

**A
D
Q**



**FULL MOON
OVER
MIDVILLE**



**Autoduel
Quarterly**
The *CAR WARS* Magazine

**\$3.50
Vol. 7, No. 4**

**In This Issue: Hollywood Bowl • Cybernetics
in *CAR WARS* • Death From Above • and more**

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Winter 2039

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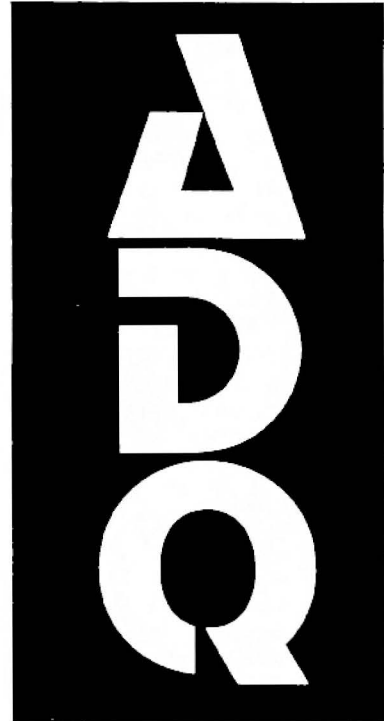
Steve Jackson Games 3,13, 15, 25, 27, back cover

DESIGNS IN THIS ISSUE

Mike Montesano: 22, Stowaway. John Gjertsen: 22, Blackout and Burning Midnight.

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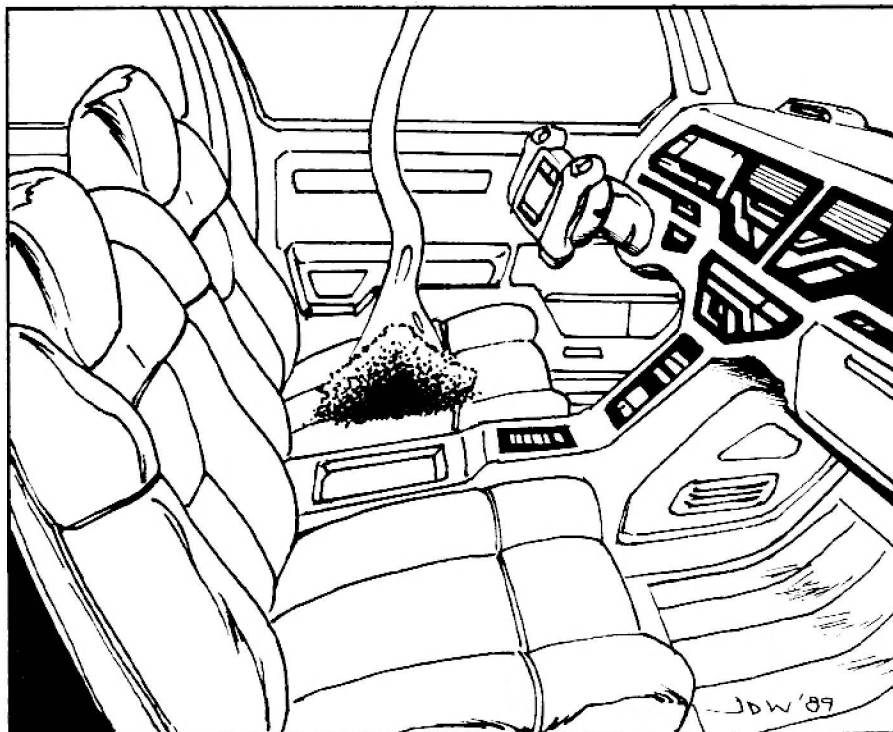
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THE DRIVER'S SEAT

Hello. I'm Teresa Laman, your new editor. For those of you who are concerned about or even afraid of having a woman "in the driver's seat", remember not all us are bad drivers! As far as what I intend to do with *ADQ*, read on. This issue's cover story is *Full Moon Over Midville*, a piece of autoduel fiction by David N. Searle. There is a mini-scenario for boats, planes and microplanes, a cybernetics article, an arena, ob-racing contest winners plus much more. All of the regular features are still here – not much has changed. If you have any suggestions or comments please feel free to write. I'll answer all letters with a SASE promptly.

What's New?

Midville should be on the shelves by the time you read this. Included in this *Car Wars* supplement are four 21" x 32" geomorphic maps. Two of them are the "East Midville" maps, the other two fit the north side of the combined maps. Also included are a 32-page rule book, new scenarios, new color counters and descriptions of who's who in *Midville*.



Muskogee Mayhem should also be on the shelves by now. This is a 24-page supplement that contains rules about the famous theme park and a map of the race track. There are many new scenarios as well as new counters.

Car Wars Compendium has been revised! In the second edition, the rules have been clarified (a few have been changed) and the errata has been fixed to the best of our abilities. If it's not already available at Waldenbooks or game stores everywhere, it should be soon. Rush out and buy your copy now so you're ready for the AADA World Championships in June.

AADA World Championships

Speaking of the World Championship, this year's events will be held by SJ Games at Origins '90 on June 28 – July 1 at the Atlanta Hilton and Towers in Atlanta, GA. For more detailed information about the championship's rules and schedule, check out *AADA News* on p. 5.

Contests

We have two new contests to announce in this issue. Details about each of the contests follow.

Winningest Duellist

To help support all of those duellists who make long road trips all over the country out of love for the sport, we present this new award. Anyone who competes in an AADA-sponsored event and places in the top three can earn points toward this award.

Every time you win a certificate for first, second or third place send a photocopy to David N. Searle c/o Steve Jackson Games. First place scores five points, second place three points and third place two points. The duellist with the most points by Origins '90 (June 28 – July 1 at the Atlanta Hilton and Towers in Atlanta, GA) will win! It's that simple! There is no limit to the number of events you can win, just have the name of the event, the signature of the referee and the date of the event written on the photocopy. You do not have to be an AADA member to win.

The winner will receive mention in *ADQ*, a nice trophy, and probably some other exciting and useless gift.

Winningest Club

Here is a chance for your AADA chapter to become famous – even more so than it already is. Once per month your club may duel another official AADA chapter for points. The winner of the duel gets three points, the loser gets one point. Chapters may compete more than once per month, but they are not eligible for points until 30 days after their last duel. For example, if the NOMADS battled the RCADA on the first of the month and won, they would get three points and the RCADA would get one. Now let's say the NOMADS duel the CARDS on the 12th of the month and win again. They would get no points, but the CARDS would get one point. The club with the highest point total by Origins '90 wins a nice trophy and a year's extension to their charter, as well as the admiration of clubs everywhere.

