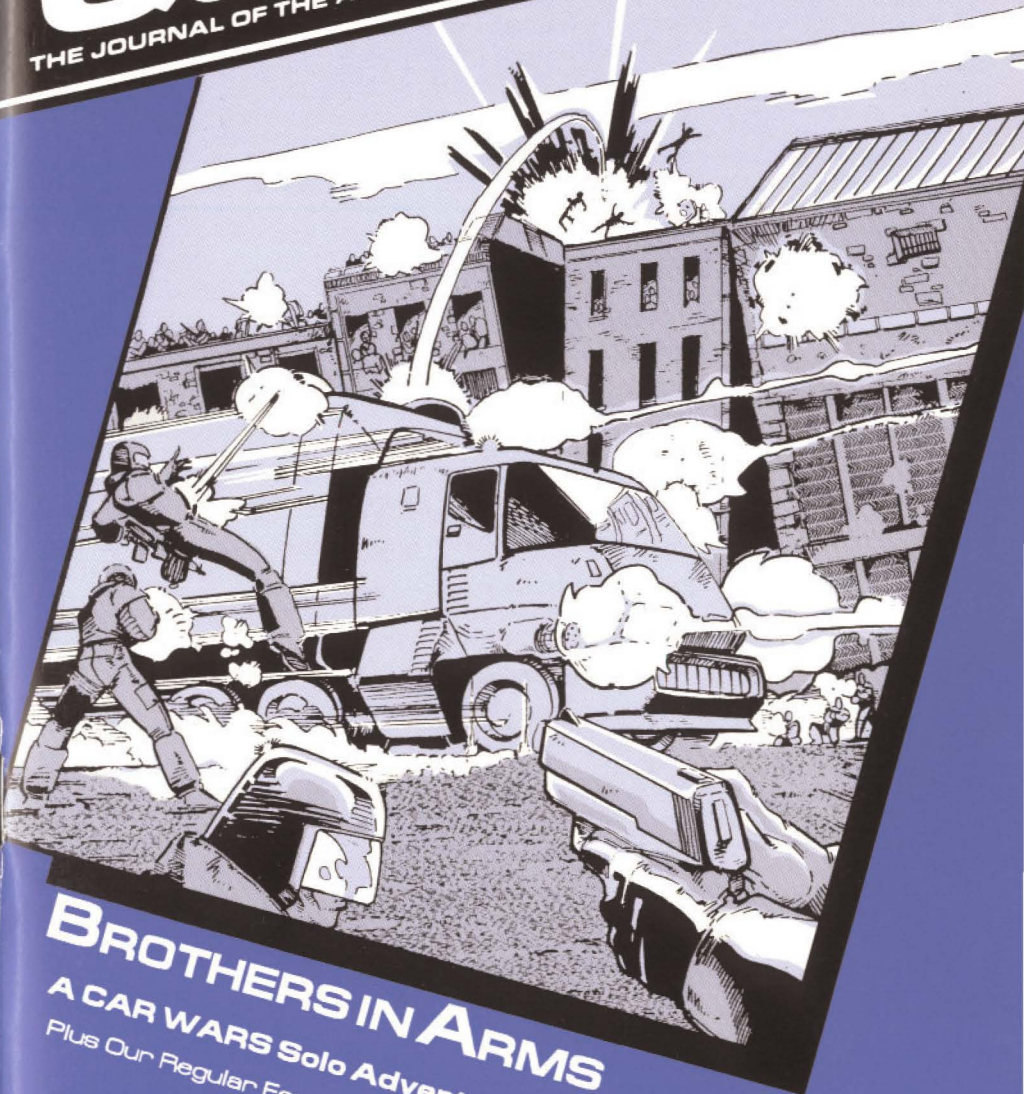
Fall 2038

Vol. 6, No. 3

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Autoduel[®] Quarterly

THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION



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A CAR WARS Solo Adventure

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Autoduel Quarterly



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the Driver's Seat

Hello, sports fans! Origins/GenCon '88 is over, and the dust has finally cleared from the biggest and most exciting autoduellling season ever! Read all about it starting on p. 38.

Speaking of big, this issue's cover article is big, too — 16 pages! I think it's worth it, though. Put a stop to banditry in southwest Florida in "Brothers in Arms," the first solo adventure we've printed in *ADQ* since 2034. You'll find it on p. 12.

Don't worry, though — we still have material for you arena duellists out there. The "AADA Arenawatch" (p. 30) may be the start of a new column. If you have a favorite arena design, send it in! And to make sure you do well in these new arenas, read "Deception in *Car Wars*," an article filled with sneaky autoduellling tricks beginning on p. 8. Finally, "Showing Your Stuff" presents some new, official rules that we've been using in tournament events (see p. 9).

Our standard array of autoduellling attractions fills out this issue. In particular, check out *ADQ&A* — there are some important new rules buried in there.

Speaking of new rules . . .

My Three Oops

Okay, let me make one thing perfectly clear. We've been awfully busy these past few months, and we simply had to let some aspects of some projects slide. For this reason, the *Uncle Albert's 2038 Catalog Update* didn't receive the playtest it deserved. In particular, the APFSDS rounds for the recoilless rifle were not carefully thought out. The idea was to make RRs more competitive again. Well, these are competitive, all right — in a playtest arena we held a few days ago, *everyone* chose RRs exclusively. Can you say "brain dead"?

So, here's what we're gonna do. First, APFSDS rounds cannot be used in RRs. Sorry, guys. They are still available for AT guns, and now they are also available for tank guns. Second, RRs can now use armor-pierc-

ing rounds, just like rockets — CPS x1.5, WPS same. That should make RRs a reasonable weapon again. (Oh, by the way — an easier abbreviation for "APFSDS" is "sabot.")

That's the only problem we've found so far in the Uncle Albert's catalog. But recently, when building the 3-D model of Hammer Downs for the World Championships, we came across a problem in the *Arena Book*. The height of the upper level of Hammer Downs is listed as 30 feet high. Well, that's wrong — that puts the ramps in the corners at a 45° angle. So, due to massive earthquakes and subsidence in the Detroit area, the upper level has sunk into the ground and is now only 15' high. Now, vehicles within ½" of the edge may fire down at targets more than 1" away from the edge; they may shoot at the top armor of cars within 4" of the edge.

And, finally, one last oop — this one from *ADQ* 6/2. In the "AADA Members Only" readers' survey form on the inside back mailer, I referred to the AADA Newsletter. Foolishly, I thought that every AADA member knew about this. Boy, was I wrong! To clear the air: The AADA Newsletter is sent out irregularly to AADA *chapters*, not members. The newsletter contains information of special interest to clubs, including tournament information, club competition news and so forth. We also use the newsletter mailing list as a source of playtest groups. If you don't get it, you're probably not a club. But don't despair; there are other ways to get it.



Inside Information

The Illuminati BBS is (usually) up and running 24 hours a day — (512)447-4449, 300/1200 baud. If you have a computer and you play *Car Wars* (or any other SJ Game), you should give it a call. There's a section devoted entirely to *Car Wars*, where players get together to discuss new rules, car designs, tactics and so forth.

In addition, the BBS is a great way to get the inside scoop. The playtest draft of the *Uncle Albert's 2038 Catalog Update* was posted on the board, and many of the new gadgets from the catalog came from electronic submissions.

And, if you're interested in contributing to *Car Wars* or *ADQ*, the board is the best way to make yourself heard. Ideas, gadgets and car designs can be posted on the board as official submissions; if we like them, we print them!

For example, one board caller, Scott Mercer (whose work appears elsewhere in this issue), posted a good idea. "Why not give subcompacts a +1 HC, up to a maximum of 6? It would make them a little more attractive." It sounded like a good idea to the board, and it sounds like a good (though *unofficial*) idea to me.

So call the Illuminati. It's a great place to get inside information about Everybody's Favorite Game, and you can send us gadgets, vehicles and even articles without risking a quarter!

On the subject of submissions . . .

The Big Bucks

We've received requests from nearly every gaming magazine for articles and adventures for our games. Unfortunately, we're so busy with new products that we just don't have time to prepare such articles in-house. Since most of these publications also don't pay very much, there's little incentive for many writers to spend their time on magazine articles.

So we've decided to sweeten the deal, to encourage writers to work on the kind of material we'd like to see in print. Effective August 1, 1988, we'll match your payment for many magazine articles — *not* for reviews, but for articles on strategy, adventures and interesting variants for our games. Just send a photocopy of your article and your check to

Sharleen Lambard here at SJ Games; the payment will equal the check from the publisher (but not less than \$10 or more than \$100). This offer applies to *Gateways*, *Dragon*, *Space Gamer/Fantasy Gamer*, *White Wolf* and *Games*, and we'll consider other magazines as well.

Just to make sure you don't desert *ADQ*, we're also *doubling* the rates we pay for our own articles. And there's a very good chance that we'll be needing a lot more articles for *ADQ* in the near future . . . but you're not cleared for that information yet. (Heh, heh, heh . . .)

But, while we're talking about the near future anyway, here's a run-down of what's

Down The Road

We released two hot products at Origins/GenCon this year. *Uncle Al's 2038 Catalog Update* contains 70 new and improved gadgets for your autoduellings pleasure. As a special bonus, it has a glow-in-the-dark purple cover, to make it easier to spot in your closet. A must-have for duellists everywhere! *The AADA Vehicle Guide Volume 2 Counters* is also out, with 136 vicious vehicular counters. Just add color and you're ready to duel!

About a month after you read this, *Boat Wars* should hit the stores. It contains completely revised and updated rules for boats, as well as new rules for hovercraft — and it's all official! The *Boat Wars* Pocket Box contains full-color counters (including a new turning key for boats and hovers), and a big blue map for your aquaduels.

About the same time, look for *Uncle Al's Grab Bag*, a big ziplock bag chock full o' *Car Wars* stuff — a variety of counter sheets from earlier products. It's the cheapest way to stuff yourself silly with counters, counters and more counters.

Finally, just on the horizon is the *Car Wars City Blocks 1* book. It contains a variety of 8'' square geomorphic maps. Lay them together (like road sections) and you've got an infinite city! Look for this one at Christmas.

Well, that's all the news that fits for this issue. Rest up and recuperate for next year's autoduellings season, and I'll see you in the winter. 'Til then, may your path never swerve and your aim never falter.

— Stephen Beeman



NEWSWATCH

History of the Israeli Empire

1947: The United Nations votes to establish the nation of Israel. A Jewish homeland in the Middle East is born, enraging most of the fledgling country's neighbors to the point of declaring war. After bitter fighting, the Israelis emerge victorious.

1963-1973: Israel is attacked again and again, and each time winds up controlling more territory than before. Finally, exhausted by the fighting, Egypt signs a peace treaty with Israel in 1978.

1981-1991: Israel's influence over the Middle East begins to grow. In response to Palestinian terrorism and unrest in Lebanon, Israel sends peacekeeping troops into that country. This act is recognized today as the birth of the Israeli Empire.

1991: Just as political stability begins to return to Lebanon, a terrorist nuclear bomb destroys the city of Beirut, killing hundreds of Israeli troops stationed there. In the political aftermath of the explosion, the Israeli government becomes permanently dominated by "hawks."

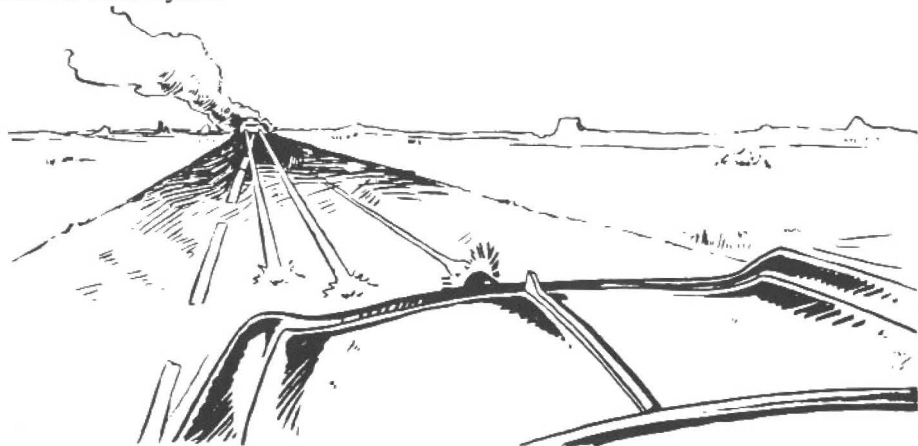
ca. 2000: Fuel- and grain-hungry Israel puts the new electric power plants into widespread vehicular use. By 2005, nearly every vehicle on the roads is electric-powered.

2012-2020: The outbreak of the Grain Blight triggers drastic measures in Israel. The military-dominated government declares martial law. Kibbutzim (communal farms) increase their defenses in order to protect the hydroponic gardens and algae farms that supply food to the fortified cities.

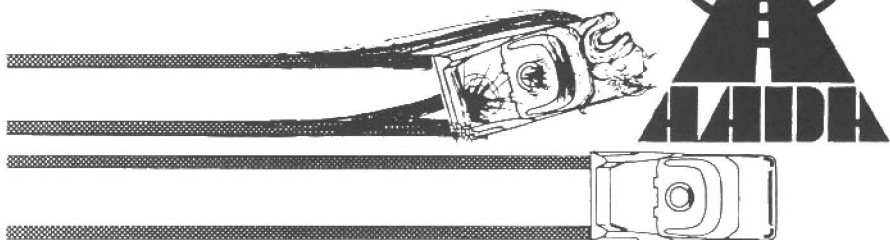
Israel weathers the Food Riots in better shape than any of its neighbors, and thus becomes a target for raiders. As the internal riots subside, the military turns its attention again to external affairs. Border patrols soon turn into retribution strikes, sieges and finally military occupation. By 2020, Israel has unopposed control of Lebanon, Jordan, Syria and the Sinai Peninsula.

2020-2030: From its secure military position, Israel begins a campaign of economic and political conquest. Israel has high technology, plentiful nuclear power and extensive algae farms, and offers reconstruction aid in return for allegiance. The rise of several radical Moslem fundamentalist leaders drives many nations to the protection of the Star of David.

Today: The Israeli Empire comprises the Emirates of Armenia, Egypt, Ethiopia, Georgia, Iraq, Libya, Oman, Palestine, Saudi Arabia, Sudan, Syria, Turkey and Yemen, as well as Israel itself. Autoduellings is legal outside cities, and there are AADA offices in Tel Aviv, Ankara, Khartoum and Riyadh.



CAR WARS®



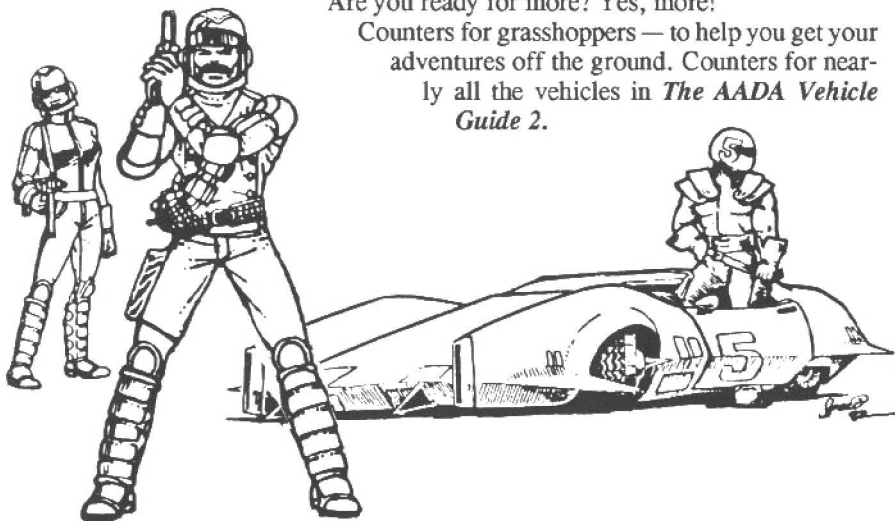
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Here at last! *The AADA Vehicle Guide 2 Counters* includes over 130 of the best vehicles available today!

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Every year since 2027, the duelling public has voted Uncle Al #1 in nationwide sales. And every year, Uncle Al has fulfilled his campaign promise — to sell the widest array of the best products at the lowest prices of any major distributor! Vote for autoduelling savings — vote for Uncle Al, the Duellist's Pal!



EXTRA POWER CELLS

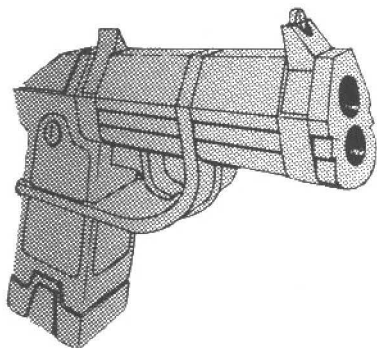
Uncle Al knows that sometimes 200 miles just isn't far enough — and solar cells won't work during the cloudy days of fall and winter. That's why he's so pleased to be the *exclusive* North American distributor for Electrofabrique Suisse's *Long Ranger* extra power cells. Increases the range of any power plant by 50%. Keep on truckin' with Uncle Al!

Extra Power Cells — Increases the cost and weight of any electric power plant by 25% (rounded up), and increases the plant's DP and spaces by 10% (rounded up). A power plant with extra power cells has 300 power units rather than 200. Such a plant takes twice as long and costs twice as much to recharge. Extra power cells do not affect the plant's power factors, maximum load or top speed in any way. A single power plant may only have one set of extra power cells. Retrofitting extra power cells to an existing plant is a Very Hard task for a mechanic.

If using the Variant Power System (ADQ 5/4), extra power cells increase the power units of a plant by 50% over the normal number. Do not count the spaces or DP of the extra power cells themselves when calculating the power units of the plant.



DERRINGER



Once again Uncle Al combines time-tested ideas with up-to-date technology! Our discreet Derringer is the perfect sidearm for those occasions when a display of force would be uncouth. And it's the perfect backup weapon, too — so lightweight, you'll almost forget it's there!

Derringer — \$30, no grenade-equivalents (but see below). To hit 8, 2 hits damage, CPS 1. Loaded cost \$32. A single derringer counts as zero grenade-equivalents for encumbrance; every additional derringer (or every derringer carried as cargo) is $\frac{1}{4}$ grenade-equivalent.

FAKE RAM PLATE

Just the thing for Junior's first car — looks like the real thing, but much cheaper and lighter! Remember, statistics show that nearly three out of four duellists will avoid a collision with a ram-equipped car. If you can't afford to have the protection of a *real* ram plate, you can't afford not to have a fake ram plate! Available for most makes and models of cars.

Important: Though this item looks exactly like a regular ram plate, it provides absolutely no additional protection in a collision. Uncle Albert can't take responsibility for unwise use of this.

Fake Ram Plate — Same cost and weight as 5 points of the vehicle's front armor, including modifiers for special armor types and sloped armor. Cannot be distinguished from a real ram plate without close inspection. Fake ram plates are destroyed when the vehicle's front armor is destroyed; the deception is revealed whenever the fake ram plate is involved in a collision.

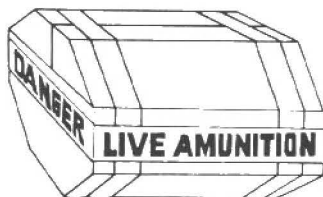
BULK AMMO BOXES

Don't get caught short on your next road trip — bring along plenty of extra ammo in new *CorditeCrates*. Quality-manufactured by Safeteepro™, these boxes keep your reloads safe and secure until the battle's through. Available in a wide array of decorator colors — Avocado, Aqua, Beige, Charcoal, Peach and many more! *Please specify color when ordering. Color received may vary, depending on available supplies.*

Bulk Ammo Boxes — \$50, 10 lbs., 1 space; does not include the cost and weight of the ammo itself. Bulk ammo boxes store extra rounds of ammunition as cargo. A bulk ammo box carries two complete loads of ammunition for any one type of weapon (MG, VMG, RL, OJ, etc.), which must be specified when the box is purchased. An ammo box for one type of weapon cannot carry any other type of ammo. Differing ammo types (high density, armor-piercing, etc.) may be mixed freely in a single box, as long as they may be mixed in the weapon itself. Transferring ammo from a bulk storage crate to a weapon or magazine is a Trivial task for a mechanic.

Bulk ammo boxes have five points of universal fireproof plastic armor, and are damaged by hits to the cargo area of the vehicle. Volatile ammunition inside a bulk ammo box will not cause a burning vehicle to explode until the box is destroyed. If an ammo box is destroyed, its ammunition is scattered around the cargo area and becomes unusable in a weapon.

Bulk ammo boxes may be purchased for hand-weapon ammunition, in which case they hold 12 grenade-equivalents worth of extra hand-weapon magazines.



DECEPTION IN CAR WARS®

by Scott Mercer

Deception is an important part of nearly any game. In poker, for example, disguising your hand and bluffing to make the hand look better are two techniques that good poker players should have. Good *Car Wars* players should also be effective at deceiving opponents. Here are some simple but effective tactics that you can use to disguise the true abilities of your car.

There are really only two tactics for deception in *Car Wars* — making yourself look more powerful than you really are, and making yourself look *less* powerful than you really are. Often, both tactics can be used together. For example, having fake weapons on one side of your car will drive your opponent away from that side, which might place him in the arc of a weapon that he didn't know about.

To make a car look more powerful, fake weapon ports are some of the best buys available. A pair of heavy rockets look a lot more dangerous with a fake laser port next to them — opponents will tend to stay away from them. Pairing a fake dropped solid port with a smokescreen will generally keep people away from that smoke — watching an enemy roll and burn from dodging a harmless smoke cloud can be quite amusing. Fake ram plates can also be effective, making your enemies dodge that brutal-looking ram.

Remember that something doesn't have to be "fake" to be deceptive. Wheelguards and wheelhubs with only a single point of armor are light, cheap, and more effective than you might think — they protect against flechette guns and hand weapons, and will often discourage tire-shots.

On the highway, looking tough is most useful — bandits prefer to attack pushovers, and will avoid dangerous vehicles. But in the arena, looking tough will often make you a target — and, worse yet, it also makes likely victims shy away from your vehicle! In arena combat, appearing less powerful than you really are is often far more useful.

There are some very simple ideas to use for concealing your ability. The easiest way is with standard weapon concealment. This is fairly heavy and expensive, but it's the best choice for highway cars — you can repeatedly conceal and reveal the weapon. For arena use, a better choice is blow-through concealment) the one-shot limitation is not as critical in arena combat.

Strangely, against expert opponents, concealed weaponry can actually make you look *tougher* than you really are. Most top duellists will spend some time trying to figure out what you have. If you have no weapons, they'll figure, then that extra weight must have gone *somewhere*, and the most obvious place is into armor. This can lead them (for example) to fire at your heavily protected tires rather than your paper-thin armor — leaving you time to unconceal your twin linked blast cannons and blow them away.

Even if you don't want to spend the money and weight for weapon concealment, there are some free ways to hide your true colors. An often unused weapons location for dropped weapons is the underbody. The weapon will affect your own vehicle, so the underbody is of limited usefulness; however smoke, flame cloud, proximity-fused and radio-controlled mines can all be dropped harmlessly, provided you're traveling fast enough.

The VFRP is an excellent weapon for confusing people. Since the VFRP shows only one rocket port, opponents can be misled as to the rocket power at your disposal. Fire only one rocket from the pod a couple of times, and people will begin to think it's a plain RL. When a juicy target gets close, surprise him with three rockets instead of the one he was expecting.

Another general design idea is to leave some spaces left over after weapons, power plant and driver. Save room for useful items that can't be detected until used, such as fire extinguishers, nitrous oxide and component armor. An opponent can be surprised by a sudden burst of acceleration or by your ability to withstand damage. By not showing your

spaces, you can also make him think about whether a weapon is being hidden as well.

All of these different ways to achieve deception must be planned before combat, though. There are even simpler ways to deceive your opponent, or at least not let him know much about your car.

When firing a weapon at a range where you don't think you'll hit (to gain a sustained-fire bonus), don't tell your opponent your firing bonuses for computers and gunner skill — just roll the attack without any bonuses.

Don't use your full acceleration until you

truly need it. By looking at your acceleration, an opponent can guess how many spaces your plant took up.

The final idea is to remember to vary your deception. If the same trick is used all the time, it loses its effectiveness. Conversely, coming up with a new trick or twist on an old one will throw your opponent for a loop. Causing problems for your opponents is the number one objective for any combat. If this isn't the idea behind your designs, then you only become fresh meat for others to kill on their way to the winner's circle.

SHOWING YOUR STUFF

Car Descriptions in *CAR WARS*®

by Stephen Beeman

AADA regulations allow every driver and gunner a "walk-through," a chance to wander through the pits and look at the enemy vehicles. To prevent sabotage, the walkers must keep at least 20 feet away from the vehicles — but that's still close enough to find out a lot about the opponents. The following rules describe what every driver and gunner knows about his opponents' cars before the arena begins. These rules are official, and are used in all AADA tournaments.

After all vehicles are designed, skills chosen, reflexes rolled and starting positions assigned, every player must describe his vehicle according to the following list. Begin with any player and proceed around the table in order.

Body. What body type does the vehicle use (subcompact, light trike, Can-Am, etc.)? Is it sloped or streamlined? Does it have an off-road suspension? Does it have a ramplate? Does it have a spoiler or an airdam?

Wheels. How many tires does it have? Are any of them racing slicks? Do any of them have tire chains? Are there any wheelguards or wheel hubs?

Weapons. All weapons are divided into the following categories: small-bore projectile, large-bore projectile, rocket, laser, flamethrower, dropped solid, dropped liquid, dropped gas. These divisions are listed on the *Car Wars Deluxe Edition Reference Screen*. Only the nature and location of the firing port

is revealed — the exact weapon remains unknown. Thus, a front-mounted machine gun would be declared as a "small-bore projectile front," while a back-mounted FCE would be a "dropped gas back." The MFR and the VFRP are both considered single weapons (rockets) for declaration.

Concealed weapons are *not* declared, of course; fake weapons are declared as one of the above categories. Underbody weapons are not declared, but top weapons are.

Crew. How many people (including passengers) are inside the vehicle, and in what arcs are their firing ports?

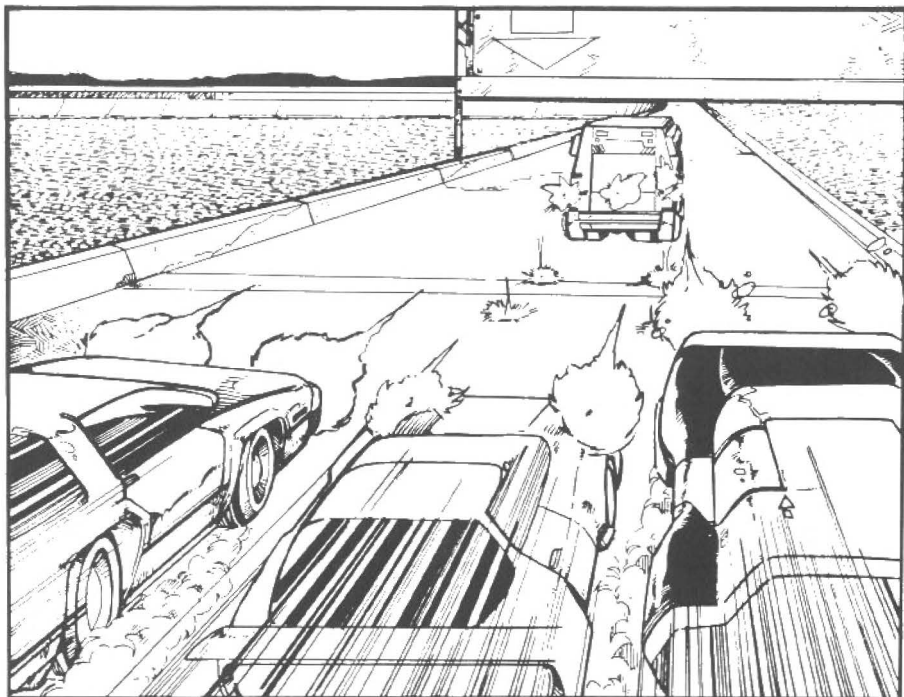
Accessories. Finally, list all the remaining exposed items — EWPs, turrets, top-mounted sun roofs, trailer hitches, dischargers and so forth. If the vehicle has a gas engine, that also must be declared.

No other information is revealed. Specifically, you do not have to reveal the type of tires or armor you have, nor do you have to declare any internal components not mentioned above. You also do not have to declare what personal equipment your crewmen carry.

Revelations During Play

Whenever the existence or nature of an item comes into play, you must reveal it. Some examples:

Armor. You must reveal the basic nature (plastic or metal) of any armor that takes damage. However, you do *not* have to tell what kind of armor you have, nor do you



have to reveal the existence of an inner layer of armor if no damage penetrates the outer layer. If your armor takes damage from an incendiary weapon, you must reveal whether it is fireproof; if it takes damage from a laser, you must reveal whether it is laser-reflective. Finally, you must always declare when metal armor is penetrated and when plastic armor is breached.

Other components. Similarly, when other components take incendiary damage, their fireproofing must be revealed as well. You do not need to reveal whether an item is damaged or destroyed, unless it is important to the arena's victory conditions. There are some exceptions to this — the condition of external components such as armor, tires, EWPs, wheelguards and wheelhubs is visible.

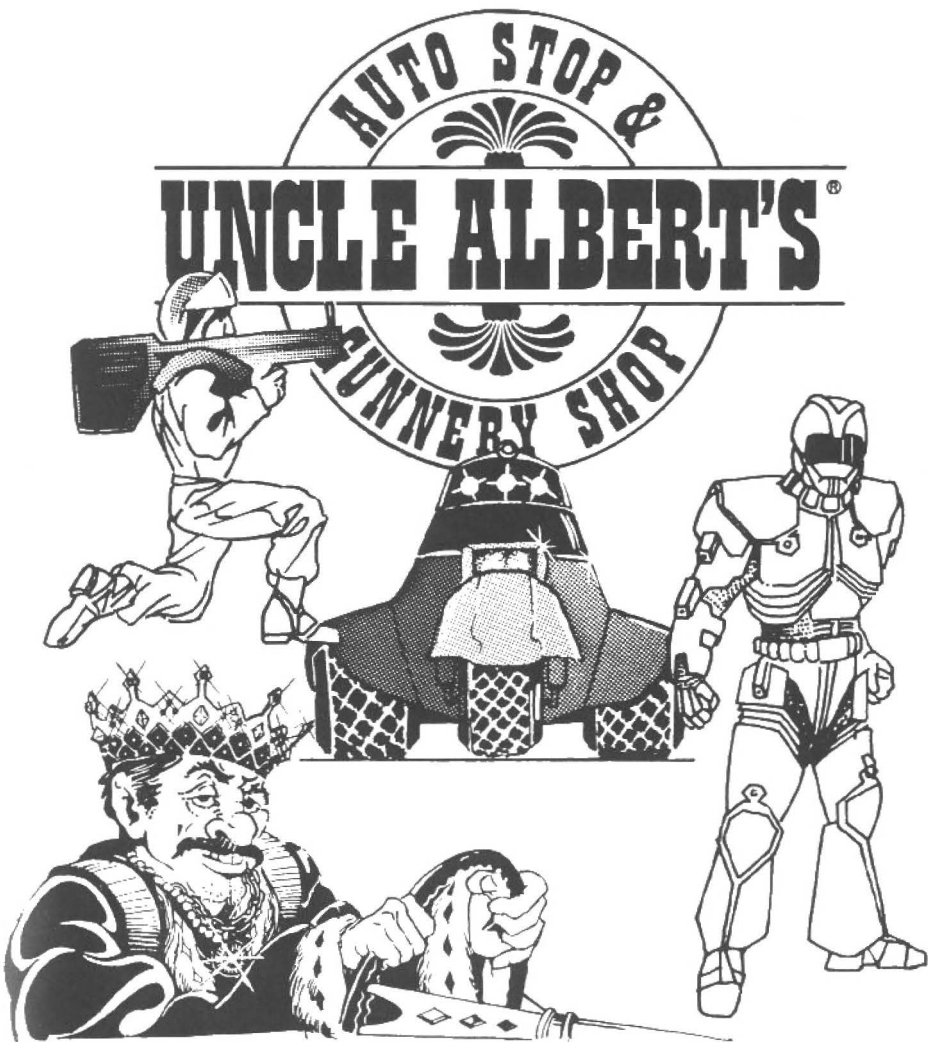
Weapons fire. When firing a weapon, you must first state what it is; special ammo types should not be declared yet. Then state which crewman is firing it and what his total to-hit bonus is. You do not have to use all of the bonuses available to you — you make deliberately understate your gunner skill, for example. How much of the bonus comes from

gunner ability and how much from electronics need not be revealed. If the weapon hits, you must reveal what ammo type you were using.

Handling status. You *never* have to reveal your present handling status. If you need to make a control roll, you must state the chance to lose control and then roll the die.

Fire. If you have a chance to catch on fire, you must state the chance (but not the reason) and roll the dice. If you are on fire, you must state so. If you have a fire extinguisher of any time, you must state the chance to put out the fire and roll the die.

In a game without a referee, players may have to be more open, especially about handling status, to "keep everybody honest." This should be agreed upon before the arena begins. In games with a referee, the ref is, of course, the final arbiter of what information must be revealed. Just remember the two general principles: Anything on the outside of your car can be seen and examined, and anything that numerically affects the game must be revealed when appropriate.



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BROTHERS IN ARMS

A Car Wars Solo Adventure

Written by Joe Mauloni
Playtest and design assistance by Gene Strebel



The Fort Myers truck stop is usually a quiet place. Not many truckers challenge the roads of southwest Florida, but those that do are a close-knit group — one you're proud to be a part of. As you wheel your rig through the main gate, you're surprised to see three other semis parked inside. It looks as though the local truckers have assembled for a meeting.

You and your crew enter the lounge, eager to renew old friendships and exchange gossip. When you move to join the other truckers at the bar, you are greeted with bad news . . . two rigs are overdue.

Dave "Roadblock" Hammil, the informal leader of the local Brotherhood, fills you in. "Buster and Tony were supposed to link up with us here two days ago; the five of us were going to convoy across Alligator Alley with a load of oranges. We think they may have run into trouble."

Concerned, you ask how you can help. Roadblock says, "Ace and Skeeter are going to run the oranges across the Alley; me and my crew are going to head south and see if we can find anything. You take your boys up around Venice and do the same."

His face darkens and turns grim. "If anything happened to those boys, and you find out who it was, make them pay; make them pay hard!"

★★★

"Brothers In Arms" is a programmed solitaire adventure set on the west coast of Florida. It requires the *Car Wars Deluxe Edition* and *Car Wars Expansion Set 3: East Midville* to play. *Car Wars Expansion Set 8: Chopper Challenge* is useful, but not absolutely necessary.

In "Brothers In Arms," you portray the crew of a tractor-trailer rig, hunting for missing trucks in dangerous country. You receive \$150,000 with which you may construct a semi and outfit the crew. The rig must consist of a tractor and a van-type trailer. You will receive no money other than your initial allotment, although you may be able to loot some from your kills. If you wish to have some cash for repairs or recharging, you will have to hold some back from the \$150,000.

You must have at least three crew, but no more than six. You receive 180 skill points for the entire crew; no crewman may have more than 60 skill points. Choose skills carefully; a well-balanced crew is vital for success.

Checkpoints. On the map, you will find a series of numbered checkpoints. When you reach one, you may read the paragraph corresponding to the number by the checkpoint. After resolving any encounters, set your traveling speed and proceed to any *other* adjacent checkpoint. The adventure begins at Checkpoint 1, the Venice Truck Stop.

Encounters. Any given encounter can only occur one time. If you return to a checkpoint that you have already covered, no encounter will occur. Of course, any wreckage or obstacles will still be present. Exceptions to this rule will be covered in the paragraphs.

Modes. Certain paragraphs will make reference to various *modes* — for example, if you are chasing someone, the paragraph may instruct you to enter "pursuit mode." Some encounters may change if you are in a certain mode. You may only enter or leave a mode when instructed to do so by a paragraph. If you have entered or left a given mode, make a note of it on scratchpaper and proceed with play.

Time and power. You will need to keep a record of time spent and power used during the game. The checkpoints shown on the map are roughly ten miles apart. The speed at which you are travelling will determine the time and power units it will take to cover ten miles. When instructed to do so, consult the following chart, and adjust your record accordingly:

<i>Speed (mph)</i>	<i>Power Used (power units)</i>	<i>Time Spent (minutes)</i>
40	9	15
55	10	11
60	11	10
70	13	9
80	15	8
90	17	7
100	20	6

Certain accessories, such as windjammers, solar panels and lasers, will modify power consumption. If you are using these items or a gas engine, you'll have to calculate your vehicle's endurance by hand.

Other actions will also consume time:

Searching a pedestrian	5 minutes
Searching a wreck	15 minutes
Repairs/salvage	As per Mechanic skill

Visibility. The weather is clear throughout the adventure; the only visibility modifiers are for darkness. Sunset is at

6:30 p.m. From 6:00 to 6:30, there is a -1 visibility penalty to all fire; from 6:30 to 7:00, there is a -2, and from 7:00 until dawn (6:30 a.m.) the next day, there is a -3.

Ending the adventure. The adventure ends in two ways. If you leave the map, you

will be told how to count up your victory points; in general, victory is based on vehicular kills. You lose automatically if your rig becomes disabled beyond your ability to repair, or if all of your crewmen are killed.

Excerpts from the AADA ROAD ATLAS AND SURVIVAL GUIDE

MANATEE COUNTY, FLORIDA

AADA Advisory: Manatee County should be considered a hazardous area. No facilities within the county are open to outsiders. This, combined with the unpredictable nature of the Comanches, and the somewhat unorthodox approach to law enforcement exhibited by the local sheriff, make the area unsafe for all but the most heavily armed vehicles and convoys.

Manatee County lies on the west coast of Florida, between Fort Myers and Tampa. I-75 is the only major road through the area; it is in good repair. The county is sparsely populated, and is just beginning to recover from years of upheaval.