Good luck.

– Teresa S. Laman

They're Not Just Clowning Around!

“Pistol” Pete Hendricks welcomes you to the Muskogee Fairground and Family Emporium, eastern Oklahoma’s premier tourist attraction! There’s something for everyone here:

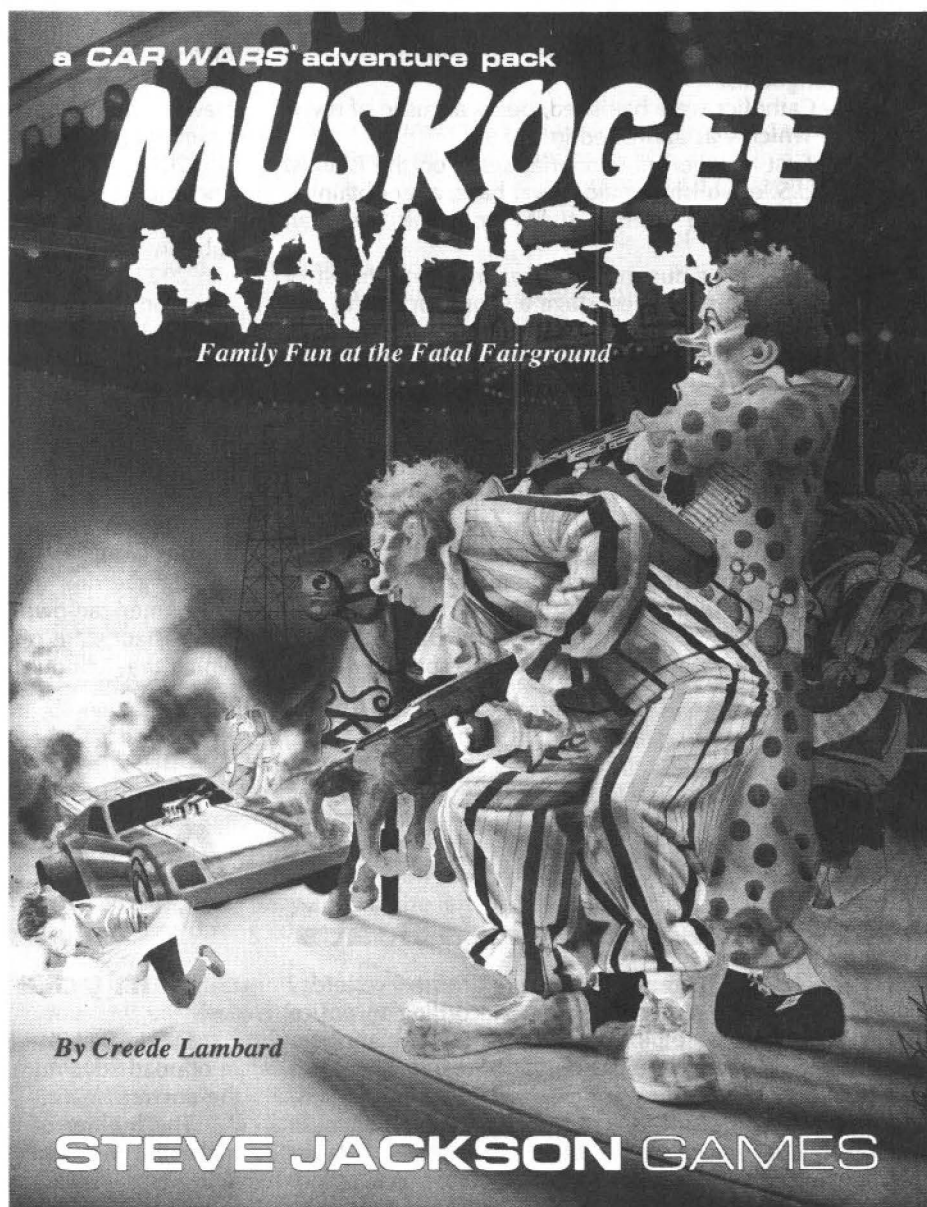
Racing and duelling fans come to the Fairground Racetrack, the largest independent track in North America. You’ve seen them on MuskogeeVision — now experience the power of gas-engine racing for yourself!

You’re into obstacle racing? You’re in luck — the Fairground has the world’s first themed obstacle race, “Great Moments in Oklahoma Hisory.”

Want a place to bring the family? The Family Emporium has everything from twin Ferris wheels and a carousel to the Big Green Monster roller coaster to the Virtual Arena™. “Pistol” Pete’s restaurants are the best in the state, and the dance floor is open every night.

Of course, you may also find bandits, thieves, screaming mothers-in-law, homicidal hitchhikers, cycle gangs, ARFs and killer clowns . . . but we *did* say Muskogee had something for *everyone*.

Muskogee Mayhem is a *Car Wars* adventure pack, consisting of a 24-page rulebook, 88 full-color counters and *four* 21”×32” maps which fit together to form a giant 42”×64” racetrack/duelling arena.



STEVE JACKSON GAMES

Newswatch

History of Hawaii

1778 – The British ship H.M.S. Bounty accidentally discovers the Hawaiian Islands.

1787-1795 – King Kamehameha I unified the separate Hawaiian Kingdoms.

1839 – Catholics were banished, being accused of reviving idolatry which was abolished in 1819.

1850 – First Mormon missionaries settle on the islands.

1887 – U.S. establishes major naval base, after obtaining exclusive docking and coaling rights from the Hawaiian government.

1893 – A small group of American residents (most of which are sons of missionaries) stage a short, successful and nearly bloodless revolution. They overthrow the existing kingdom and establish the Republic of Hawaii. Five years later, the United States annexes the islands.

1941 – Japanese forces initiate a sneak attack on the naval facilities at Pearl Harbor, causing extensive damage to America's Pacific fleet. The U.S. is fortunate as its aircraft carriers are out to sea at the time of the attack. A rumored invasion of the main islands never materializes.

1959 – Hawaii becomes the 50th state.

2000 – Hawaii becomes one of the major tourist centers of the world. Japanese investors buy 75% of the real estate, skyrocketing property taxes and rent. Native Hawaiians and Americans become irate towards outsiders, especially those from Asia.

2012 – During the Short War, Pearl Harbor once again becomes the target of outside aggression. The Islands are targeted by several ICBM and cruise missiles but SDI satellites manage to shield the islands perfectly. Even though Hawaii is not touched, it will be the last straw for many island natives. Extremist groups form by the end of the year.