History: The oil crunch effectively put an end to the county's main source of revenue — tourism. When the twin hurricanes of 2012 ravaged the coastlines, the economically depressed area was unable to recover, and a flood of refugees poured out of the county.

Those people that remained were tough, hard-bitten and independent. They relocated away from the water and began rebuilding. They took to it with a vengeance, and within five years annexed neighboring Sarasota County.

Today: The majority of the county's population lives on small, heavily-fortified farms and ranches. They are reclusive, and tend to stay out of other people's business.

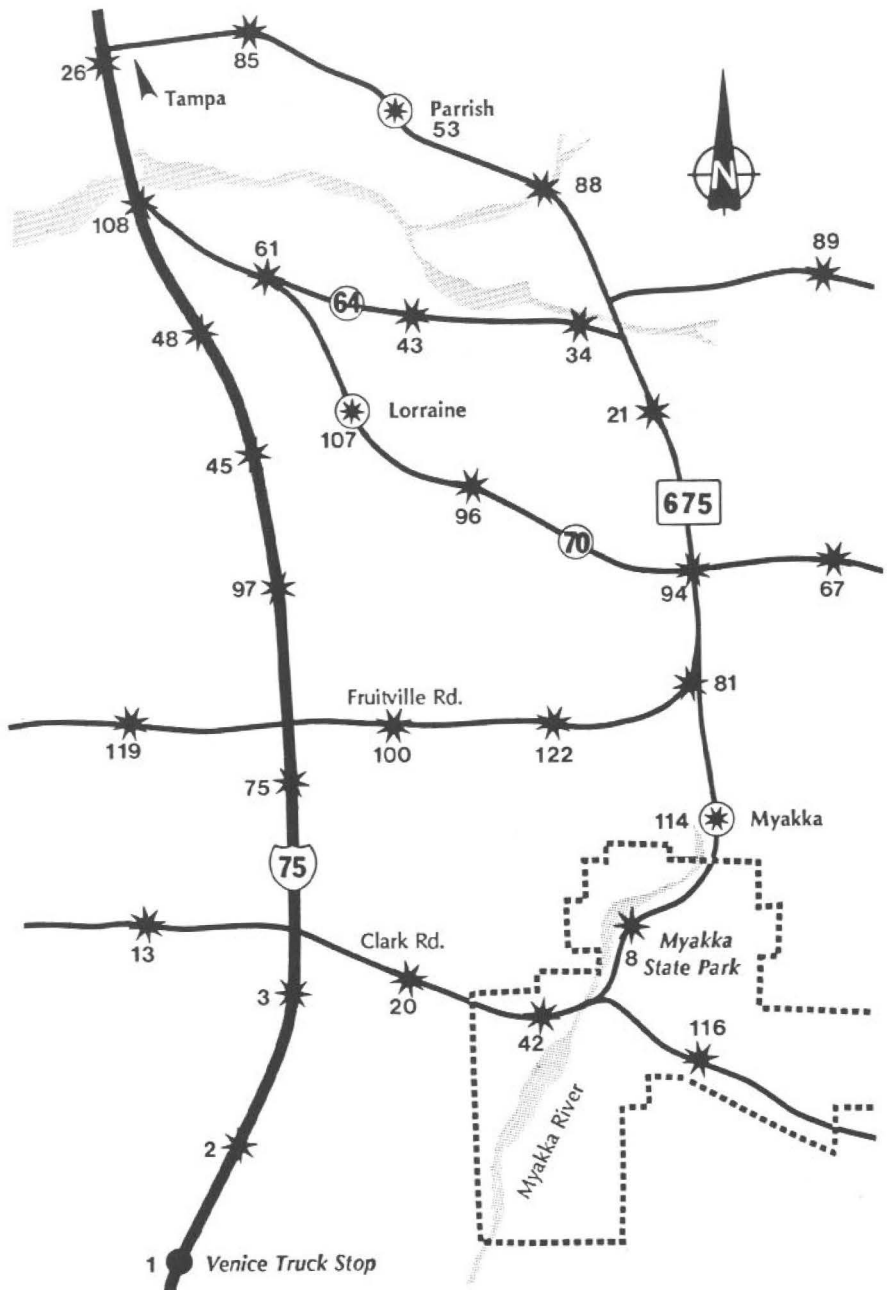
Exact figures are unavailable, but the population is estimated at between 8,000 and 12,000, with about 3,000 living in the towns of Parrish and Lorraine. Agriculture is the mainstay of the economy, and the area has one of the highest outputs of fresh produce in the state.

Organizations: The Manatee County Sheriff's Department is an efficient, well-armed organization, although somewhat understaffed. They exist mainly to protect the towns and to escort produce convoys to Tampa. Their green-on-white cruisers can often be seen herding long lines of ten-wheeler flatbeds loaded with fresh vegetables on the way to Tampa.

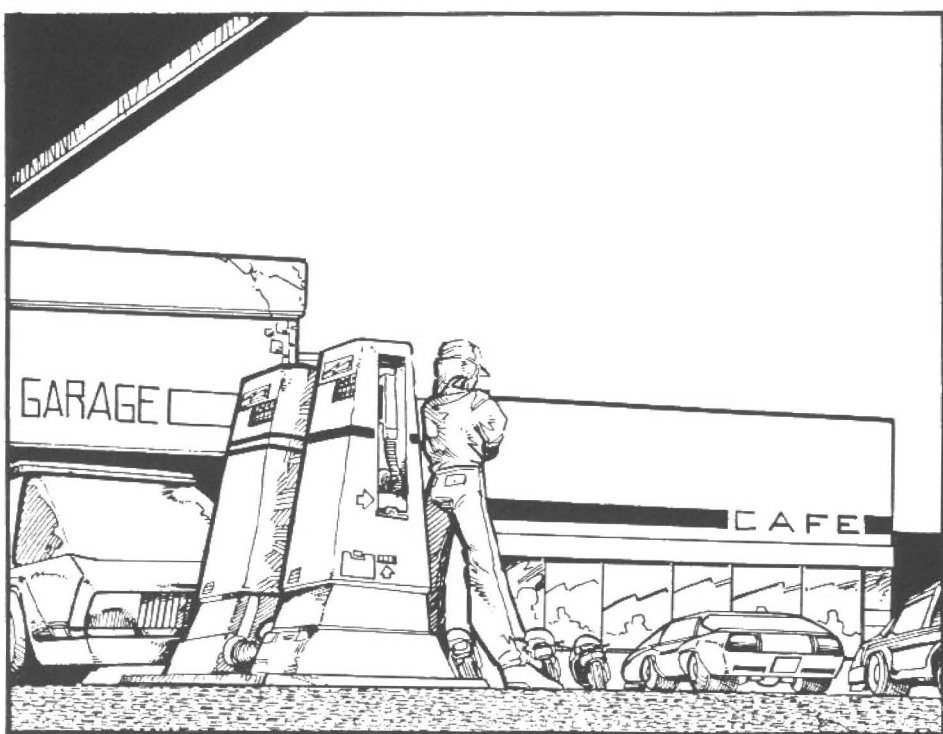
The Farmers' Militia is a loosely organized band called together in the event of a major emergency. A militia group is likely to consist of six to ten heavily armored pickups, most with off-road capability.

Gang Activity: Light. The Comanches are the only cycle gang known to be operating in the area. Their territory is on the western side of the county, where they occupy the ruined cities of Bradenton and Sarasota. Their membership figures are not available, but they are estimated to have between 150 and 200 members. They seem to get along well with the local residents, but they are unpredictable. In 2031, the Comanches ambushed a Florida National Guard armored column and did extensive damage before retreating into their strongholds. Comanche colors are black with a white diagonal stripe.

Road Conditions: The interstate is fairly well maintained and consists of three lanes running both north and south, with a grass median strip between them. The secondary roads are generally in poor shape, and consist of three lanes or less.



- Key**
- ★ Checkpoint
 - ⊙ Town
 - ▨ River/Lake
 - ⬢ Interstate
 - State Road
 - County Road



1. Your trip up from Fort Myers was uneventful, and you reach the Venice Truck Stop with no problems. The place is nearly empty — two cars, a van and a few bikes. While your rig is getting serviced, you pop into the cafe and nose around.

The owner seems friendly, and you chat for a while. When you ask about the road conditions between here and Tampa, he frowns and shakes his head. "Not too good. We lost a rig out of here last week."

When you press for information, he elaborates. "Well, t'was a week ago Tuesday, when we heer'd a mayday over the CB from a trucker southbound on 75. Said he was in real trouble . . . something about bandits. Anyway, he was 'bout 20 miles north of here; too far away for old Bertha to fire cover for him. Wasn't nuthing we could do. Me and some of the boys run out there in the wrecker, but t'was too late. All we found was a shot-up wreck. No survivors."

You thank him for the information, and head out to your rig.

It is 6:00 a.m. Your vehicle is fully charged; if gas-powered, you have a full tank of gas. You swing out onto the interstate and head north; go to paragraph 2.

If you return to this truck stop at any time, go to 58.

2. Your tailgunner spots a luxury-sized car closing from behind, moving 20 mph faster than you. When it reaches a range of about 100 yards, you recognize it as a Piranha.

The car matches speeds with you and the CB crackles to life. "Break one-nine big buddy. How's about lettin' this little fish pass? I got the hammer down, and Mona's waitin' in Tampa."

You may ignore him (123), let him pass (17), attack him (39), or tell him back off (33).

3. Up ahead, you see a wreck off to the side of the road. As you get closer, you can see that it is an overturned tractor.

You may stop and investigate (47) or drive on by (38).

4. The bird makes a very fine fireworks display as it goes down. *Go to 38.*

5. While you are playing in the street, 50 Comanches ride up and re-enact the Battle of the Little Bighorn. You lose, General Custer. *Your adventure is over.*

6. The buck bounds off into the woods.
Go to 38.

7. The cruisers do not follow you.
If you left the map going south on Kazango, go to 37.

If you left on another road, or wish to break off the pursuit, go to 38.

If you ever enter this town again, go to 74.

8. As you penetrate further into the state park, road conditions worsen. Rutted and potholed, at times the road almost completely disappears beneath the encroaching foliage.

Roll one die and subtract one. If the result is *greater than* the driver's Trucker skill, take 1 die of damage to every tire on the rig — your truck wasn't made for this sort of terrain!

Eventually, the road simply stops. It seems to pick up again about 200 yards away, across a heavily overgrown field dotted with pines.

You may attempt to continue across (68), or turn around and go back (38).

9. Designate which crewmembers go with Jake; it will take at least two people to help him right the vehicle. The rest of the crew remain with the truck while Jake leads you back into the woods.

Soon, you sight the jeep lying on it's side. When you get about 60 feet away, two rifle shots ring out! Fortunately, both miss. As you dive to cover, Jake says, "Did I fergit to mention them ecology kooks?"

You can return the fire (60), crawl back to the rig (38), or shoot Jake yourself (110).

10. Bad move — trust nobody on the open road. The "Piranha" opens its concealed minedropper and FCE ports and lays a stream of death across the road. You black out as your rig begins to roll over. *Your adventure is over.*

11. The gravel road winds through the woods, getting narrower and narrower until it finally ends. You can go no further.

Mark off 20 minutes as you turn the rig around, and go to 38.

12. Compare the present time to the time that you left Myakka.

If more than one hour has elapsed, go to 86.

If not, then go to 95.

13. A pair of burned-out National Guard tanks block the road ahead. A sign posted on the tanks read:

Now entering Comanche Territory
Visitors Welcome!

Knowing when you're outclassed, you turn around and head back to the interstate.
Go to 38.

14. The deer is targeted at -4 and has 4 points of damage. Use a motorcycle counter to represent the deer. It is 2" away, on the left.

If you miss the deer, or only wound it, it disappears into the trees — go to 38.

If you kill it, you may stop and tie it to your fender (16) or drive on (38).

15. You leave him standing in a cloud of dust. *Go to 38.*

16. You now have a fine, 16 point buck tied to your fender. The next time you stop at a garage or truck stop for repairs, you may sell the deer for \$500. *Add ten minutes to your time and go to 38.*

17. You give him permission to pass. He accelerates and begins pulling away. *You may question him (23), or wave goodbye (38).*

18. He gives you a friendly wave as you drive away. *Go to 38.*

19. Roll one die.
If you roll a 1, go to 50.
Otherwise, go to 31.

20. As you drive along, the forest thickens. Trees come up to the very edge of the road. *Go to 38.*

21. A gravel road not shown on your map leads off to the east.

If you are in pursuit mode, go to 92.
If not, you may continue (38), or take the turnoff (72).

22. He pulls away and disappears in the distance. *Go to 38.*

23. He's talkative and full of informa-

tion, but you don't find out anything useful. Go to 38.

24. You may exit the map (127), or turn around (38).

25. Refer to Diagram A for the set-up. Your rig is 80" away, in whatever direction you came from; straight road sections lead up to the intersection.

The van is a custom-built vehicle, used by the bandits for long-range ambushes:

Ambuscade — Van, x-hvy. chassis, med. power plant w/HD transmission, OR suspension, 6 OR solids, driver and gunner, 3 WGM in 3-space turret, each with a 3-space rocket magazine, radar, LD radio. Cargo capacity: 5 spaces, 385 lbs. Sloped armor: F20, R20, L20, B20, T15, U5. Accel. as truck, HC 2; S47,200, 6,815 lbs.

The drums are filled with water. Each individual drum is treated as a fixed obstacle with 5 DP; if you hit two at once, treat them as a single 10 DP obstacle. If you destroy a drum, it is replaced by a debris counter.

The mines are radio-controlled TDX mines. They are controlled by four radio

detonators (held by the driver) — each detonator will set off all the mines in one direction.

The van opens fire immediately, and will continue firing as long as it can.

If you make it past the roadblock, go to 38 (or 37 if you are in pursuit mode).

If you give up and turn around, go to 111.

26. *If you are in the pursuit mode, go to 63.*

If not, you may either exit the map to the north (127), or go another way (38).

27. Go to 5.

28. As you pull yourself out of the wreckage, a horde of armed citizens descends upon you. Your rig is confiscated and you spend the next 20 years picking oranges at the local prison farm. *Your adventure is over.*

29. Hidden beneath the murky water are dropped spike plates! The carefully placed steel traps shred your tires, doing

1 die to solids and 2 dice to all others. There doesn't seem to be much point in continuing.

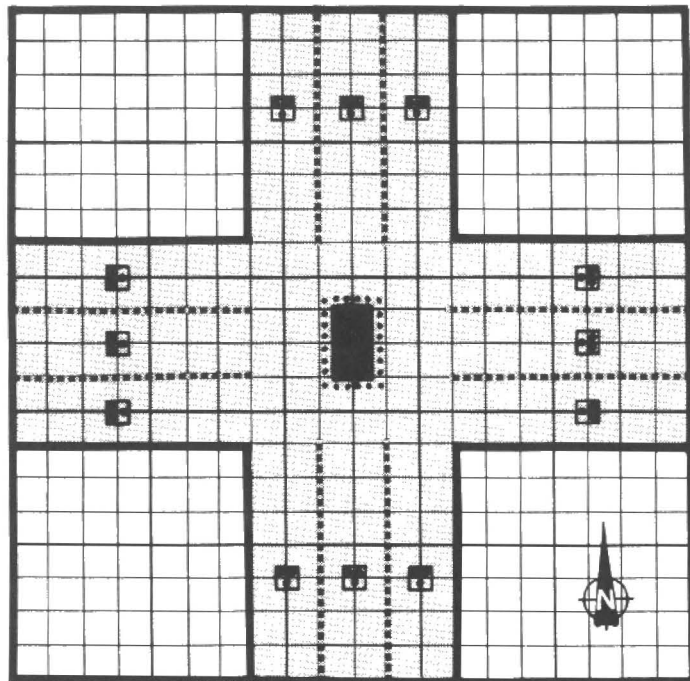
Turn around and go back the way you came (38).

30. The base is deserted. It looks like the bandits have left in a hurry. Go to 38.

31. Sorry, but they don't buy your story. You may either turn around (38), or fight (84).

32. You may give him cash, hand weapons, or ammo. Total the value of the bribe and roll one die.

Diagram A



If the amount of the bribe equals or exceeds the die roll multiplied by \$100, go to 79.

If the amount is less, then go to 102.

33. “Sorry big buddy, but I’m in a rush.” He accelerates and begins to pass. *You may either let him go (22), or attack (39).*

34. The road ahead is completely flooded. The water seems to be about two or three feet deep. Off to the right stands a badly shot-up sign which reads:

This Wilderness Restoration Project
Provided by the Green Panthers
No Trespassing!

You may turn around (38), or attempt to drive through (29).

35. Set up counters in the following positions:

Pedestrians

Block 13, on southeast corner of apartment complex’s roof:

Bandit #1 (tripod RR, heavy pistol)

Bandit #2 (3 RR clips)

Block 14, on northwest corner of retail building’s roof:

Bandit #3 (SMG, LAW, 2 grenades)

On southwest corner of restaurant’s roof:

Bandit #4 (SMG, LAW, 2 grenades)

Inside the house, along the eastern wall:

Crewman #1 (heavy pistol, 2 grenades;

Driver +1, Gunner +0)

Crewman #2 (heavy pistol, 2 grenades;

Driver +0, Gunner +1)

Bandit #5 (SMG, LAW, 2 concussion grenades)

Bandit #6 (GL loaded with 1-second-delay frags, 2 LAWs)

Bandit #7 (3 LAWs)

Bandit #8 (PFT, heavy pistol)

Block 15, on the southeast corner of the north house’s roof:

Bandit #9 (tripod MG, heavy pistol)

Bandit #10 (3 MG clips, heavy pistol)

In the easternmost doorway of the north house:

Crewman #3 (heavy pistol, 2 grenades;

Driver +1, Gunner +0)

Crewman #4 (heavy pistol, 2 grenades;

Driver +0, Gunner +1)

Block 17, on the southeast corner of the roof:

Bandit #11 (SMG, LAW, 2 grenades)

Block 19, in the southeast house’s east doorway:

Bandit #12 (SMG, LAW, 2 grenades)

In the house’s south doorway:

Bandit #13 (SMG, LAW, 2 grenades)

On the northwest corner of the southwest house’s roof:

Bandit #14 (IBA and four radio detonators)

In addition to the equipment listed, each bandit wears body armor (or IBA, if so noted) and carries \$25. All bandits have Runner +0 and Handgunner +1; the crewmen also have the listed Driver and Gunner skills.

Vehicles

In the area marked “Reserved for city vehicles”:

Stock Traveler (*Vehicle Guide 2*, p. 17) facing west. The driver (Driver +1, Gunner +0, no armor or weapons) is in the vehicle, and the motor is running.

In the driveway of the house on Block 15:

Stock Longhorn (*Vehicle Guide 2*, p. 29) facing east. The crew (Crewmen #3 and #4) are inside the house.

In the driveway of the house on Block 14:

Stock Deluxe (*Vehicle Guide 2*, p. 31) facing east. The crew (Crewmen #1 and #2) are inside the house.

Set up your rig in the center of Pine, either on the north or south edge of the map (depending on which direction you entered town from). You enter at whatever speed you set during your last visit to paragraph 38.

Obstacles

Chain counters extend from streetlight to streetlight in each of the following locations. Treat each chain counter as a fixed barrier with 14 DP.

Across First, on the west side of Maple

Across Maple, on the south side of Third

Across Third, on the west side of Pine

A mine counter is placed in the center of each of the following intersections. This mine counter represents two radio-controlled TDX mines; the mines are triggered by the detonators held by Bandit #14.

First and Pine

Second and Pine

Third and Pine

Second and Maple

Bandit Activity

The Traveler will move to intercept the truck immediately.

On the second turn, the crews of the Longhorn and Deluxe will run for their vehicles, entering on the third turn. They may fire vehicular weapons on the fourth turn, and the vehicles may begin moving on the sixth turn. Once moving, they will attempt to intercept the truck.

Bandits #5, #6, #7 and #8 will exit their house at the same time as the crew of the Deluxe. They will fan out and move towards your truck.

All other bandits will move towards the truck so as to gain a field of fire, but they will not leave their original starting block.

If any building is breached, go to 76.

If you eliminate any two vehicles, go to 126.

If you exit the map, go to 99.

36. You hail them on the CB. They cut you off and demand to know what you are doing in the park. *You may tell them the truth (62), come up with a convincing lie (19) or, if you know him, mention Jake (70).*

37. You are in pursuit mode. Adjust your power factors and time record. You may change speed, but you must travel at least 60 mph.

If you wish to break off pursuit, go to 38.

Otherwise, proceed to the next checkpoint.

38. Adjust your power factors and time record. You may change speed now if you wish to do so. If you were in the pursuit mode, you are now out of it.

If you wish to make repairs or re-attach a trailer, go to 59.

Otherwise, proceed to the next checkpoint.

39. Jumpy, aren't you? The Piranha slows, turns around and flees. You get a few shots at him, but you can't chase him — by the time you get the rig turned around, he'll be long gone. *Go to 38.*

40. An hour passes as your mechanics work. Every time you come back to this paragraph, you may complete another hour's worth of repairs.

If you are not finished at the end of the hour, return to 59 and roll again, subtracting one from the roll.

If you're through, go to 38 instead.

41. The road is clear. *Go to 38.*

42. As you round a bend in the road, you surprise a deer standing near the treeline. Fresh venison will fetch a good price at nearly any truck stop — this deer looks to be worth about \$500. *You may fire (14), or drive on (38).*

43. The road ahead is completely flooded. The water seems to be about two or three feet deep. Off to the right stands a badly shot-up sign which reads:

This Wilderness Restoration Project
Provided by the Green Panthers
No Trespassing!

You may turn around (38), or attempt to drive through (29).

44. Set up the map of East Midville (*Car Wars Expansion Set 3*).

If you have entered from the north, go to 35.

If you have entered from the South, go to 118.

45. Scattered patches of debris litter the road. It looks like another wreck up ahead. *You may drive on by (38), or stop (117).*

46. The remaining bandits flee, disappearing into the woods. When you search the depot, you uncover two trailers in the main building — a stripped tanker in bay #2 and a van in bay #1. It appears that the bandits have been trying to make a "Q" trailer out of the van. Your search also turns up a complete workshop, twenty solid truck tires, enough ammo to reload all your weapons, \$5,000 in cash and a detailed map of the area. The map has two areas marked in red: the town of Myakka and the Manatee River bridge.

Mark off thirty minutes for the search. You may stay here and make repairs in complete safety; mark off the elapsed time. When you wish to leave, go to 38.

47. The wreck is, or was, a Crane Colossus — it looks like the one that Buster drove. Most of the armor has been shot away, and the vehicle has been completely stripped. There is no sign of the trailer. *Go to 38.*

48. You come upon a lone biker pulled over onto the median. He is wearing red body armor and appears to be working on his bike. *You may drive on by (18), open fire (77), or stop and see if he needs any assistance (51).*

49. As you head down Elm, two more cruisers pull out from the police station parking area and block the road. The City Hall defenses are the same as in *Crash City*. City Hall and the cruisers open fire immediately. *You may surrender (28), or fight your way through (112).*

50. They believe you and escort you to the edge of the park. *Go to 38.*

51. As you pull over, he stands and walks toward you. He explains that he had some trouble with a hydraulic line, but that it seems to be okay now. As you chat for a while, he mentions that he has heard rumors about bandit activity in the area, but that he hasn't seen anything. He thanks you for stopping. *Add 5 minutes to your time record and go to 38.*

52. The interstate continues north for four road sections before reaching the Manatee River Bridge — two straight, a right curve and another straight. The bridge itself consists of two straight sections with a 5 DP guardrail on the sides. Any vehicle that goes through the guardrail drops 40 feet to the river and sinks. *Go back to 56 and fight.*

53. You drive past a sign which reads:
Parrish City Limits

No Duelling
Strictly Enforced!

*If you are in the pursuit mode, go to 55.
Otherwise, go to 66.*

54. You are in the alert mode. *Make a note of the time you leave the depot, and proceed to the next checkpoint.*

55. Set up the Midville map. You enter from the north on Elm Street. The bandits have slowed down to 40 mph and have just passed under the crosswalk at the corner of Fourth and Kazango. They are heading south along the west side of the street. There is a police cruiser at the corner of Third and Beech, heading west at 20 mph. Start combat rounds.

If you go south on Elm, go to 98.

If you turn right onto Fourth, go to 101.

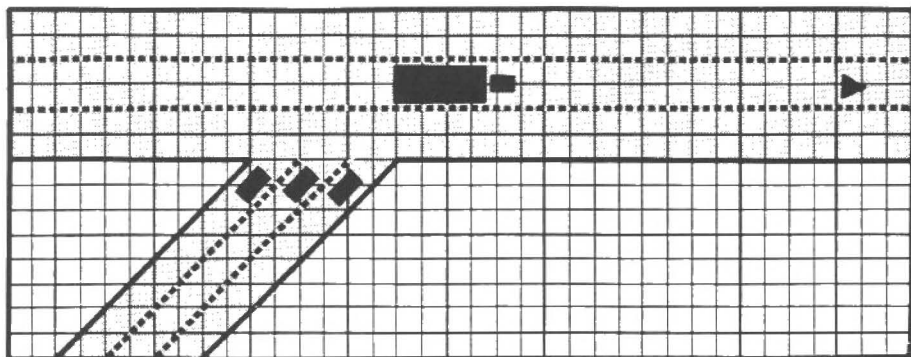
If your vehicle is disabled in town, turn to 28. (Write this number down for future reference).

56. Six inches ahead, in the center lane, you see a trike, moving 20 mph slower than your speed. Suddenly, three other vehicles surge onto the entrance ramp at 40 mph. This is a full-scale attack! Place the vehicles as shown on Diagram B.

The trike is a stock Spider Sprite (*Vehicle Guide 2*, p. 7) with a link connecting the FGs and the SMD. Every turn, it will drop a spider-mine and fire its flechette guns.

The other three vehicles are a stock Road Warhawk (*Vehicle Guide 2*, p. 14), a Timeslip w/one load of tracer, one load of regular and one of high-density ammo and back armor

Diagram B



of 24 (*Vehicle Guide 2*, p. 17), and a stock Ronin (*Vehicle Guide 2*, p. 13). These vehicles will match speed with your rig and attempt to disable the tractor.

All drivers have Driver +0, Gunner +0; all gunners have Gunner +1 and no Driver skill. All wear body armor but are unarmed.

If you are headed north, go to 52.

If you breach the armor or destroy a tire on two of the bandits' vehicles, go to 105.

57. He is pretty frail, and succumbs quickly to your "persuasion." He says, "I lied, fellahs, I don't know where they is. Please let me go." You drive off and leave the pathetic wretch lying in the woods. *Go to 38.*

58. You are in the Venice Truck Stop. You may repair and recharge here at normal cost and time and in complete

safety. *If you wish to end the adventure, go to 127.*

Otherwise, update your time and power records and proceed to the next checkpoint.

59. You stop to make repairs or to take salvage. Designate which crewmen will get out of the vehicle and then roll one die.

On a 1, go to 120.

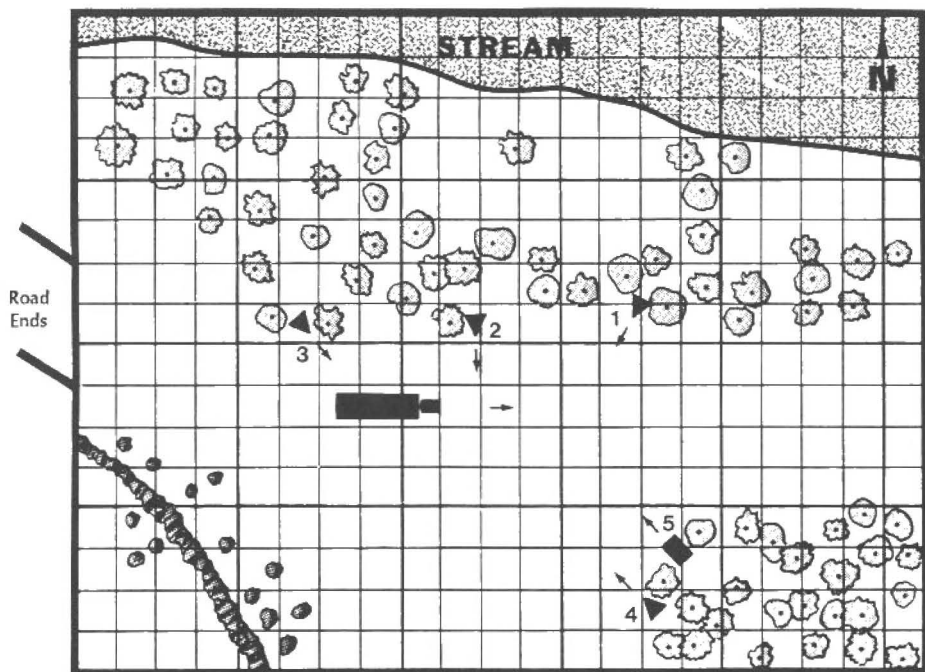
On a 2 through 6, go to 40.

60. There are two eco-guerrillas, 4" away. They are braced and stationary (+2 to hit) and under cover (-2 to be hit). Your men are likewise under cover and stationary.

Jake will fire (Handgunner +2, shotgun, body armor) but will not move.

The eco-guerrillas will flee if you kill one of them or if they are outnumbered more than

Diagram C



Exit: S.E. Corner of other map

two to one. They have Handgunner +1, body armor and carry rifles.

*If the eco-guerrillas die or flee, go to 82.
If you run away, go to 38.*

61. *If you are in the pursuit mode, go to 63.*

Otherwise, go to 38.

62. Roll one die.
If you roll a one, two or three, go to 50. On a four, five or six, go to 31.

63. The bandits turn right, heading for Lorraine. *Go to 37.*

64. *If you do not wish to loot, go to 38.
If you only wish to gather cash and handweapons, mark off the required time and go to 38.*

If you wish to strip a vehicle or make repairs, go to 59.

65. It takes you half an hour to find a garage. When you inquire about service for your truck, the mechanic says, "Nope, can't handle anything like that. Can't recharge it, neither." When you start to protest, two police cruisers pull up outside. It's time to leave. *Go to 38.*

66. The town appears to be quiet, but you draw stares from the citizens.
*If you wish to recharge or repair, go to 65.
Otherwise, you may leave (38).*

67. Nothing happens. The mines must be fake. *Go to 38.*

68. Set up the maps from *Chopper Challenge* (Expansion Set 8). You enter from the west, between the bluff and the woods, at any desired speed. The road picks up again in the southeast corner, just west of the stream. If you don't have *Chopper Challenge*, lay out the following road sections and assume that they represent off-road terrain: two straight, a right curve, one straight, and another right curve.

You cover about 10 inches when, suddenly, five vehicles burst out from camouflaged positions and surround the rig. See Diagram C for set-up. The vehicles are emblazoned with a green panther insignia. The four trikes are stock Vulcans (*Vehicle Guide 2*, p. 8), while the pickup is a stock Frontier (*Vehicle Guide 2*, p. 29). All crewmen have Driver (or Cyclist) +0, Gunner +0

and Handgunner +0; they wear body armor and carry rifles.

If you have a deer hung on your fender, go to 70.

If you open fire, go to 84.

If you want to talk, go to 36.

69. The bandits drive past the turn-off.
If you wish to continue, go to 37.

If you wish to take the gravel road, go to 11.

70. There are smarter things you could have done. The eco-guerrillas attack immediately; *go to 84.*

71. You pull over and dismount. While one deputy keeps you covered, the other one handcuffs you and your crew. "You're in a heap o' trouble, boy," he says. Your rig is confiscated, and you spend the next six months picking oranges until the Brotherhood can pull enough strings to get you out. *Your adventure is over.*

72. The road leads to what was once a National Guard depot.

If it is after 10:00 p.m., go to 86.

If you are in the alert mode, go to 12.

Otherwise, go to 95.

73. They pass by. *Go to 38.*

74. The Farmers' Militia turns your rig into a smoking ruin. *Go to 28.*

75. Twelve inches ahead, you see a pedestrian standing on the right shoulder of the road. He is waving his arms, trying to flag you down. *You may ignore him (15), open fire (110), or stop (80).*

76. *If the building breached was the Block 15 northern house go to 104.*

Otherwise, return to 35.

77. He makes a feeble attempt to hold out against your withering firepower, but after a few moments you blow him away. You stop and survey the wreckage but find nothing worth stealing. *Go to 38.*

78. The last inch of Second, just before Beech, has been excavated to repair a sewer main. The trench is a full inch wide and extends completely across the road.

If you stop in time to avoid it, you may back up and go another way (112).

If you hit the trench, the rig is hopelessly trapped. Go to 28.

79. "About them bigshots, yeah. Well, like I said, they's in Myakka. Your best bet 'd be turn 'round and go back to Clark Road. Head out east through the ol' state park. Be careful, now's huntin' season. Y'all run into any hunters, jes' tell'em you know Jake Spoonbill, that'll git you by.

"Like I was sayin', head on up through the park and hit'em from behind. Miss all the heavy stuff, and jest knock them rascals out!"

Add ten minutes to your time record and go to 38.

80. You pull over to see what he wants. He introduces himself as Jake Spoonbill. Jake is a grubby old geezer wearing tattered body armor and carrying an ancient 12 gauge. He says that he has been out deer hunting and flipped over his jeep. It's back in the woods about a hundred yards. He would really appreciate some help in righting it. *You can help him (9), or drive on (15).*

81. *The road is clear. Go to 38.*

82. The eco-guerrillas are wearing camouflaged jumpsuits. *After you collect their weapons, you may either help Jake right the jeep (125), or go back to the rig (38).*

83. Compare the present time to the time that you left the depot. *If more than one hour has elapsed, go to 30. Otherwise, go to 44.*

84. These are some of the infamous "Green Panthers," an extremely militant group of eco-guerrillas. They attack immediately and will fight to the finish.

If you win the combat, you may loot the wrecks (100) or leave (38).

If you escape off the map, they will not pursue; go to 38.

85. *If you are in the pursuit mode, go to 63.*

If you exit the map, go to 127.

Otherwise, go to 38.

86. The depot is deserted. It looks as though the bandits left in a hurry. If you were in pursuit mode, the vehicles you were chasing have vanished into the woods; you are now out of pursuit mode. *Go to 54.*

87. Searching the town takes an hour. The north house on Block 15 is an

ammo dump. It contains two full loads of ammo for any weapon, plus 12 heavy rockets, two clips for any handweapon and two cases of fragmentation grenades.

The house on the east side of Block 14 appears to be a headquarters. In it, you find a detailed map of the area which shows an abandoned National Guard depot, circled in red, near Checkpoint 21.

The building on the west side of Block 14 contains a portable shop and a vehicle charging station. You may conduct repairs and recharge in complete safety. *Adjust your time and power record and proceed to the next checkpoint.*

88. *Go to 96.*

89. *Go to 67.*

90. The remaining Comanches turn and flee. *You may stop and loot (5), stop for repairs (27), or move on (go to 38 without stopping for repairs).*

91. The dragon's huge talons rip the top off your tractor. The foul worm swallows your gunner, then does the same to you. *Your adventure is over. Now quit reading these paragraphs out of order.*

92. The bandits turn onto the gravel road.

If you wish to continue pursuit, adjust your power factors and time record, and go to 72.

Otherwise, go to 38.

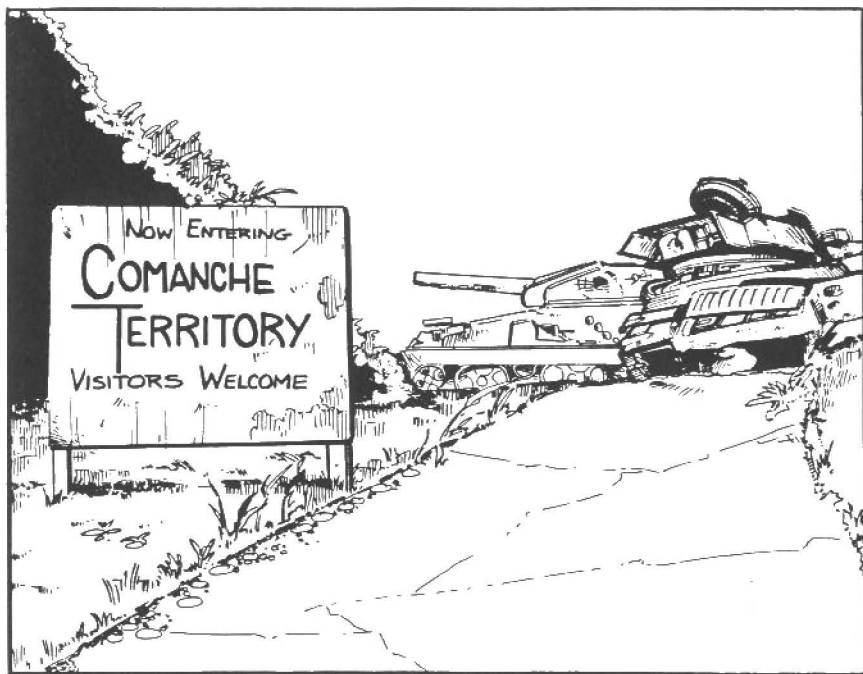
93. The three SmokeSpiders begin laying smoke. The Comanches will drive across the median and attack. *If you eliminate four of the bikes, go to 90.*

94. *If you are in pursuit mode, go immediately to 121.*

If you are in alert mode, go immediately to 106.

You are approaching the intersection of State 70 and County 675. When you get to within half a mile, you see that the intersection is blocked by a van.

A voice crackles over the radio. "Attention approaching truck. This area is under militia control. You have twenty seconds to turn around before we open fire. Nineteen . . .



eighteen . . .” The voice continues the countdown and does not reply to radio calls.

If you ignore the radio and keep on driving, go to 25.

If you turn around, go to 111.