2018 – The Dark Years are hard on the islands as starvation and disease take their toll. Rumors of biological warfare used by the Russians (some claim the Japanese) are never substantiated.

2023 – The Japanese Protectorate stakes an economic claim on the Islands and start to invest billions of dollars in the local economy. Within three years, they will own almost 87% of the real estate and have a firm grip on the local economy.

2035 – *Car Wars* is released to the general public.

2039 – Experts claim that Hawaii is no longer a state, but an economic outpost of the Japanese Protectorate. Only the richest of the rich live here and the average person is nothing more than cheap labor (almost like Oklahoma). Various groups wanting the Japanese to leave are in a never-ending guerrilla war for independence. Pearl Harbor is the only American-owned property left on Oahu. Several of the outer islands are owned by large mainland corporations on which they conduct secret research and development.

– Timothy Jacques and Michael Hurst

Fifty Years Ago Today

Bikini Babes Burglarize Boats

LOS ANGELES – Three women were arrested yesterday after a 50-mile chase along the coast. According to police officials the women were part of a large-scale burglary ring. They rode Jet-Skis and carried automatic weapons. In each of the alledged robberies they approached yachts on Jet-Skis, brandished their guns and took all the valuables they could carry.

Police and harbor patrol initially had problems apprehending these unusual criminals as the Jet-Skis were too quick to follow and could travel in shallower waters. On a tip from an informant the police had a team of four officers on Jet-Skis surveilling the women yesterday. In response to a distress call from the boat *Tastes Great* sent the four policemen to the rescue. The women led police all the way down the coast for about 50 miles before they were finally apprehended.

"They were good on the skis," reported one of the arresting officers. "They gave us a run for their money. They split up. One headed out toward the open waters, she would have gotten away if she hadn't lost control of the Jet-Ski in the larger waves." –LA Times

Take on the world in your 5-ton monster

DALLAS (AP) – For motorists seeking something special in off-road adventure, a defense contractor thinks it may have the answer.

The builder of the Hummer military vehicle may soon make the four-wheel-drive, five-ton jeep-like vehicle available to the public.

LTV Corp.'s AM General Division, which builds the Hummer, or High-Mobility Multi-Purpose Wheeled Vehicle, has received inquiries from individuals who want the vehicle for hunting, ranching or just plain fun.

Craig MacNab, company spokesman, said the Hummer could cost around \$30,000 each.

Observer-Dispatch
Utica, NY
October 22, 1989

World Championship

This issue of AADA News is dedicated to the rules and regulations of the 2040 World Championships. You may think this is a bit early, but I want to give plenty of time to those who want to run regionals and club championships.

All club championships have to be held before April 1, 1990 and must be reported to AADA world headquarters by April 15. This is only for people who wish to try for club champion and skip into the second round at the Worlds.

All clubs wanting to host regional championships, must notify us ASAP so the locations can be announced in the next ADQ before they are held. All regional championships should be held before June 1.

The World Championships will be held at Origins again this year. It will be June 28 – July 1 at the Atlanta Hilton and Towers in Atlanta, GA.

Rules

Rule 1. You must be a current member of the AADA and present a copy of the mailer cover from issue ADQ 8/1 or 8/2.

Rule 2. Designs must be in the day before the event you wish to participate in. You may submit up to three designs for us to check, with an order of preference. No exceptions!

Rule 3. All rules in the *Car Wars Compendium*, Second Edition and any corrections published in the next issue of ADQ will be in effect. No rule or rules changes published after the next issue will be used.

Rule 4. Any car determined illegal will be altered to make it legal or in cases where that is impossible, a substitute car will be issued.

Rule 5. Foul language, harassment of another player, coaching by a non-player or any other reason determined by a Steve Jackson Games employee are grounds for disqualification. There

are no appeals. If you cannot conduct yourself in a friendly manner, don't show up.

Rule 6. Have fun. This is a very important rule.

The World Championships will be a four-round, five-event tournament. The at-large qualifier will consist of two events, one Thursday afternoon, and one Friday evening – as late as possible. Competitors of the first event who do not advance will be allowed to compete again in the second event. This is to keep record keeping simple, and is an added bonus to those who spend all four days at the convention. Round 2 will be held Saturday morning. Round 3 will be held Saturday afternoon, and Round 4 will be held Sunday morning – early.

How do you turn in a design the day before Thursday? Easy! There will be a choice of five designs for the at-large event. Pick the one you want to use. This eliminates illegal designs and makes record keeping simple.

Round 1 will be held in the *Double Drum*. All designs for Saturday will be expected Friday and can be left at the booth during convention hours.

The five designs for Round 1 follow. All car designs for Round 1 will use a compact body style, med. PP with platinum catalysts, driver, hvy. suspension, x-hvy. chassis.

Car 1: RP 10/15, RB's 60 mph (3 spcs.) spoiler, airdam, two 10 pt. wheelguards and hubs, 4 PRSB, portable FE, 120 pts. FP sloped armor, 4 FP tires, safety seat, 4 FCD, 3 links. Accel. 5, HC 3, 4,400 lbs. \$14,744.

Car 2: ATC w/sabot ammo, spoiler, two 10 pt. wheelguards and hubs, hi-res. SWC, portable FE, heavy-duty shocks, 158 pts. sloped armor, 4 solid tires. Accel. 5, HC 3, 4,408 lbs., \$14,934.

Car 3: OG, 5 paint rounds, 5 HTC, rotary magazine, RP (10/10) 4 solid tires, two 10 pt. wheelguards and hubs,

1 space jump jet, portable FE, SWC, spoiler, 3 FCE, 2FOD, 4 links, heavy-duty brakes, 122 pts. armor. Accel. 5, HC 3, 4,410 lbs. \$14,223.

Car 4: HDFT (HT ammo), 4 solid tires, 10 pt. wheelguards and hubs, spoiler, hi-res. SWC, 153 pts. sloped armor, HDS. Accel. 4, HC 3, 4,408 lbs., \$14,963.

Car 5: 4 solid tires, spoiler, 10 pt. wheelguards and hubs, Spear 1000 MD w/napalm, radio, and proximity mines; VMG w/10 HD ammo and 10 incendiary rounds in rotary magazine, SWC, portable FE, 168 pts. armor. Accel. 5, HC 3, 4,408 lbs., \$14,484.

Round 2 of the World Championships will be a Division 25 slugfest. Nothing fancy, just an all-out brawl to see who advances to Round 3. The exact arena is a secret, but build for tough close combat.