95. You have come to a bandit base.

Set up the *Truck Stop* map. You are on a straight road section that leads up to the main gate. All the map features are listed in the *Truck Stop* description, with the following exceptions: all the walls and gates have 10 DP; the artillery piece is not there (treat the area as open ground); there are no corner turrets; each turret position is manned by a bandit armed with a SMG, a LAW, and 2 grenades; all the gates (including the main gate — you’ll have to ram to get in) are closed.

The bandits on the turret positions are Handgunner-0, and are wearing body armor. Any vehicle that you pursued into the depot will be idling in the courtyard of the truck stop and will move to attack if you enter. You are no longer in the pursuit mode.

You may leave (54), or attack (109).

96. A gravel road not shown on your map leads off to the north.

If you are in the pursuit mode, go to 69.

Otherwise, you may continue straight (38), or take the turnoff (11).

97. You see 11 bikers heading towards you on the opposite side of the road. They are flying Comanche colors, and are moving at 40 mph. There are three columns, each in the center of one lane of a three-lane road section; this section is separated from your three lanes by a 1”-wide grassy median.

The lead cycle in each column is a stock SmokeSpider (*Vehicle Guide*, p. 4); the trailing bike in each column is a stock Santa Cruz (*Vehicle Guide*, p. 4), and every other cycle is an Aquarius (*Vehicle Guide*, p. 7). All the Comanches have Cyclist +1, Gunner +0 and Handgunner +0; they wear body armor and carry two grenades and a heavy pistol each.

You may attack (93), or do nothing (73).

98. As you head South on Elm, the police cruiser accelerates and comes after you, lights flashing and sirens wailing. *You may continue South on Elm (49), turn right onto Third (124), or surrender to the sheriff (71).*

99. The bandits will not pursue unless otherwise instructed. If any do pursue, lay out straight road sections and continue combat. You are in the alert mode. Make a note of the time you leave Myakka. You may not stop for repairs until you reach the next checkpoint. *Go to 38.*

100. As you drive along, road conditions worsen. Several large craters dot the shoulders of the road. It looks as though someone has used this area for artillery practice. *Go to 38.*

101. As the bandits turn onto Kazango, they panic the driver of a produce truck. The truck starts in the east lane, even with the crosswalk, facing north. In the next turn, during phase 4, the truck does a 45 degree bend to the right. In phase 7, he skids north for half an inch, and stops. Drop two obstacles and six debris counters onto the road to represent the cargo flying off the truck. The driver will neither move nor fire the remainder of the game. The police cruiser accelerates and begins chasing you.

If you surrender to the sheriff, go to 71.

If you turn left onto Oak, or cut through the park, go to 103.

If you continue on Fourth, play out the combat, going to 7 if you make it off a map edge, or 28 if you do not.

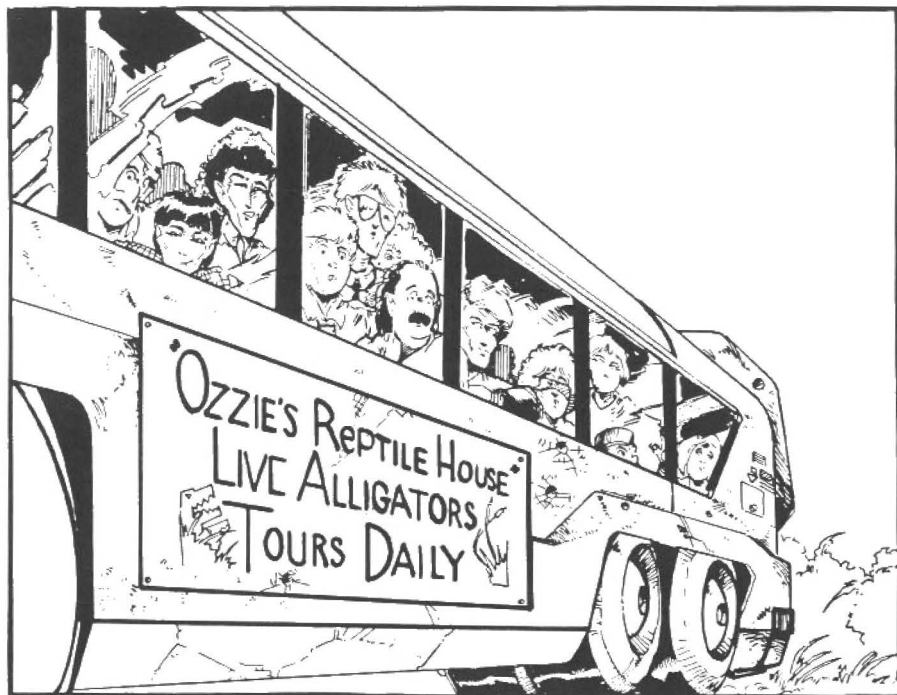
102. "You guys are kiddin', right?" he says. "This is valuable info. I reckon it couldn't be worth less than, oh, \$1,000. Yeah, that's the ticket. A thousand." *You can leave (38), raise the bribe to \$1,000 (79), or use force (57).*

103. A stock Slugfest appears at the corner of Third and Oak. It is in the southernmost lane, moving east at 30 mph. On the side of the bus is a banner which reads:

Ozzie's Reptile House
Live Alligators!
Tours Daily

The bus will continue east on Third, and will make no move to avoid you. The crew will not fire unless you fire first, or a collision is imminent. The passengers, however, will hang out the windows, pointing and taking pictures.

The police cruiser will begin firing at you if it has not already done so. *Play out the combat, going to 7 if you exit the map, or 28 if you do not.*



104. The house is being used as an ammo dump! There is a 50% chance of the house catching on fire (100% if breached by lasers or flamethrowers). At the end of each turn that the building is on fire, roll one die. On a one or a two, the building explodes with the following effects:

target distance	damage
from building	
within ½"	3d6
¾" to 2"	2d
2 ¼" to 4"	1d

The above damage applies to vehicles and tires; pedestrians take twice that amount. Any target completely behind a wall or another building will not take damage from the blast unless the wall is breached. In addition, the ammo dump collapses (naturally), and scatters debris as per the rules for building collapse. *Return to 35.*

105. The remaining bandits flee. Those north of your rig escape north, those south of you flee east on State 64. *If you wish to pursue either group of bandits, go to 115. Otherwise, go to 38.*

106. As you approach the intersection of State 70 and County 675, you see a cluster of oil drums in the center of the crossroads. Surrounding the drums is a ring of mines.

If you turn around, go to 111.

If you decide to brave the intersection, roll one die:

On a 1-4, go to 67.

On a 5-6, you make it through unharmed — go to 38.

107. You drive past a sign which reads:

Lorraine City Limits
No Duelling
Strictly Enforced

If you are in the pursuit mode, go to 55. Otherwise, go to 66.

108. *If you are in the alert mode, go to 41. Otherwise, go to 56.*

109. Play out the combat. At the start of turn 2, a stock Economy tractor (*Vehicle Guide*, p. 43) pulls out of bay #6 at 10 mph and attacks! The driver has Truck-

er +1 and Gunner +0; the gunner has Gunner +2. Both wear body armor.

If you destroy the tractor, go to 46.

If you exit the map, go to 54.

110. He is wearing body armor. *If you don't get him with your first salvo, he dives into the bushes and disappears; go to 38.*

Even if you do get him, he doesn't have anything worth taking; mark off 5 minutes and go to 38.

111. *Go to 38. From there you must return to the last checkpoint that you passed through.*

112. Play the combat out. *If you turn east onto Second, go to 78.*

If you make it off a map edge, go to 7.

113. If you kill half the snipers, the rest will flee, allowing you to complete your repairs. *Mark off the time you spent here, then go to 38.*

114. You have stumbled upon a bandit stronghold. Adjust your power factors and time record.

If it is after 10:00 p.m. go to 30.

If you are in the alert mode, go to 83.

Otherwise, go to 44.

115. The bandits are moving at 60 mph. You must travel at least 60 to maintain contact. If you go faster, the bandits will accelerate to match your speed.

If you still wish to pursue, go to 37.

Otherwise, go to 38.

116. The road abruptly ends at the edge of a swamp. *Turn around and go back the way you came (38).*

117. The wreck is Tony's Magnum Roughrider. It has been completely gutted by fire. There is no sign of a trailer. *Go to 38.*

118. *If you have already encountered the chopper, go to 35.*

A stock Plunge (*Vehicle Guide*, p. 52) is located in the center of the parking lot of Block 14, facing south. The crew is in the restaurant on the west side of Block 14 and will begin moving to the chopper on turn 2; after that, they spend a turn getting into the helicopter and four turns taking off. The pilot has

Pilot +2 and Gunner +0; the gunner has Gunner +2.

The Plunge will fight to the finish, pursuing if you exit the map. *Go to 35.*

119. *Go to 13.*

120. As you begin making repairs on your rig, you receive sniper fire from the woods to your right. Roll one die and consult the following chart:

1, 2 or 3: Single sniper with a rifle and body armor.

4 or 5: Above, plus two other snipers, one with an SMG and one LAW, and the other with a hand-held grenade launcher. Both have body armor.

6: All above, plus two more snipers: one with a tripod MG and body armor, and the other with two MG clips, a heavy pistol and body armor.

The snipers are 7' away, 1½' apart, and under cover (-2 to be hit). They are braced and stationary (+2 to hit you), and all have Handgunner +1.

You may stay and fight (113), or board the rig and drive on to another check point (38). You must drive to a new checkpoint before stopping for repairs again.

121. The bandits turn north. *Go to 25 and fight the battle there.* The bandit vehicles set up just past the intersection, heading north at 60 mph (or your speed, whichever is greater).

122. A stock Plunge helicopter executes a pop-up from behind the trees and attacks! *If you have already encountered the Plunge, skip this paragraph and go to 38.*

The Plunge is 6' straight behind you at an altitude of 3', and is moving 40 mph. Lay out the following road sections and conduct combat: a straight, a right curve, two straights, a left curve and then continue with straights. The pilot has Pilot +2 and Gunner +0; the gunner has Gunner +2. *Go to 84 if you knock the bird down.*

123. He waits for your reply. When none is forthcoming, he accelerates, and begins to pass. *Go to 33.*

124. The cruiser orders you to pull over. *If you comply, go to 71. If you do not, play out the combat, going to 7 if*

you make it off the map edge, or 28 if you do not.

125. Jake thanks you profusely. He says that he lives in an old shack nearby, and makes a living by hunting, "Mos'ly gators." He gets very excited when you ask him about bandit activity. "I knowed them rascals were up to no good."

When pressed for further information, he will explain. "Bout two weeks ago, some fellers moved into Myakka — that's where I go to trade — and set up shop, just like they owned the place. They's about twenty or thutty of 'em; big fancy cars, whirlybirds, the whole nine yards. Got the place bunkered down, too. Mines, barricades, big guns — they got it all. But I knows how y'all can git 'em . . . fer a price."

If you want to pay him off, go to 32. If you want to force the information out of him, go to 57. Or, you can leave (38).

126. The remaining bandits will flee towards the nearest map edge. *You may search buildings (87), or leave (38).*

127. Congratulations, you made it!
Total up your victory points:

- 1 for each bandit vehicle killed
- 1 for being in the pursuit mode at any time
- 2 for attacking a bandit base
- 1 for breaking off pursuit
- 2 for being in the alert mode at any time

Total up your score:

12 or higher: Decisive victory — Your evidence and testimony convinces the Tampa authorities to shut down the corrupt government of Manatee County.

8 to 11: Marginal victory — The authorities are not convinced of the threat posed by the Manatee bandits and refuse to act. However, your own actions severely hurt the raiders' operations, and they'll probably move elsewhere.

4 to 7: Draw — You slowed the bandits down, but within a month they'll be back in business. You put out a Brotherhood-wide advisory to stay away from Manatee County.

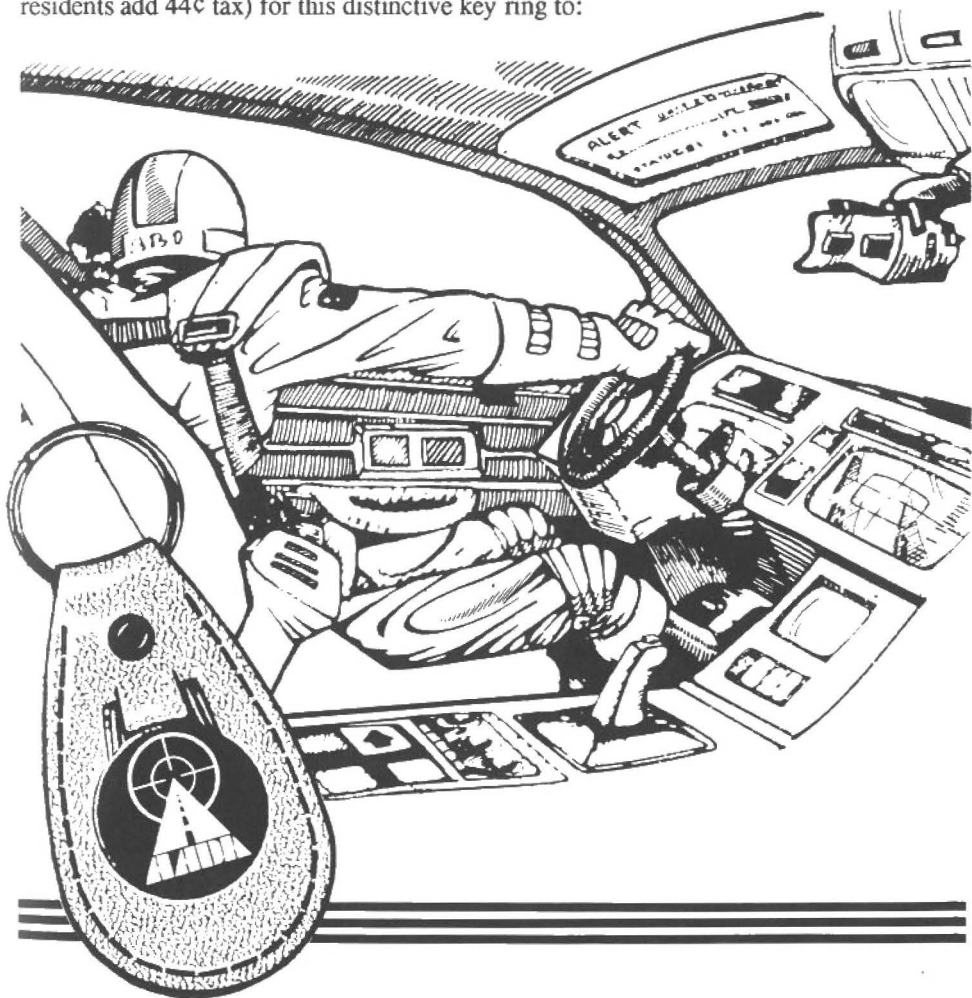
3 or less: Defeat — The bandits barely knew you were there. You'd best consider a different line of work — it's not going to be safe running oranges through Manatee County anymore.

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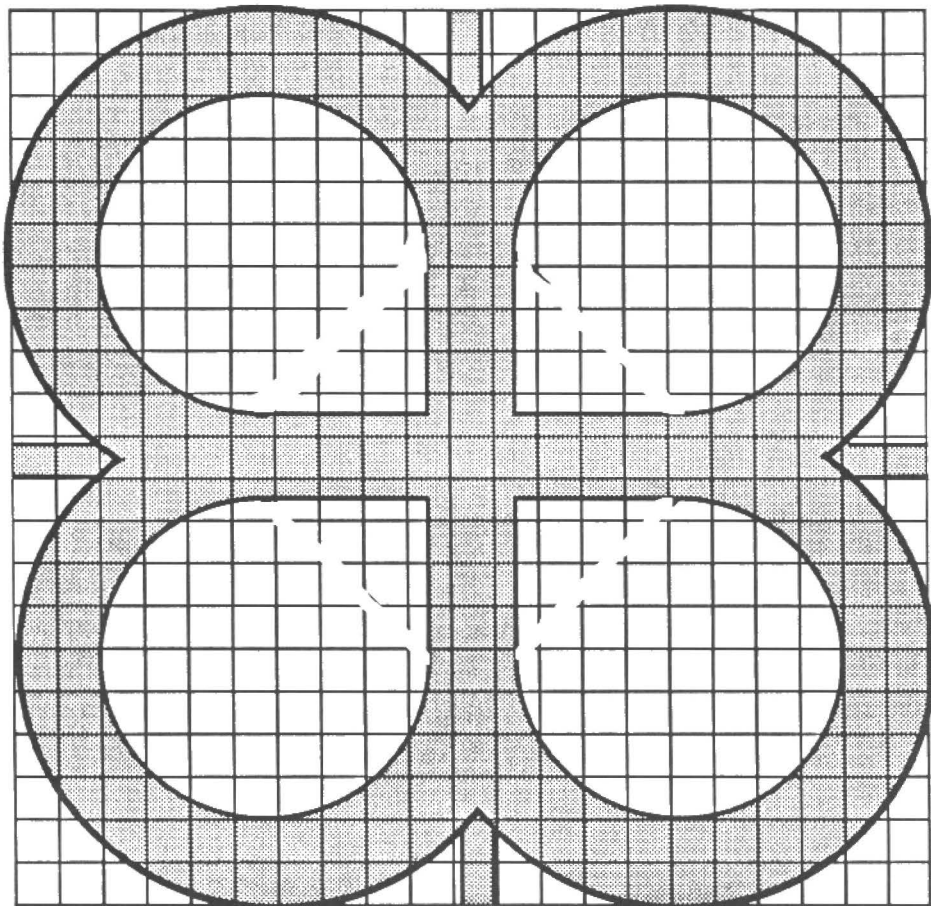
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AADA Arenawatch

Editor's Note: *This article is the start of what may become a regular column. Douglas Kelley sent in two arenas of his own design, drawn up in the format of the Arena Book. We liked the arenas, and especially liked the idea of an arena column, so here it is.*

If we receive enough response, this will become an ongoing feature. Arena submissions should be typed or written

legibly, and should follow the format presented here and in the Arena Book. Each design should fit on a single 21" x 32" Car Wars map sheet, but the submission itself should be drawn in reduced scale on a letter-sized sheet of graph paper. And, as always, your name and address and Social Security number should be written on every page.



Flagstaff Four-Way
Flagstaff, AZ

⚡ The Flagstaff Four-Way ⚡

⚡⚡⚡⚡ Flagstaff, Arizona ⚡⚡⚡⚡

Flagstaff lost most of its population during the Food Riots and the Mexican invasion. Although the town has little native duelling talent, it does have its own arena. Flagstaff lies on the main highway between Texas and California. Therefore, top-name duellists from all over the world have shown their stuff here. This gives the Four-Way a solid, albeit relatively small, profit. Aside from the usual run of AADA events, Flagstaff holds several "special events." Dropped weapons are usually banned within the Four-Way (for exceptions see *Arena Events*).

Arena Notes

Walls. The outside arena walls have 50 DP each and rise 10 feet above the track. The inner walls are only 3' high and have 10 DP each. These inner walls block shots aimed at tires, but do not restrict line-of-sight in any other way.

Gates. Entry and exit from the arena are through the four gates at the ends of the straightaways. These 20 DP gates follow the curve of the walls when closed; it

takes five seconds for the gates to swing fully open or closed.