Round 3 will be an off-road battle. Build a Division 20 off-road vehicle that can move as well as fight. A well-balanced car will be needed.

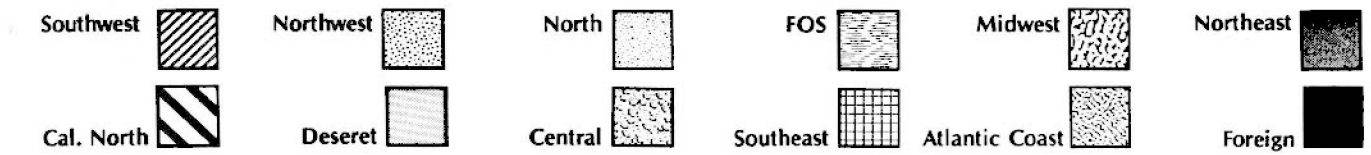
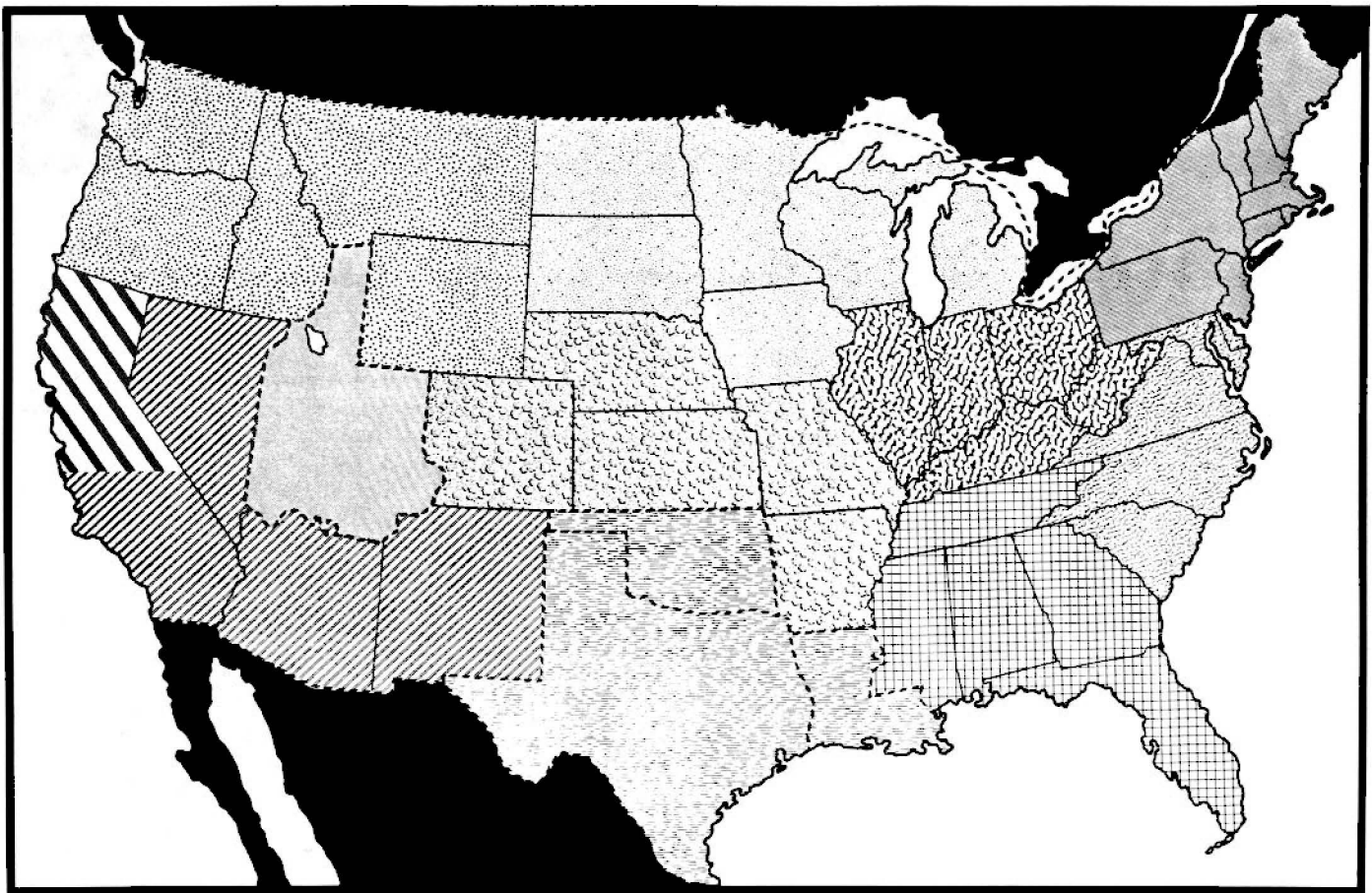
Round 4 – the finals. A VERY well-balanced car is going to be needed for this duel (no, not off-road). Build a Division 30 car that can do most anything. You can't say that you weren't warned.

The exact arena and winning conditions for the arena will be withheld until the day of the duel, with the notable exception of Round 1.

In all the events, you may have a character with 70 skill points, no more than 40 points spent on any one skill; or two characters worth 110 points combined, no more than 70 points spent on any one character, no more than 40 points spent on any one skill. All characters get Running skill at base level for free.

On the following pages, you will find a regional chapter map and club charter information.

– David N. Searle



AADA Regional Chapters

Ace Vehicles Unlimited (AVU.)
 President: Nick Branstrator
 2225 15th Street
 Boulder, CO 80302
 Charter Expires: November 2, 2039

Associated Autoduellists of the Inland Empire (AAIE)
 President: Edgar T. Lincoln
 800 N. Arthur #40
 Kennewick, WA 99336
 Charter Expires: May 2, 2040

BACKROADS
 President: David Gregg
 Ambleside, Kill Lane,
 Foxrock, Dublin 18,
 Ireland
 Charter Expires: April 2, 2040

Berkeley Autoduelling Association
 President: Leslie Fish
 6331 Fairmont, #335
 El Cerrito, CA 94530
 Charter Expires: February 2, 2040

Big Red Death
 President: Bruce A. Moyer
 RD #1 Box 186A
 Emmaus, PA 18049
 Charter Expires: April 2, 2040

Coalition of Oregon Duelling Establishment (CODE)
 President: Dimitri Ashling
 4065 N. Mississippi
 Portland, OR 97227
 Charter Expires: November 2, 2039

Driving Tigers/Road Wolves
 President: Christopher Burke
 156 11th Street
 Brooklyn, NY 11215-3816
 Charter Expires: December 2, 2039

Flame, Laser and Gauss Gun Special FLAGGS
 President: Martin Poteralski
 8305 S.W.105 St.
 Miami, FL 33156
 Charter Expires: May 1, 2040

F.N.O.R.D. (North)
 President: Alan Young
 709 Water's Edge Dr. #207
 Lake Villa, IL 60046
 Charter Expires: November 2, 2039

F.N.O.R.D. (South)
 President: David N. Searle
 P.O. Box 18957
 Austin, TX 78760
 Charter Expires: December 2, 2040

Flaming Lakers
 President: Paul Schwartzberg
 2728 Upton Avenue South
 Minneapolis, MN 55416
 Charter Expires: November 2, 2039

Illinois Legion of the Lethal, (ILL)
 President: Curt Turner
 66 Bean Street
 Eldorado, IL 62930
 Charter Expires: January 1, 2040

JADE East

President: Christian J. Alipounarian
727 Chestnut Street
New Milford, NJ 07646
Charter Expires: January 1, 2040

Jersey Autoduelling Establishment (JADE)

President: Mitchell Golman
71 Walnut Terrace
East Hanover, NJ 07936
Charter Expires: January 1, 2040

LEADA Nubile Virgin Whipped Cream

President: Ian Brotzman
153 St. Anthony's Drive
Chelmsford, Essex,
CM2 9EJ, England
Charter Expires: January 2, 2040

LEADA Turbo Wicked Scary Nutter Bastard

President: John Davies
17 Garry Way
Rise Park, Romford, Essex
RM1 4YU, England
Charter Expires: November 2, 2039

Lex Talionis

President: Pete "Havoc" Hallenberg
9647 Wenzel St.
Fairfax, VA 22032
Charter Expires: November 2, 2039

London's Dark Knights of Destiny

President: Greg Seales
261 Rainham Road,
Rainham, Essex
RM13 7SH, England
Charter Expires: January 2, 2040

London, England Autoduel Assoc. (LEADA)

President: Phil Radley
12 Wordsworth Close
Romford, Essex
RM3 7PD, England
Charter Expires: November 7, 2039

Missouri Autoduel Division (MADD)

President: Craig Sheeley
1619 South Broadway
Springfield, MO 65807
Charter Expires: November 7, 2040

New Omaha Vehicular Association (NOVA)

President: Norman McMullen
2201 Joyce Circle
Bellevue, NE 68005
Charter Expires: April 2, 2040

North American MONDO and Duellist Society (NOMADS)

President: Joe Rudynski
2013 W. 245th Street
Lomita, CA 90717
Charter Expires: November 2, 2039

Northern Outrageous Renegade Autoduelists (NORAD)

President: Doug Armella
128 Cheviot Drive
Hinton, Alberta
Canada T7V 1T9
Charter Expires: February 2, 2040

Ramblin' Wreck Autoduel Association (RWADA)

President: Keith Graham
P.O. Box 33468, GA Tech
Atlanta, GA 30332
Charter Expires: February 2, 2040

Renton Autoduelling Association, (RCADA)

President: Dave Hans
11606 S.E. 192 St.
Renton, WA 98058
Charter Expires: May 2040

River City Autoduel Association (RADA)

President: Tim Ray
1403 S. Congress Ave.
Austin, TX 78704
Charter Expires: November 2, 2039

Riverside Organized Autoduelling Society (ROADS)

President: Eric Gregory
1255 Nicola Drive
Riverside, CA 92506
Charter Expires: November 2, 2039

Rocky Mountain AutoDuel Association (RMADA)

President: Charlie Bolton
4611 S. Independence
Evergreen, CO 80439
Charter Expires: August 2, 2040

Royal Autoduel Association of Great Britain

President: Mike Wyvill
3/B Richmond St.
Hull, N. Humberside
HU5 3JY, England
Charter Expires: November 2, 2039

So. California. Racing & Autoduelling Membership (SCRAM)

President: Robert Eikel
1405 La Jolla Knoll
La Jolla, CA 92037
Charter Expires: June 2, 2040

S.P.L.A.A.T.

President: Fred Dobratz
7549 29th Ave. NW
Seattle, WA 98117
Charter Expires: October 2, 2039

SKULLS

President: Jason Wallace
6342 Rhea
Reseda, CA 91335
Charter Expires: February 2, 2040

Southern California Civilian Armor Regiment (SCCAR)

President: Sean A. Wadey
4428 Obispo
Lakewood, CA 90712
Charter Expires: March 2, 2040

Southern HQ Autoduelling Organization (SHADO)

President: Jay Eskridge
2700 Peterson Pl. Apt. 62-B
Costa Mesa, CA 92626
Charter Expires: March 2, 2040

Southern Pacific Autoduel Elites (SPADE)

President: Mike Smith
9620 Graceland Way
San Diego, CA 92129
Charter Expires: November 2, 2039

Tennessee River Autoduel Society in Huntsville (TRASH)

President: Jesse Hamner
2916 Barcodey Road
Huntsville, AL 35801
Charter Expires: November 2, 2039

Unbalanced Force

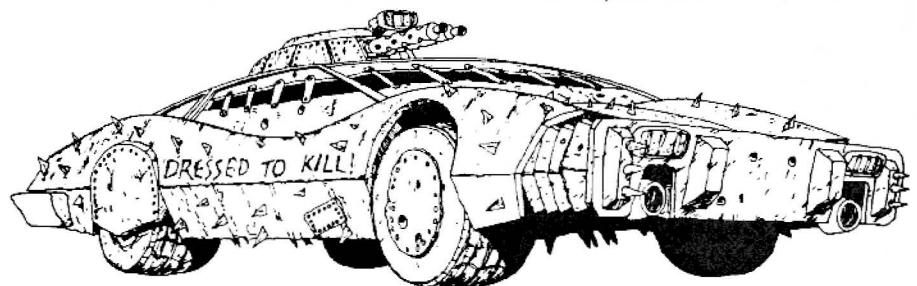
President: Kirk Utterback
7906 Rollingwood Blvd.
Columbia, MO 65202
Charter Expires: November 16, 2039

Warmongers from Hell

President: Craig Kember
3717 Middlefield Road
Palo Alto, CA 94303
Charter Expires: November 2, 2039

Woodinville Auto Rangers (WAR)

President: Gavin Shearer
16620 197th Avenue NE
Woodinville, WA 98072
Charter Expires: November 2, 2039



Cybernetics in *Car Wars*



By Craig Sheeley

Research Wars

One of the new developments of 2039 is a resurgence in technological experiments for mechanical enhancement of human capabilities – the meshing of cybernetics and organic life.