Curves. All curves are banked, subtracting -D1 from all maneuvers made with the curve, and adding +D1 to all maneuvers made against the curve.

Arena Events

This arena runs two special duels:

Figure Eight. The idea for this event is simple, but it makes for spectacular crashes and hair-raising near-misses. Barriers (10-DP) are put up so that only one figure eight (either one, players' choice) can be used. Vehicles start going the same way at 30 mph, and the survivor wins. (Oh, by the way . . . dropped weapons are usually allowed in this one, just to make things interesting.)

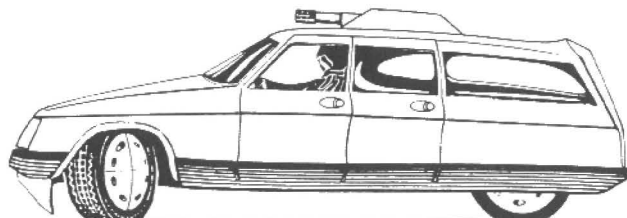
Cross of Crash. 10-DP barriers are used to completely block off the curves. All weapons are banned — even handguns! One vehicle or team starts, stationary, at each of the four gates. The surviving vehicle or team is the winner.

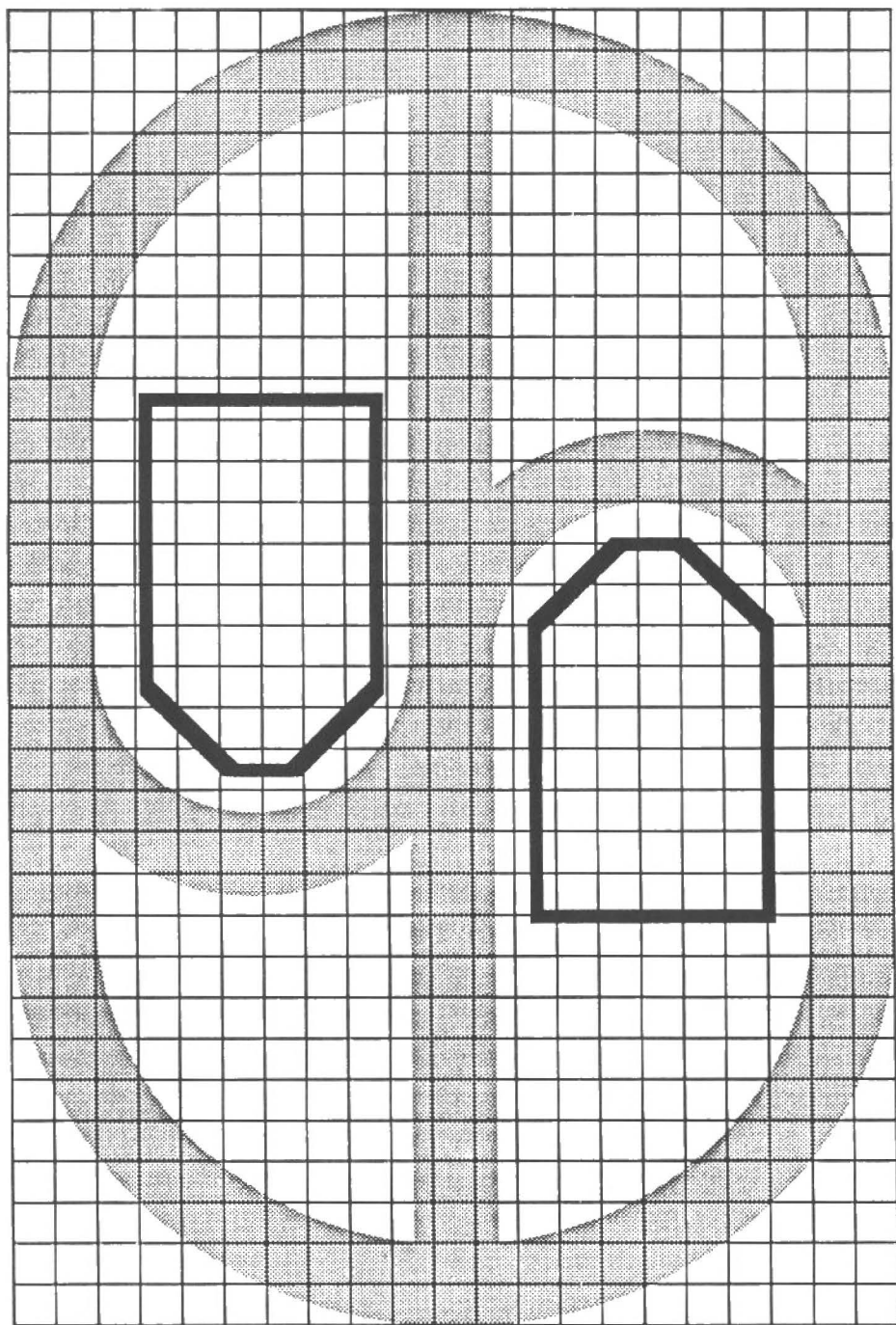
The PALOMINO

Courier Services' top-of-the-line workhorse is like its namesake — agile, fast and powerful. This 2039 release is now available for pre-orders in some areas; contact your local Courier Services dealer for details.

Palomino — Station wagon, x-hvy. chassis, large power plant w/superconductors, hvy. suspension, 4 solid tires, driver, 3 passengers, turreted RR loaded with AP ammo, extra magazine w/magazine switch for RR (loaded with HESH ammo), FOJ back linked to FCE back, RR linked to FOJ and to FOJ/FCE combination, airdam, HD shocks, large minisafe, overdrive, hi-res

single weapon computer (from driver to RR), HD brakes, radar, LD radio. Cargo capacity: 225 lbs., 2 spaces (in mini-safe). Armor: F30, R20, L20, B35, T35, U15, two 10-pt. wheelhubs front, two 10-pt. wheelguards back. Accel. 5, HC 3; 6,375 lbs., \$27,325.





EFS Test Track
Lucerne, Switzerland

Electrofabrique Suisse

Test Track and Arena

Lucerne, Switzerland

EFS tests its latest automotive gadgets here. While the track is designed and operated for company business, EFS pays for upkeep on the arena by hosting regular duelling events (see schedule for dates).

Arena Notes

Walls. The EFS track is in the middle of a wide-open asphalt area; there are no walls. However, the two large curves at either end of the track are banked, and their outer edges are 15' higher than their inner edges. Thus, any vehicle that drives off the outer edge of these turns takes a 15' nosedive. Otherwise, driving off the track is merely a D3 hazard.

Grandstands. There are grandstands along the long edges of the track, off either side of the map. These stands are protected by 30-DP Spalltex™ glass and are set about 4'' back from the track. There are TV emplacements on the tops of the grandstands.

Pits. The two large buildings in the infield have 40-DP walls. These are the test-garages, where experimental cars are examined and serviced. During commercial duels, these garages are used as pit areas. For the most part, these buildings are empty, consisting mostly of floor space for mechanics. Assume that every 1'' of wall has a ¼''-wide roll-up door — these doors have 8 DP and take two full seconds to open completely.

Banks. The two long turns are banked, maneuvers along the curve are reduced by -D1, and increasing maneuvers against the curve by +D1.

Arena Events

Schedule. The track is closed Monday through Thursday for company testing, or for private duels. The track opens Friday

evening for Amateur Night and some Divisional combats (while the AADA's influence does not extend here, the Swiss have found the Divisional rankings useful). The track remains open all day Saturday for Divisionals and special events (see below). The track is closed Sunday for repairs and cleaning, in preparation for another week of corporate experiments.

Restrictions. Since EFS naturally does not want its track torn up more than necessary, deliberately shooting at the track is prohibited. Weapons that directly damage the track surface — mines, explosive spikes, grenades, flame clouds and flaming oil — are also banned. Other dropped weapons are allowed, since the clean-up crew has little difficulty with them.

Half-and-Half. For this event, the 'S' portion of the track is blocked off with concrete barriers (10-DP), and driving on the infield is prohibited. Half of the cars start out at the bottom end of the left-hand straightaway, facing upward at 0 mph; the other half start out at the top end of the right-hand straight, facing downward, same speed. Both groups race clockwise around a half-oval (through half the long curve, making a sharp right turn to race down the center straightaway). Thus, along the center stretch, the two halves will be driving head-on against each other! Those who survive the encounter continue out of the straightaway, again making a sharp right turn to return to the oval track and begin again, always moving clockwise. The first driver to make a certain number of laps (usually equal to the number of vehicles participating) wins.

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PLAYERS OF CAR WARS ON MAUI unite!! Let's get a club started. If this interests you, contact Cory at 808-669-0015.

YO! ALL YOU BIKER SCUM and duellists in Cowley, Butler, Summer or Elk Counties in KS contact Greg Mount, 912 Pearl, Winfield, KS 67156.

WANTED: U.S. DUELLIST TO correspond with on all aspects of duelling and the *Car Wars* world in general. Ian J. Brotzman, 153 St. Anthony's Drive, Chelmsford, Essex CM2 9EJ.

LOOKING FOR DUELLISTS who lurk in the HawaiiKai area in Honolulu. Write to Ming Chi, 7033 Niumalu lp., Honolulu, HI 96825.

ANYONE IN THE KENT-RAVENNA area: I am desperate for opponents. The ones I have are cheesecake. Contact Jim C. at 3558 Tallmadge Rd., Kent, OH 44240.

WANTED: ADQ 5/1 AND 4/1-4/4. will pay cash for good or bad shape. Contact Sean Edmison, 7255 Skylark Ln., Okalahoma City, OK 73162.

LOOKING FOR DUELLISTS TO FORM chapter in North Dakota. Contact Karl Schwols, RR5 Box 281, Devil's Lake, ND 58301.

MARYLAND AUTODUELLIST IS looking for a Junior High-aged pen pal on the West Coast. Write: Danny Manchester, 105 Lexington Drive, Silver Spring, MD 20901.

EXPERIENCED PLAYER SEEKS ANY duellists to form chapter in the DFW-Mid-cities area. Write to Rollin Kearley; 2900 Lanette Lane, Arlington, Tx 76010.

WANTED: AADA MEMBERS to form chapter in Tyler. Former Smith County

Avengers especially welcome. Contact Willie Killian, Rt 17, Box 874, Tyler Tx, 75704. Phone: 597-1658.

ATTENTION: THREE DUELLISTS looking to join or form a chapter of the AADA in the Fresno region. Please contact Chris Baxter, 278 West Deodar, Lemoore, CA 93245.

WANTED: ADQS VOL. 1/1-2/4 FOR reasonable cost. Contact: Randle R. Frick, "Specialty Motors", 3714 East I Street, Tacoma, WA 98404, (206) 474-5311.

ATTENTION FREEDOM FIGHTERS and urban guerrillas. It's time we band together and inflict some serious damage. Contact Aardvark, 4205 Spanish Wells Dr., Oklahoma City, OK 73122.

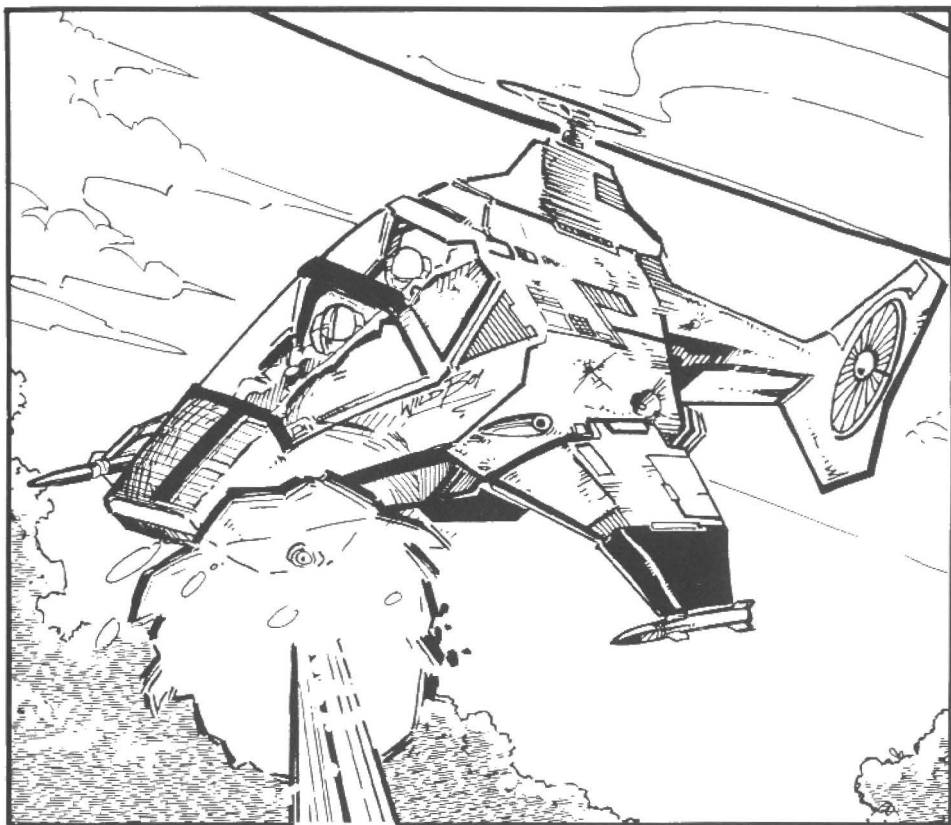
WANTED: AUSTIN AUTODUELLISTS to form new AADA chapter. Also pen-pals to

swap gadgets and information with. Contact Johnny Haines, 11902 Conann Court, Austin, TX 78753.

ATTENTION FELLOW DUELLISTS IN the New Orleans, Metairie, Kenner area! We are looking for some REAL duellists to start a local chapter or just to be a victim, er, opponent. Please contact John 'Slammer' Blake, 4949 Zenith St., Metairie, LA 70001.

HELLO? IS THERE ANYBODY OUT there? Where are you people? I am going crazy out here. Look, if anyone out here wants to start an AADA club, PLEASE contact me: Evan Milewski, Strykers Road, Florida, MA 01247.

I'M LOOKING FOR DUELLISTS IN the Columbia area to start an AADA chapter. Contact Peter Schauer, RR2 Box 266, Boonville, MO 65233.



AADA News

Good evening, sports fans!

The big news is, of course, the AADA World Championships, held in a three-dimensional, large scale Hammer Downs. Did Montgomery win again? Is there a new World Champion? What was the body count? The answers are all there in our detailed, blow-by-blow report of the largest World Championship ever held. Check it out!

In other news, we've got the Regional Champions, listed below in no particular order.

Southern California — Mike Lowery
Northwest — Dmitri Ashling
Great Plains — Tim Jacques
Free Oil States — Ken Scott
Southeast — Mike Korn
Midwest — Pete Hallenberg
Northeast — Christian J. Alipounarian

England — John Davies

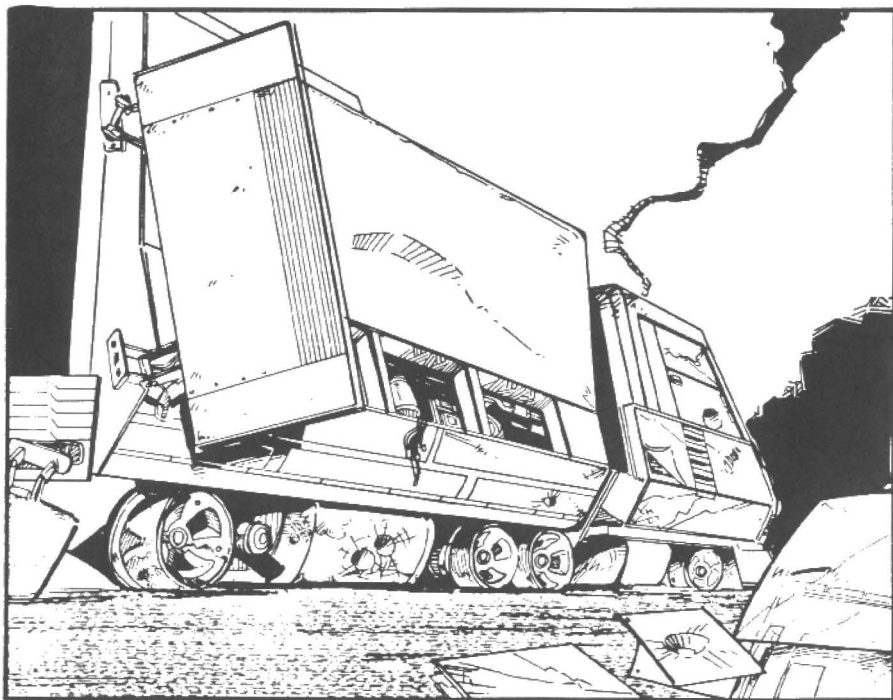
Thanks and congratulations to all the regional and club champions (too numerous to mention), and to everyone who participated in the 2038 World Championships.

While there were some very memorable duels in this year's regional and club championships, some of you may have noticed that the regionals were slightly disorganized. This was primarily due to my inexperience in handling such things. [Ed. note: *Don't take all the credit, Ben — I screwed up, too —SMB.*] Some regionals were held on extremely short notice, and others were changed at the last minute. I am sorry for any inconvenience this may have caused, but now I've got the hang of it and next year's should go smoothly. If anything got overlooked in all the confusion (a club champion that didn't get his gift certificate, for example), write a letter and we will get it taken care of.

Don't forget! It's not too early to start thinking about next year's championship season. Start putting in your bid to hold a regional now!

May you never forget to pack the chute in your ejection seat, and I'll see you next issue.

—Ben Ellinger

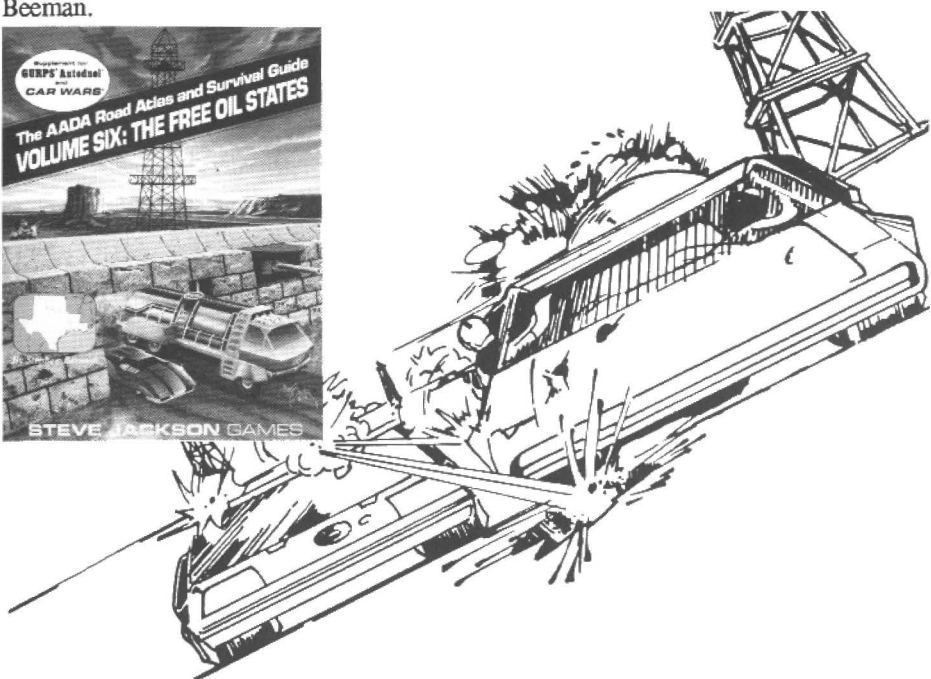
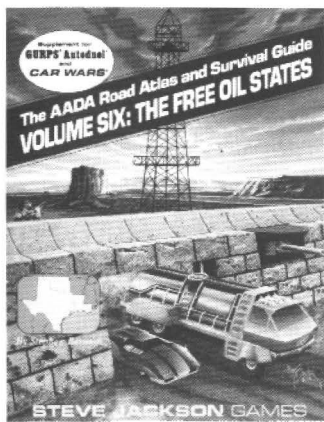


THE AADA ROAD ATLAS and SURVIVAL GUIDE VOLUME SIX: THE FREE OIL STATES

More exciting information from the AADA in Volume 6 of the *AADA Road Atlas and Survival Guide*. Find out the truth about the political wheeling-and-dealing that goes on between Louisiana, Oklahoma and Texas. Just how close is the Border War, and who will win? Learn about life on the road in the detailed section on the Brotherhood. You'll also find out the wise custom of the "road howdy." Also included are three mini-scenarios to give you the flavor of adventuring in the great nation of Texas.