The support technology to develop cyborging has long been available – the first experiments on cybernetic enhancement took place 50 years ago, studying ways to replace damaged organs and senses. The discovery of easy and cheap cloning technology made cyborging obsolete. Why bother replacing lost parts with machines when a clone part could be grown for a perfect replacement, with no chance of rejection?

Interest in cybernetics has only recently been powerful enough to stimulate interest in development of new cyborging techniques. The majority of the research addresses better control combinations between man and machine, in order to accomplish a closer bond between the driver and the hardware. There is, of course, research in other areas of cyberware – body replacement and enhancement parts – but this is a lesser area of study.

The main player in cybernetics research is Amalgamated Meditech, the medical mega-corporation. Their thrust is toward the development of brain linking with computers for vehicular control and programming purposes. With the extensive knowledge of brain language possessed by Amalgamated Meditech, their linkages are the best of the efforts.

Other companies have aimed their research in this potentially lucrative area but have been hampered by the Amalgamated Meditech patents on the brain-scanning and feedback gear needed for such items. Most of the gear is simply a variant on the micro link-up licensed to many manufacturers by Amalgamated Meditech, but there are new components specifically developed for linkage which are heavily guarded. Furthermore, Amalgamated Meditech protects its patents zealously – any gear developed outside of Amalgamated Meditech is immediately taken to court as a patent violation. So far, none of the link-ups produced

have differed significantly enough from the Amalgamated Meditech model to escape suit and begin production.

The company that has succeeded in challenging Amalgamated Meditech is ManTronics, a California-based prosthetics firm. ManTronics has survived by manufacturing prosthetics for patients with genetic defects, a problem cloning can't solve. However, ManTronics has now entered a new market with physical cybernetics totally different from Amalgamated Meditech goods. Amalgamated Meditech has begun a full-scale advertising campaign to besmirch and belittle ManTronics products, portraying them as dehumanizing monster makers that infect their recipients and turn them into raging, half-human monsters.

ManTronics has responded that their implants are not responsible for incidents like the Kyle Namreh case – he was an Amalgamated Meditech subject – and that their long experience with prosthetics makes their product superior to Amalgamated Meditech “experiments.”

Hardware

Cybernetic hardware serves two purposes: Linkage with computers and enhancement of natural functions.

Link-Ups

Link-ups link the user to a computer. While such linkages have proved useful for simple computer manipulation (see *ADQ 7/3 State of the Art, 2039 Part 2*), computer linkages have not proved practical for programming or pure computer functions – a new computer language is being developed to interpret such interfaces. At the moment, the language development is proceeding slowly.

Vehicular computer link-ups are more successful. Such computers have limited uses and fairly simple routines that translate easily to motor-reflex neural impulses, making it possible to operate a vehicle on mental commands alone! The benefits are obvious: One man could command every function of a vehicle with improved speed and accuracy.

In theory, such interaction is easy. In practice, the separation of mental processes and disorientation experienced by the operator requires careful and lengthy training in order to make the interface work.

Link-Up Skill

The *Link-Up* skill is bought like any other skill, but can only be gained through experience. One experience point is earned for each ten seconds in link-up combat – training with micro simulations earns 1/10 of an experience point for each ten seconds. Combats shorter than ten seconds count as ten seconds.

Link-Up skill levels have the following effects: No skill means the character can drive the vehicle at -3 HC or fire one vehicular weapon per turn at -3 to hit. Zero-level skill means the character can drive the vehicle and fire one vehicular weapon per turn without penalty. Skill +1 means the character can drive the vehicle and fire two vehicular weapons per turn. Each +1 past zero-level adds one additional vehicular weapon to the amount the character can fire in one turn.

Linked characters cannot fire non-vehicular weapons, and only linked vehicular weapons can be fired.

The Link-Up skill does not replace Driver, Cyclist, Gunner, Trucker, Boat, Helicopter or Airplane Pilot skills. The proper skills are still needed to pilot the vehicle(s) and fire the weapons.

The only link-up system that does not require such skill training is the U.S. Military's ANDICE. Their system was developed along extremely simple lines of programming to reduce training time and user discomfort. Since the user experiences very little time dilation while in the link-up – the micro sense simulation is practically real-time – there is little disorientation of time sense. Furthermore, the majority of ANDICE's processing power is devoted to screening out feedback and presenting a simplified “readout” to the user. ANDICE users have a +1 on the Feedback roll. The KISS principle has been rigorously followed, to the point that while ANDICE is less efficient than other link-ups, it may be used safely and is not user-specific. For more information on ANDICE, see *State of the Art, 2039 Part 2 ADQ 7/3*.

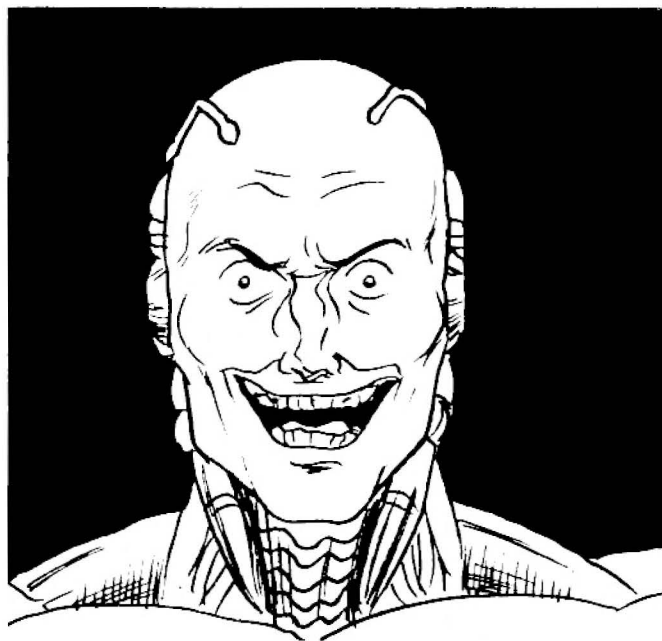
Both the Gold Cross and the ManTronics link-ups take up one space. If desired, the operator need not be provided with actual controls, thereby requiring only one space instead of the two normally required for a crewmember. However, this restricts the operator to using the vehicle through cyberlink-up only.

All link-ups must be tuned for the individual(s) that are going to use it. If the link-up is not tuned to a character that tries to use it, the vehicle won't follow mental orders and the character receives a heavy dose of feedback (see p. 10).

All weapons that are to be used through link-ups have to be linked into the system at \$1,000 per weapon.

Link-up computers are destroyed with the power-plant.

While a user is linked-up, his body is powerless and limp. Breaking out of link-up takes one turn and can be done at will. The user can act normally the turn following breaking out of link-up.



The Gold Cross Link-Up – 1 space, 100 lbs., \$50,000+. The Gold Cross link-up is a non-intrusive system where the neural connections are made through helmet sensors. The basic unit costs \$50,000 – this is a translation/control computer and neural helmet for one operator. Each additional operator in the system costs an additional \$10,000 for the tuning and the neural helmet. Each neural helmet is tuned to its specific wearer and will not work with anyone else.

The Gold Cross link does not mesh with existing combat computers. Better “wares” may be built into the computer to improve gunnery. A +1 for one weapon costs \$2,000. A +2 for one weapon costs \$3,000. A +3 for one weapon costs \$10,000. A +1 for all weapons costs \$5,000. A +2 for all weapons costs \$15,000. These pluses can be used by any linked crewmember.

The ManTronics Link-Up – 1 space, 150 lbs., \$20,000+. The ManTronics link-up is a socket model, requiring an actual wire connection to the cortex of the user (see *Implants*). The base computer control unit costs \$20,000. Each additional user tuned into the system costs \$7,000. Improved gunnery is limited to a +1 for one weapon (\$1,000), a +2 for one weapon (\$2,000) or a +1 for all weapons (\$5,000).

Feedback

One of the lesser-publicized facts about link-ups is feedback. The neural software is far from perfect and the random feedback that creeps through is transmitted directly to the mind of the user, resulting in abnormal behavior patterns if the user spends too much time in the link-up. Experience in the link-up lessens the impact, but feedback is still dangerous.

Feedback comes in two varieties: Intense and normal. Intense feedback occurs when the power plant is hit by an anti-power-plant warhead or when the user is not tuned to the control computer. Intense feedback occurs instantly. Roll two dice, adding +1 if the user's Link-Up skill is 3.

2 or 3 – User killed by feedback surge, his brain wiped.

4-6 – Roll on *Insanity Table* below.

7-9 – User unconscious for 1d hours.

10 – User unconscious for 1d minutes.

11 – User stunned for 1d seconds.

12+ – User unharmed.

Normal feedback creeps up on the user over time, with more subtle effects. For every ten seconds (or part thereof, if the link-up lasts less than ten seconds) of link-up time, roll two dice adding +1 if Link-Up skill is 3+. On a result of 2 or 3, roll on the *Insanity Table* below.

Insanity Table

Roll one die:

1	Paranoia
2	Psychopathy
3	Hesitation
4	Dependence
5	Cyberphobia
6	Catatonica

Definitions:

Paranoia – Classic fear/feeling that everyone/thing is out to get you.

Psychopathy – Character hates everyone, turns violent and sadistic. With some duellists, no one would notice the change . . .

Hesitation – The character hesitates under stress, always firing in the last phase of the turn and maneuvering after everyone else – always moves last in each phase.

Dependence – The link-up is your friend. It's the ultimate high! “Real life” is pale by comparison; you want to remain in cyberspace, part of the Machine. A character with dependence must roll 7+ on two dice to break out of link-up.

Cyberphobia – The computer is trying to eat your soul! The character will fight to prevent being linked-up again.

Catatonica – Also known as white out. The user's mind has been overwhelmed by link-up cyberspace. This is common among volunteers in network-interface research. The character sits sightless and motionless and isn't much good until he can be “re-programmed.” This involves feeding in the character's memories from an MMSD or similar memory recording.

Curing these insanities (except white-out catatonica, which has its own unique cure) may take months of expensive therapy and counseling. Psychological help takes one hour per day and costs \$50 per session (\$1,500 per month). At the end of each month of psychological help, roll one die. On a 6 the insanity has been overcome and the patient cured.

Implants

Implants are cybernetic parts added to the body as replacements for or enhancements of natural abilities. ManTronics has developed a wide range of implants, based on their successful prosthetics line.

One constant factor with implants is that surgery will be necessary to implant them. A successful Medical skill roll is necessary to install the implant (and can only be attempted in hospital surroundings). Since most implant surgeons are Medic+4 or better, the operation is usually successful. The base roll is 7+ on two dice.

Surgery is listed as minor, major or critical. Minor surgery adds +1 to the Medical roll, major adds nothing and critical surgery adds -1 to the roll. If the surgery roll is not successful roll two dice:

2 – Character dies.

3-5 – Character has complications that require critical surgery within 36 hours to save his life.

6-8 – Character has complications that require one week of hospital treatment to save his life.

9+ – Operation aborted; may try again after 24 hours.

Surgery is expensive, costing \$5,000 for minor surgery, \$10,000 for normal surgery and \$15,000 for critical surgery (no, you aren't charged for any additional surgery resulting from a botched operation!). In addition, each implant has a therapy period. This is rated as hospital care, costing \$4,000 per week.

Infection and Rejection

Cloned parts match the recipient's biochemistry, reducing the chance of infection and rejection. Bionic parts aren't as well attuned. Every implant has a rejection modifier. When the implant surgery is over, roll 2d and add the rejection modifier. On a roll of 2 to 5, the part is rejected and must be surgically removed within 48 hours, before it becomes infected.

Infection occurs at the interface of flesh and machine. It occurs automatically if the implant is rejected. Otherwise, infection occurs as the operation heals and as the result of damage. Each week for one month after the operation, roll two dice per new implant. On a roll of 2 or 3 the implant interface becomes infected. Subtract 1 from the roll if the character has been using tailored antibiotics (\$10 per dose, one dose per day).

If the character is wounded, roll two dice. If the number rolled is equal to or less than the number of implants the

character has (or any roll of 2), an implant is damaged, and may become infected on a roll of 2 to 4 on 2d.

Infection is serious. Roll two dice each week that the infection persists: subtract 1 if the character can't get antibiotics; add 2 if the character is hospitalized.

2,3 – Implant must be removed and infection sterilized or character dies.

4-6 – Character is bedridden. All skills and reflexes at -5.

7-9 – Character is very sick. All skills and reflexes at -3.

10,11 – Character is in pain. All skills and reflexes at -1.

12+ – Infection cured.