In the complete adventure, "Thirty Seconds Over New Orleans," you must help the residents of a small company town escape the control of a power-hungry fanatic. Then can you stop Reverend Wright before he takes over New Orleans . . . and possibly the whole world?

The *The AADA Road Atlas And Survival Guide Volume Six: The Free Oil States* is a 64-page supplement for both *GURPS Autoduel* and *Car Wars*, written by Stephen Beeman.



The entire *The 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:

STEVE JACKSON GAMES
BOX 18957-T AUSTIN, TX 78760

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Rookie of the Year Wins World Championship

The 2038 American Autoduelling Association World Championship, sponsored by Uncle Albert and Hudson Manufacturing, is complete. The event was held in three separate rounds with three separate division levels, starting with a Division 10 duel in the New Boston Autoduelling Arena.

The Prelims

The 55 first-round competitors were divided into six-man arenas; each vehicle started at a dead stop with its back to New Boston's central pillar. The winner in each arena was the first car to score two complete kills. The action went quickly — some high-lights include an out-of-control car spearing itself on a sharp corner, and one competitor staying in his burning car just long enough to get his second kill.

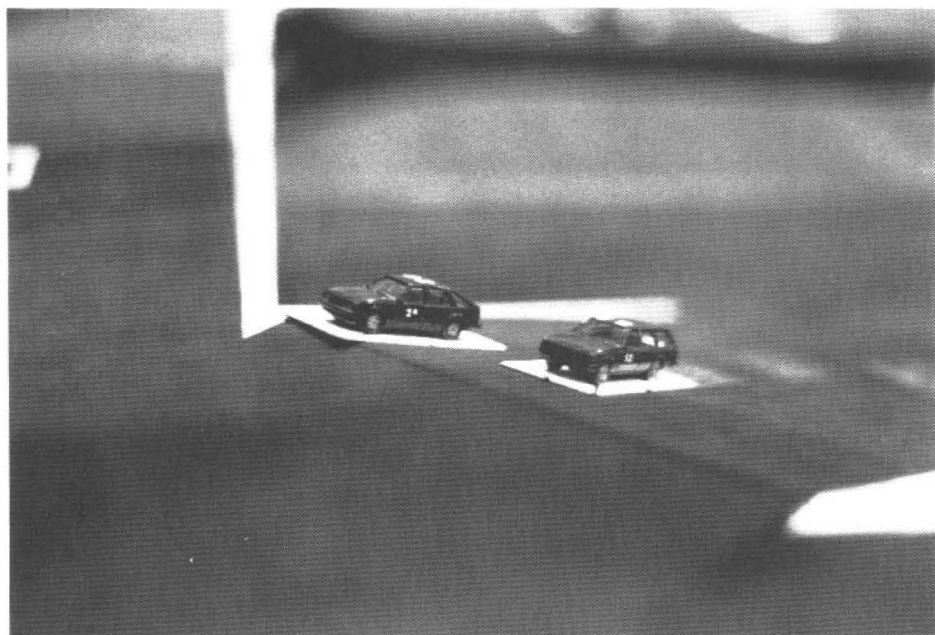
Winning designs included: Ken Tabor's *Little Richard*, a compact with twin rocket launchers; Tim Carrol's *Venom*, a compact

with a high-temperature HD flamethrower; and Don Jacques' *Is It Possible?*, a mid-sized with a blast cannon.

Club champions and first-round winners advanced to the Division 20 duel in the Double Drum, where they were split up into three eight-car arenas. The first vehicle to exit the arena, after circling the center pillar at the far end of the Double Drum, was the winner; the second place finishers competed again to provide a fourth second-round victor.

With \$20,000 to build a racing vehicle, over 75% of the competitors used gas engines, and the winners were usually travelling in excess of 150 mph. Pure speed was not the sole key to success. In a breathtaking climax, one speedster *exploded* a mere 10 feet from the finish line, allowing a slower car to pick up the win!

Still, the winning designs are some of the fastest cars we've ever seen: Fred Dobratz's *Inferior Firepower*, a compact with no



Last year's 1st and 2nd place finishers Tim Ray (left) and Mike Montgomery (right) pace each other up the ramp to Hammer Downs' top deck.



The Corner of Death, where seven competitors met their dooms.

weapons and nitrous oxide); Jeff Boe's *Speedmobile*, a compact with a top speed of 185 mph; Tim Ray's *Butterfly*, a sedan with a flamecloud gas streamer and extra magazines; and Andy Egan's *Nomad Special*, a mid-sized with 30/35 acceleration.

These four at-large qualifiers, nine regional champions, and last year's world champion made for a packed final round — a Division 30 duel in a three-dimensional, 2.5x scale version of the world-famous Hammer Downs.

The Main Event

The victory conditions for the final round were a little complex — one tournament official did nothing but keep score! Victory was based on points, which were awarded for a variety of accomplishments: making jumps, for 1 to 16 points each; damaging a vehicle in mid-jump, for 2 points; destroying opponents' mobility and/or firepower, for 4 points apiece; crossing seven checkpoints on the floor, for 2 points each; and damaging four targets on the walls, for 2 points each. To encourage high speeds and jumps, the points awarded for everything (except jumps) were doubled after the first jump and tripled after the next. These ground rules were handed out only at the con-

vention; all the competitors had less than two days to construct their vehicles.

The event began with surprisingly little violence, as the competitors concentrated on making jumps and shooting targets. A notable exception was Tim Jacques, who opened fire immediately, hitting Mike Montgomery with a lucky blast cannon shot from across the arena. Jacques eventually hit Montgomery five times, but, true to its name, the Tank Mobile sluffed the shells off.

Most of the competitors quickly went to the upper level to make more of the all-important jumps. But, as James Alan found out, the jumps weren't going to be easy. Alan had to face mines on the lower ramps, oil on the upper ramps and flameclouds floating in the air *between* the ramps. He lost control when he landed, but managed to stay on the ramp. He then hit three consecutive flameclouds (courtesy of Tim Ray) and two TDX mines. After an amazing series of rolls on the Crash Tables, Alan fishtailed madly but avoided rolling or even spinning out, all at 80 mph! Tim Ray attempted to finish Alan off with a heavy pistol, but the fire he shot had three points left — just enough. Alan's amazing driving was not enough, however, as he drove into the

Corner of Death: In one of the upper level corners, seven of the fourteen competitors (Davies, Ashling, Alan, Boe, Lowery, Montgomery and Jacques) died over the course of the arena.

Davies was the first victim sucked into the Corner of Death. Immobilized with his only weapons towards the wall, Davies was declared a kill — but, like its namesake, the *Phoenix* rose again, as a collision jarred him loose from the wall and brought his guns to bear. Later, Ashling rolled and landed on his side, but continued to fight. Boe and Alan killed each other in a ram — as did the rivals Lowery and Montgomery in a 200 mph head-on collision.

The beautiful 3-D model caught several eyes, and the tournament had quite an audience. Still, the event was orderly and fast-paced, and there were few rules arguments. The arena was called on time in the 14th second after 347 points had been scored — just 3 points short of the scheduled end of the arena.

When the dust finally cleared, the standings were:

First Place Jeff Boe (53 pts)

A member of the RCADA and an at-large

qualifier, this is only the fifth arena he has competed in, earning him the AADA Rookie of the Year award. He won in car #27, *Double Trouble*.

Double Trouble — Sedan, x-hvy. chassis, large power plant w/PlatCats and SuperCons, hvy. suspension, 2 SB solid tires front, 2 solid tires back, driver, gunner, high-intensity laser right, OG front w/extra mag (one load paint, other load oil), HRSWC from gunner to laser, SWC from driver to OG, mag switch for OG, spoiler, 1 SkD, 4 FcD (linked). Armor (metal/plastic): F6/9 (ramplate), R8/10, L6/7, B6/9, T0/2, U0/4, two 10-pt WHs front, two 1-pt WHs back, two 9-pt WGs back. Acceleration 5, HC 3; 6,115 lbs., \$29,416.

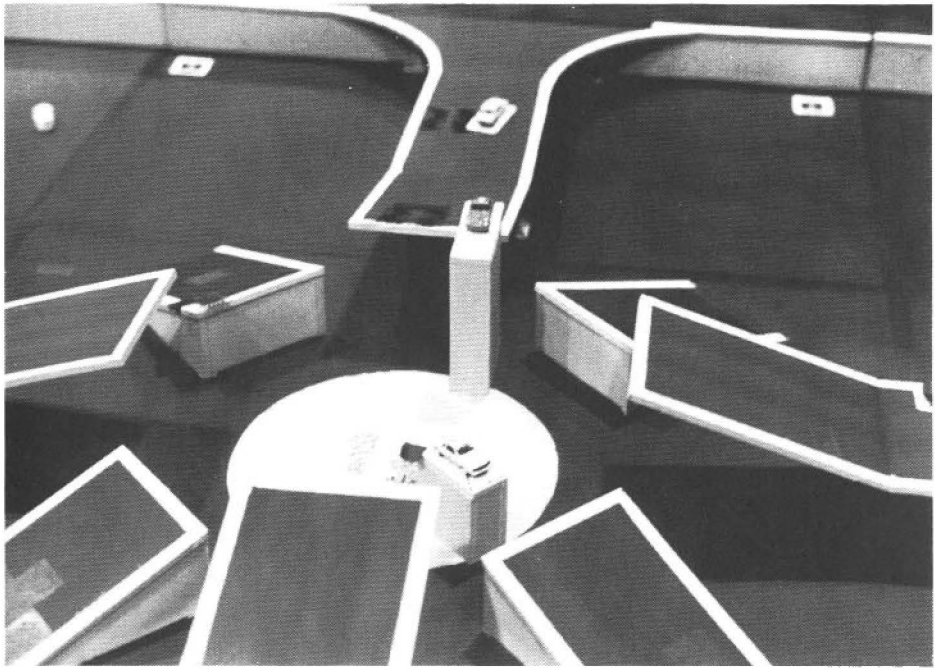
Second Place Andy Egan (52 pts)

A member of the MADA and an at-large qualifier, he has 23 kills, is a Death Eagle in the Boy Scout Commando Corps, and had never activated a clone until this event. Competing in his 2nd World Championship, he drove car #97, *Brittany*.

Brittany — Sedan w/CA frame, x-hvy. chassis, super power plant w/SuperCons and PlatCats, hvy. suspension, 4 SB solid tires, driver and gunner, 2 TDX MDs corner-mounted back left and right (linked), MG in



Scott Mercer judges a tricky situation in the corner.



James Alan in car #8 (upper center) braces himself to jump through mid-air flame clouds left by Jeff Boe (moving his car).

turret, HD shocks, spoiler, airdam, 3 SkDs. Armor: F50, R40, L40, B40, T25, U7, four 10-pt WGs, 10-pt CA around driver. Acceleration 10, HC 2; 5,688 lbs., 29,236.

Third Place Mike Lowery (41 pts)

A member of the NOMADS and the Southern California regional champion. The NOMADS are one of the oldest clubs in the AADA and are undefeated in team competition. Mike Lowery drove car #1, the *NOMAD Special II*.

NOMAD Special II — Sedan w/CA frame, x-hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver (10 pis CA), BC front (with extra mag), fire extinguisher, spoiler, airdam, HD shocks, SWC, 5 FcDs, 1 AP. Sloped armor (metal/plastic): F20/10, R5/35, L5/35, B0/30, T0/11, U0/10, four 10-pt WGs, two 10-pt WHs front, two 5-pt WHs back. Acceleration 5, HC 2; 6,114 lbs., S29,979.

4th Place Mike Montgomery (37 pts.)

A member of the RCADA and two time world champion, Mike is on his third clone. He drove car #52, the *Tank Mobile*.

Tank Mobile — Luxury w/CA frame, x-hvy. chassis, large power plant w/SuperCons, hvy.

suspension, 4 metal tires, driver, spoiler, HD shocks, passenger, MNR corner-mounted front-left, MNR corner-mounted back-right, MD back w/2 extra mags (loaded w/napalm mines), weapon timer. Sloped armor (metal/plastic): F12/0 (ramplate), R13/0, L13/0, B9/5, T0/30, U0/15, two 10-pt WGs rear, two 10-pt WHs front, 10-pt. FP CA around driver, passenger and each MNR. Acceleration 5, HC 3; 6,600 lbs., S28,735.

5th Place Ken Badger' Scott (31 pts)

A member of the RCADA and the Texas regional champion. He drove car #31, the *Anklyosaur*.

Anklyosaur — Exact design not available at press time. This compact featured a CA frame, a LL in a turret, 10 mph acceleration and lots of armor.

6th Place Steve Huntsberry (29 pts)

A member of the Marin Marauders and Northern California regional champion, this is his second appearance at the World Championships. He drove car #58, the *Piercer*.

Piercer — Not available at press time.

7th Place James Alan (27 pts)

A member of the CLOD and Midwest regional champion. He drove car #8, the *Slipshot*.

Slipshot — Sedan w/CA frame, x-hvy. chassis, large power plant w/PlatCats, hvy. suspension, 4 SB solid tires, driver, VMG in turret w/extra magazine and mag switch (one load HD, other load regular), OG left, SWC for VMG, fire extinguisher, HD shocks, spoiler, 4 IcDs. Armor (metal/plastic): F7/20, R5/15, L7/20, B4/15, T2/20, U0/10, four 10-pt WGs, four 5-pt WHs, 10-pt. CA around driver. Acceleration 5, HC 2; 6,114 lbs., \$29,628.

8th Place Fred Dobratz (21 pts)

A member of SPLAAT and an at-large qualifier. He drove car #75, the *Icarus*.

Icarus — Luxury, x-hvy. chassis, large power plant w/SuperCons, hvy. suspension, 2 metal tires front, 2 SB solid tires rear, driver, IRHILL in two-space turret, MD rear, spoiler, airdam, HD shocks, HD brakes, SWC, 3 SkDs, 4 FcD, 2 FoD, 1 PDG, 4 links. Sloped armor: F55, R30, L30, B40, T30, U23, two 9-pt WGs rear, two 10-pt WHs front, two 1-pt WHs rear, 10-pt. CA around each of power plant, driver and LL. Acceleration 5, HC 3; 6,600 lbs., \$27,496.

9th Place Pete Hallenberg (17 pts)

A member of Lex Talionis and the East Coast regional champion, in his second world championship, he drove #80, *Challenger 7*.

Challenger 7 — Luxury, x-hvy. chassis, large power plant w/SuperCons, hvy. suspension, driver, gunner, 4 SB solid tires, VFRP front w/extra magazine and mag switch (one load laser-guided, one load unguided, all rockets AP), IRTL front, laser guidance link, targeting computer, bumper trigger (fires unguided rockets), spoiler, HD shocks, 2 limpet beacons (carried as a single space of cargo), 4 PDGs, 5 SkDs, 5 links. Armor (LR metal/normal plastic): F12/0 (ramplate), R0/30, L0/30, B0/30, T0/5, U0/1, two 10-pt WHs front, two 10-pt WGs rear, 10-pt. CA around each of power plant, driver, gunner, cargo space and VFRP/TL. Acceleration 5, HC 3; 6,593 lbs., \$29,820.

10th Place Tim Ray (14 pts)

A member of the RCADA and at-large qualifier, Ray was the runner-up in last year's World Championship. Sponsored by Speedy Wombat Couriers Extraordinaire, he drove car #29, the *Wombat III*.

Wombat III — Exact design not available at press time. This car featured a turreted FCGS with 6 magazines.



Referee Ben Ellinger and Scorekeeper Scott Mercer (top) confer on a rules question while Fred Dobratz (lower right) moves his vehicle.



The 2038 AADA World Champions (bottom row, left to right): Jeff Boe, Andy Egan, Mike Lowery, Mike Montgomery and Ken Scott.

11th Place Andrew Buttery (9 pts)

A member of Aussie Impact and Australian National Champion, Buttery was playing in his second world championship. He drove car #11, the *Australia VI*.

Australia VI — Luxury, x-hvy. chassis, super power plant, hvy. suspension, 4 SB solid tires, driver, 2 MDs linked left and right w/prox-fused mines, FOJ back w/only 20 shots, MML in universal turret w/extra mag (mag only has 9 shots), HD shocks, HD brakes, spoiler, airdam, SWC, 2 links. Sloped FP armor: F40, R33, L33, B33, T31, U13, four 5-pt FP WGs, four 1-pt LR metal WGs. Acceleration 5, HC 2; 6,600 lbs., \$29,457.

12th Place (tie) Dimitri Ashling (8 pts)

A member of CODE and the Northwest regional champion, he drove car #69, *The Clone Arranger*.

The Clone Arranger — Luxury, x-hvy. chassis, large power plant w/SuperCons, hvy. suspension, 4 SB PR tires, driver, laser front, OJ back w/only 20 shots, spoiler, airdam, HD shocks, 4 PDGs, 11 links, fire extinguisher, SWC. Sloped armor: F60, R34, L34, B30, T9, U9, four 10-pt WGs, two 3-pt WHs front, two

2-pt WHs back, 10-pt. CA around each of driver and laser. Acceleration 5, HC 2; 6,600 lbs., \$28,452.

12th Place (tie) Tim Jacques (8 pts)

A member of the Lincoln Avengers and the Great Plains regional champion, out for revenge against Mike Montgomery. He drove car #40, *The Cornhusker*.

The Cornhusker — Pickup, x-hvy. chassis, super power plant, hvy. suspension, 4 solid tires, driver, BC front w/extra mag, active suspension, spoiler, airdam, HRSWC. Armor: F100, R40, T15, B40, L40, U14, four 10-pt WGs, four 5-pt WHs. Acceleration 5, HC 2; 7,794 lbs., \$29,478.

14th Place John Davies (4 pts)

A member of LEADA and the England national champion. He drove car #46, the *Phoenix*.

Phoenix — Not available at press time.

This year's AADA Tournament Committee (Stephen Beeman, Ben Ellinger, David Ladyman and Scott Mercer) would like to congratulate the winners and thank everyone who participated. Next year's World Championships will be held at Origins '89 in Los Angeles. We hope to see you there.

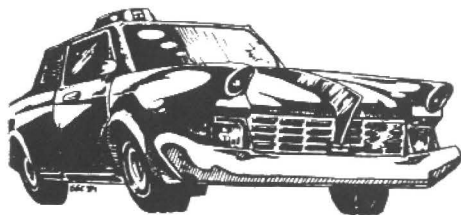
Backfire

I am in a slight quandary with regards to personal equipment. My players and I were going through one of my wilderness scenarios, and while they were packing all the gear they could fit (I have added a large amount of equipment, like field radios and rope), they came up with a slight problem. They stopped for a minute, went for a group caucus and came back with the disturbing news that there was no way on earth five grenades could fill up a backpack. What's worse, I actually agreed with them! I took them upstairs and we went through it. We were able to stuff six "grenades" (grapefruit) into an ordinary school backpack, close enough. But when we went into the frame pack, I fit a total of 12 in four pockets! And obviously there is no way to fit six M-16's in a frame pack — the encumbrance rules in DCW are awfully inconsistent.

—Jeff "Runamok" Martin
Evanston, IL

Mike Hurst, our staff reality expert, replies: "Well, I don't know about grapefruit, but in the Army my standard field load was an M-16 with 30 extra clips and a bayonet, six grenades, a claymore mine, a machete, a knife, a first-aid kit and a portable field radio — as well as an assortment of other gear not described in Car Wars." That's a total encumbrance of 31 grenade-equivalents!

The encumbrance rules for Car Wars have always been one of its least realistic points. Pedestrians are not a large part of the game — it is Car Wars, after all. Because of this, the encumbrance rules, and indeed all the rules regarding pedestrians, are unrealistic but



simple. If the system is unacceptable to you, use a different one. There is even a good chance that we will print a variant encumbrance system in the future, but no promises.

—BDE (and Mike Hurst)

A couple of points arise from issue 6/2:

1. Banning CA frames from AADA duels because they're "too dangerous"? (Ben Ellinger, p.48). Duel cars have enough firepower to level half a city block. I think the rationale is as unacceptable as the ruling. It is the designer's place to assess the acceptability of the risk, not the AADA's.

2. LAWs in cars (Stephen Beeman, p.48 again) — yes, LAWs (M72s) have a prohibitive backblast. Armbrusts don't. In the world of 2038, fighting is a way of life for everyone, not just highly-trained soldiers. Mom on her way to K-Mart doesn't want to worry about backblasts, so manufacturers will design it out of the weapon. If you want a catchphrase for this philosophy, try "consumer firepower."

—Ian J. Brotzman
LEADA

Actually, I said that racing bodies were not allowed — CA frames are okay. But wait, you say, why are racing bodies not allowed if CA frames are? Well, the official AADA answer is because the racing bodies are too dangerous. However, as many duellists suspect, the real reason is that these car types are just too effective. The prohibition is actually based on game-balance, not safety.

You have an excellent point about LAWs. Since LAW just stands for light anti-armor weapon, just assume that Car Wars' LAWs are similar to Armbrusts and have no backblast.

—BDE

The boss steps in: However, comparing the performance of Car Wars weapons to modern-day equipment is a course of action fraught with perils, not to be undertaken lightly. Car Wars' LAWs are not Armbrusts — they are one-shot, 2-die handweapons with a to-hit of 8. They have no backblast because the game does not simulate the effects of backblast. "Consumer firepower" is simply a rationale for the no-backblast rule — just like "safety regulations" is simply a rationale for the no-racecars rule.

—SMB

TO: Those who control ARF

Hello. You have never heard of me, but I am one of your worst nightmares come true. I, alone, have destroyed 250 ARF vehicles, 8 times as many ARF agents, and single-handedly caused over 10 million dollars worth of damage to the ARF. It is impossible to eliminate me. I WILL destroy you and your Illuminati friends. I know you are using the ARF like you have used all the others throughout history with your feeble attempts to conquer the world. I, and other Illuminati hunters, will stop you.

Your sworn enemy,
The Wraith

P.S. I will not return your smartcards. They look nice on my car as kill stickers.

Wow . . . I didn't even know that many ARF agents existed.

—BDE

In response to the Disgusted Duellist in the *Backfire* of 6/2:

Personally, I don't think that autoduelling is getting too dangerous. Sure, if Uncle Al comes out with nukes then it's getting a little extreme, but if the autoduellist who would kill you can have an X-ray laser, so can you. And to Uncle Al: I love your gadgets.

—Anonymous Duellist

Uncle Al agrees with you and thanks you wholeheartedly. Now, in the next issue of ADQ, watch for Neutron Guns, T-Bombs and Thermal Detonators. All this and more . . .

—BDE

On Gas Engines:

Yes, they are more powerful. That's a feature of the game: Some devices are superior to others, which is why you don't see too many AT guns floating around. Besides, space, fire, maintenance and high fuel cost are serious drawbacks. You might see gas engines in the occasional arena, and so be it, but you will hardly ever see them on Interstate 91. The gas engine is superior to the electric in terms of speed, load and acceleration, but what do you expect from a battery on wheels anyway?

—Brian Julin
Holyoke, MA

I agree. Even when all the aspects of a weapon are taken into consideration, not all

weapons will be equal. But every item should still have some use — the AT gun is generally not worth buying, but it is the cheapest repeating 3-dice weapon in the game.

We felt that electric engines needed some advantages. We didn't try to make them exactly equal to gas engines — the two types are fairly well balanced as is. But since we improved gas engines (with the new top speed rules), electric technology needed to advance as well.

—BDE

Congratulations on inventing heat seeking rockets. By allowing infrared targeting lasers, you imply that IR laser-guided rockets also exist. But since an IR laser emits what we call heat, these rockets would also be heat seeking. Although IR targeting lasers would emit one frequency, there would be other IR sources that would emit a wide range of frequencies and would be potentially "brighter" than the IR laser (such as rocket exhaust, flares, and fires).

We have outlawed IR targeting lasers in all our duels to maintain play balance. Please reconsider allowing IR laser guidance of rockets for the safety and sanity of all duellists.

—James B. Simpson
Regina, Saskatchewan
Canada

Actually, IR laser guidance and heat seeking are two completely different things. An IR laser does not emit "what we call heat" — it emits what we call light. This light is monochromatic and phase-aligned, which is why the guided rockets can home in on it. IR-guided rockets no more home in on hot objects than regular laser-guided rockets home in on searchlights. But that's reality — something that Car Wars doesn't worry too much about. IR lasers provide a neat game effect, so we use them. If you don't like the effect, don't use them — that's your right.

As for defenses, try these two neat tricks the next time you duel. Put about 10 to 15 points of metal on the side with your biggest weapon — I know you'll have to skip elsewhere, but it's worth it. Get a backpack full of limpet beacons — throw them out at the right time and that laser-guided Grand Slam is going to feel mighty silly.

—BDE

ADQ&A

1) Metal tires are described as having 20 DP (4 rubber, 16 metal). Does this mean that the metal part of the tire must be blown off like metal armor?

2) How many solar panels can a vehicle carry?

—Pat Haramoto
Seattle, WA

1) *Okay. Last time. Everybody listening? NO! The only difference between the first four DP and the remaining 21 is the loss of HC. And, by the way, it's now 25 DP rather than 20.*

2) *Each solar panel replaces one turret. A vehicle may carry as many solar panels as it can carry one-space turrets.*

—BDE

1) Can an ejection seat be put on a cycle?

2) What about a safety seat?

3) Can the drag chute be put on a non-racing vehicle? What about non-gas powered?

4) Can the mini-rocket platform hold an anti-power plant rocket?

5) Can incendiary rockets be armor piercing?

6) Can a zero-space turret be universal?

7) Does a FOJ cause a D3 hazard, or add D3 to a maneuver when run over?

8) Would a car hitting a flame cloud take just a D2 hazard or the D2 plus a separate hazard for the 1d-1 to each side, or take the two together?

9) If an FCGS takes 2 spaces then how could the Burner's turreted sidecar (from the *AADA Vehicle Guide, Vol. 2*) have an FCGS and extra magazine in a 2 space cycle-turret sidecar?

10) Can a RL flare round be made armor piercing?

11) Wouldn't the junk in the JD vary the damage it does to tires? i.e. glass shards as opposed to crumpled paper.

12) What damage (if any) do metal tires take from a DSP?

—Noel Hendrickson
San Jose, CA

1) *Yes.*

2) *Yes.*

3) *Yes and yes.*

4) *No — the mini rocket platform may only hold half- or third-space rockets.*

5) *No! (Eeek!)*

6) *Yes, if that's the way you want to spend your money.*

7) *It just adds a D3 to any maneuver or hazard. There is no hazard from the flame damage.*

8) *Just a D2.*

9) *Extra magazines don't count toward turret spaces, and the CTS has an additional space in the body beneath the turret.*

10) *No. (Why?)*

11) *It's generic junk.*

12) *Metal tires act like solids with respect to dropped weapons.*

—BDE

1) If I have a driver and a gunner, the **DCW** Damage Location Chart (p.18) shows them to be side by side for purposes of being hit from the front or back, but all objects can be hit equally easily from the side. Is it possible to designate that the gunner sits behind the driver so that fire coming in from the front must kill the driver before the gunner is exposed?

2) Does everything except the PP, driver, and gunner have to be put in the cargo area for purposes of damage location? Is it possible to have some item at the front of the car so that fire coming in the front would hit this item before the driver (i.e. the VW front loading trunk concept)?

3) If I have 3 items in the cargo area (tire, passenger and box of grenades), a driver, and a power plant, do I select between five items when fire comes in from the side, or do I randomly select again between the three items in the cargo area?

4) If I have a mini-safe in the cargo area and fire comes in from the side, if the cargo area is selected but the mini-safe is missed, does the fire just pass on to the other side of the car?

5) Relating to the question about the three items in the cargo area, if the car is T-boned in the side, does the damage spread evenly among the five items?

6) Are mini-safes treated special in any way for purposes of a collision?

7) How are dropped weapons placed (exactly)?

8) What exactly can you do with a weapons timer and a dropped weapon?

—Mike Montgomery
Austin, Texas

1-3&5) This is a rules clarification, and is official:

After getting through armor and weapons mounted to the appropriate side, there are three (and only three) possible internal locations. These are crew compartment, power plant, and cargo. Power plant is your primary power plant or gas engine. Crew compartment is any driver, gunner or passenger — any human being in the car. Cargo is everything else. These three locations may be placed in any order from front to back (not side by side). The location of drivers, gunners, and passengers must still be stated for determining their firing arcs.

When a weapon penetrates from the front or back, the damage goes to each internal location in order. Only one actual item in each location can be damaged by a single shot. When a weapon penetrates from the side, roll randomly to see which of the three locations is hit. Re-roll any nonexistent location. A location that is destroyed (such as a destroyed PP) is still a location which damage can hit and pass through. A car with any unused space *does* have a cargo location, even if it doesn't have any actual cargo. A cupola gunner is *not* in the crew compartment, and is hit as part of the turret.

In a collision from the front or back, all damage is divided by the number of individual items in that location and applied separately. Any remaining damage goes on to the next location. In a side collision, the damage is first divided by the number of internal locations and then is divided equally among the items in each location. Empty cargo space (or a previously destroyed location) still counts as a location — all of its damage just passes through to the opposite side.

For vehicles with 10 armor locations, each section (front and back) can have a separate cargo and crew compartment area.

4&6) Yes. No. Mini-safes are no longer official, but a variant. They are not allowed in tournament play.

7) Okay. Again, this is official and supersedes other rulings. If a car is moving and uses a dropped weapon, the counter is aligned with the car. Where the front of the counter is

placed depends on where the weapon is mounted.

*Front: Centered, aligned with front of car
Front-corner: As front, but ½" off to the side*

Underbody (or Top): Centered, with front of counter in the center of the car

Side: As underbody, but ½" off to the side

Back: Centered, aligned with rear of car

Back-corner: As back, but ½" off to the side

If the car is moving in reverse, reverse the "front" and "back" designations above.

If the car is stationary, rear mounted weapons remain the same, side mounted weapons are placed straight out from the side of the car, front mounted weapons are placed straight out from the front of the car, top/underbody mounted weapons are centered on the car, and corner-mounts are placed diagonally out from their corners.

If the weapon is in a turret, the counter may be placed as if it were mounted on any of the above locations.

The smoke cloud from a flamethrower is always aligned along the line of fire.

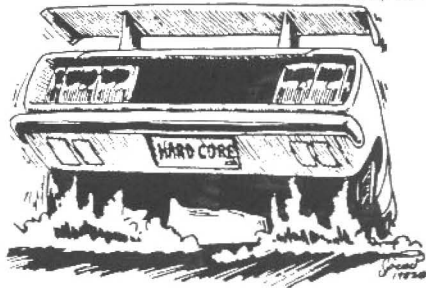
A gas streamer is placed straight out from its location, or at a 45° angle for corner mounts. A gas streamer in a turret may fire at any angle.

8) With a weapons timer, any weapon set on automatic does not have to fire every phase or movement. The timer can set which phases (or movements) that it fires on. This pattern can be of any type, but a single weapons timer can only have one pattern at a time. Switching between two timers is a firing action.

—BDE

A few people I know have decided to use two targeting lasers, one IR (to target through smoke and paint), and one normal (to target through hot objects). Is this legal?

—Noel Hendrickson
San Jose, CA



Yes, but each individual rocket can only be tuned to one of the lasers — which laser guides each rocket must be specified when the rockets are purchased.

—BDE

Can you mount a cluster bomb (or any other sort of bomb) on the underside of your car (to be used in the middle of a jump)?

—Doug Ingebretsen
Jackson, MS

No.

—BDE

1) Can an oilgun mix oil and paint loads in the same magazine?

2) In a collision with a burning object, what is the fire modifier and burn duration of the object?

—Sean Wadey
Lakewood, CA

1) Yes.

2) Burn modifier 2, burn duration 1. This is applied every turn you are in contact with the object. Thus, the first turn the modifier is 2; the second turn it is 4; and it remains 4 until the car moves away from the flaming wreck, at which time the burn modifier is a 2 for one more turn.

—BDE

1) What is the fire modifier for a medium laser?

2) If a vehicle with a component armored gas engine catches on fire, does the vehicle have the normal chance to explode?

—Brian Cantwell
Gatesville, TX

1) 1 (duration 0).

2) Yes.

—BDE

How many power units do the various lasers take?

—Ming Chi
Honolulu, HI

TL takes 0, LL and ML take 1, L and TwL take 2, HL takes 3, XL takes 4, and an HXL takes 5. A laser battery now has 100 power units, usable only for firing lasers.

—BDE

How do six-wheeled chassis work?

—Brent W. York
Cookeville, TN

You can either place the tires side by side or one in front of the other. In the first case, one wheelguard and one wheelhub protect both, but any excess damage on the outer tire (when shot at from the side) goes to the inner tire. In the second case, two separate wheelguards and wheelhubs are required, and excess damage only goes on to the next tire if fired at from the rear (or front).

—BDE

Can HD shocks be used with active suspension?

—Greg Mount
Winfield, KS

Yes.

—BDE

If a weapon does 1D-2 damage, can it do 0 points?

—Peter Schauer
Boonville, MO

If a pedestrian is hit by weapons fire (not fists or baseball bats), he takes at least one point of damage. Other than that situation, a weapon can do 0 points of damage (which is not a hazard, doesn't force a control roll and doesn't confer a burn modifier).

—BDE

What happens to a trailer hitch in a collision?

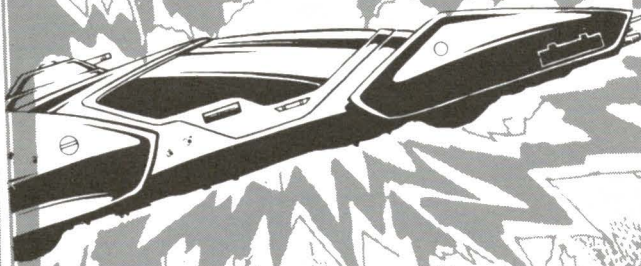
—Roscoe Wilberforce III
Ergomania, CA

First, assess the collision normally, using the total weight of the tower-trailer combination to determine the DM. If the combination slowed down in the collision, then find the amount by which the pair decelerated. Apply ram damage at this speed to both the tongue and the hitch. Excess hitch damage goes to the back armor of the tower; excess tongue damage goes to the front armor of the trailer. Hitch armor will not protect against this damage, though it will absorb the excess damage before other armor.

—SMB

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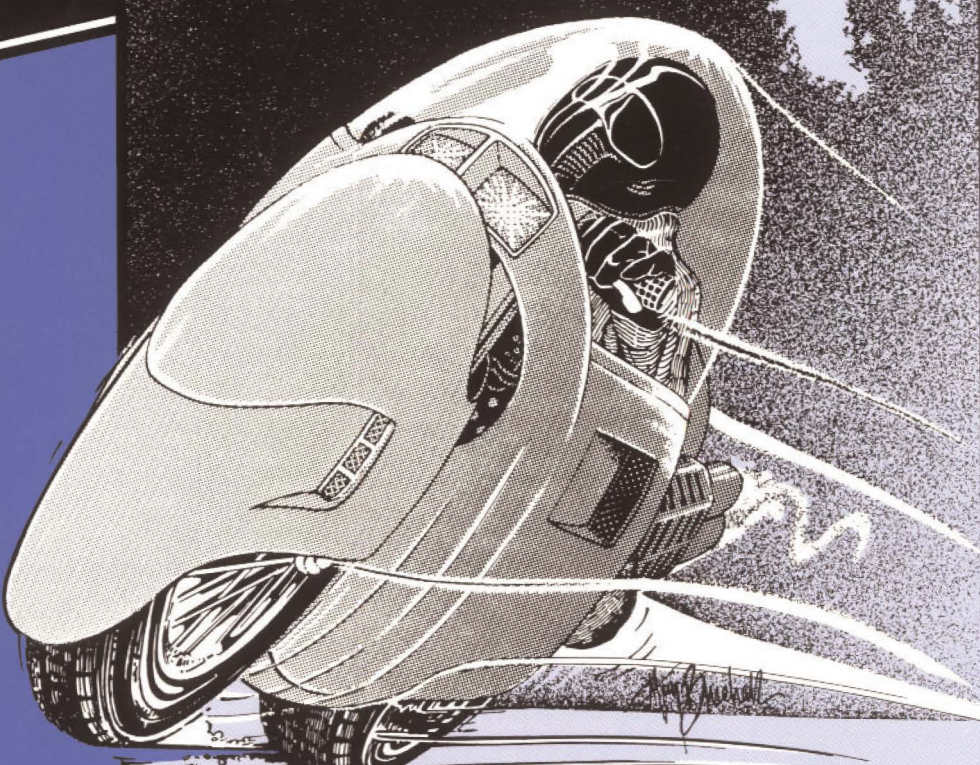
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