Available Implants

Link-Up – A cortex socket for linking into cyberspace. \$10,000, major surgery, rejection -1, therapy one week.

Cybereye – A replacement eye. \$7,500, major surgery, rejection +0, therapy two weeks. Each eye is a separate cost and rejection roll, but both may be installed in the same operation. Options may be added: IR vision +\$5,000; Light Amplification +\$2,000; No-Glare +\$1,000.

Cyberear – Enhancements to hearing. \$5,000, minor surgery, rejection +2, therapy one week. Options may be installed simultaneously and use the same rejection roll. Base cyberear replaces hearing and has a higher hearing range (hi/low frequency). Options: Radio +\$1,000; Long-Range Hearing +\$1,500.

Cyberlimb – A replacement limb. \$3,000, major surgery, rejection +0, therapy four weeks. The base cyberlimb is a normal-strength limb; no Strength level (Str.). Stronger limbs cost +1,000 per level.

Str+0 limbs do 1d-3 damage

Str+1 limbs do 1d-1 damage

Str+2 limbs do 2d-5 damage

Str+3 limbs do 2d-3 damage

Str+4 limbs do 2d-1 damage

Str+5 limbs do 3d-5 damage, and so on.

One cybernetic leg adds 5 mph to Running speed. Both legs replaced by cybernetics adds 15 mph to Running speed.

If hit by damage, cyberlimbs have 2 DP. Limbs may be targeted at a -6. Armor may be purchased for cyberlimbs. The cost is \$50 per point; it weighs 1 lb. per point. A maximum of 5 points per limb is allowed.

Cybertorso – Complete torso replacement. \$20,000, critical surgery, rejection -3, therapy eight weeks. Replaces organs with machines. Character is no longer vulnerable to poisons or gasses, and is immune to respiratory, cardio-vascular and gastric disorders. Adds 3 DP to the character! A character with cybertorso and cyberlegs can run practically forever . . . Cybertorso adds +1 to cyberlimb Str. levels. Armor may also be purchased for a cybertorso. It weighs and costs the same as cyberlimb armor, but a maximum of 10 points may be purchased.

Cybertechnology is hard to come by and dangerous to use. It is still highly experimental and counts against vehicle cost in combat. Operations are under way to develop more reliable implants, to stop rejection and infection and to make better software interfaces to stop feedback. These developments are in the future; at the moment, anyone acquiring cybernetics is an experimental subject!



Ob-Racing Contest Winners

By David N. Searle

Wow. That's the first thing all of us at SJG said when we saw the response to the ob-racing contest. As the creator of the article, I thought I was sick, but some of the entries were wonderfully twisted! I've seen more warped and devious ways to kill or maim a careless pedestrian than I ever thought possible!

Several of the obstacles submitted will be used in upcoming products, so even if you didn't win it doesn't mean your submission wasn't good. I would like to personally thank everyone who submitted an obstacle, and also those who took time to send in comments.

I had a difficult time deciding on the winner, so I took the finalists to a panel of impartial judges to determine who would win the one-year subscription. The winner is . . . Bryan Fields, a really sick individual who designed the *William Tell Invitational*:

William Tell Invitational

This obstacle is a team event. One ob-racer puts an apple on his head and stands 5" (game scale) away from his partner. The second ob-racer picks up a crossbow and has three shots to hit the apple. Due to its size, the apple is -3 to hit. If the bolt misses the apple, roll one die. If you roll a 1 or 2 the ob-racer takes the bolt to the head. If the apple is hit, a flag is given to the team. A crossbow costs \$75, 3 GE, to hit 6, does 1 to 3 points of damage, and weighs 6 lbs. Crossbow bolts cost \$2 each and are 1 GE for every ten carried (or 1.5 lbs.). It takes two turns to reload a crossbow after firing.

Now, as if this wasn't enough, I came up with a variant. It bothered me that such a good obstacle could only be used in team events. So who would do the shooting while the ob-racer stood there with the apple on his head? A member of the audience, of course! Roll 1d-3 to get the skill level of the shooter. Then roll one die again – on a 1 the audience member *really* doesn't like you and takes those three shots at you! The ob-racer cannot move until all three shots have been fired, or until the apple has been hit.

Mr. Fields also sent in two other really twisted obstacles called *Whack-a-mine* and *Moto-jousting*. Both of these may appear in a future publication.

I felt bad that the other two obstacles I liked weren't going to win anything, so I invented Runner-Up positions! The first Runner-Up obstacle is Dodge City.



Dodge City

The racer must pass through a 90' (6" game scale) street. On both sides of the street are two-story facades built in the style of the American Old West. Each turn the street is occupied by a racer, roll one die and divide by two (rounding down) to determine the number of "rustlers" that appear. For each rustler, roll one die again: on a 1 to 3, the outlaw appears on the left side of the street; on a 4 to 6, he appears on the right.

Each rustler is a man-sized robot that pops out of saloon doors, open windows, etc. Each has a random weapon (see chart below) – whether they use live ammo or paint, is up to the course directors. All standard hit modifiers apply. The gunslingers cannot fire in the same turn that they appear. After they fire twice (whether they hit or not) or after they take two hits of damage, the outlaws will cease firing and collapse.

Roll two dice on the chart below to determine weapon type:

2	Light pistol
3	Heavy pistol
4, 5	Rifle
6, 7	Shotgun
8	Assault rifle
9	Laser rifle
10	Submachine gun
11	Gyroslugger (2bbl)
12	Portable flamethrower

The second Runner-Up is David R. Willsey, who sent in three *really* great obstacles. My favorite is called *Surely You Joust*:

Surely You Joust

Racers are equipped with pikes (see *Dueltrack*, p. 16). At the opposite end of the 5" x 2" field is a cyclist (one for each ob-racer) with a pike and spiked body armor. The bike is a light cycle with no armor and an acceleration of 10. The biker is Cyclist +1, Blade. The object is a contest of Blade skills between the ob-racer and the cyclist (known as the knight).

If the cyclist wins, the ob-racer takes full damage from the pike. If the ob-racer wins, the cyclist is knocked off his bike and the ob-racer may take the flag that is affixed to the knight's chest. If *both* the ob-racer and cyclist miss their rolls then *both* the ob-racer and the cyclist take full damage from the pikes. If the knight takes more damage than the ob-racer, he is unseated and the racer may claim the flag. If both the ob-racer and the cyclist miss the roll, then the pass is a complete failure.

In any case, the knight will only make the one pass and only one knight will attack each ob-racer.

a **CAR WARS**® supplement

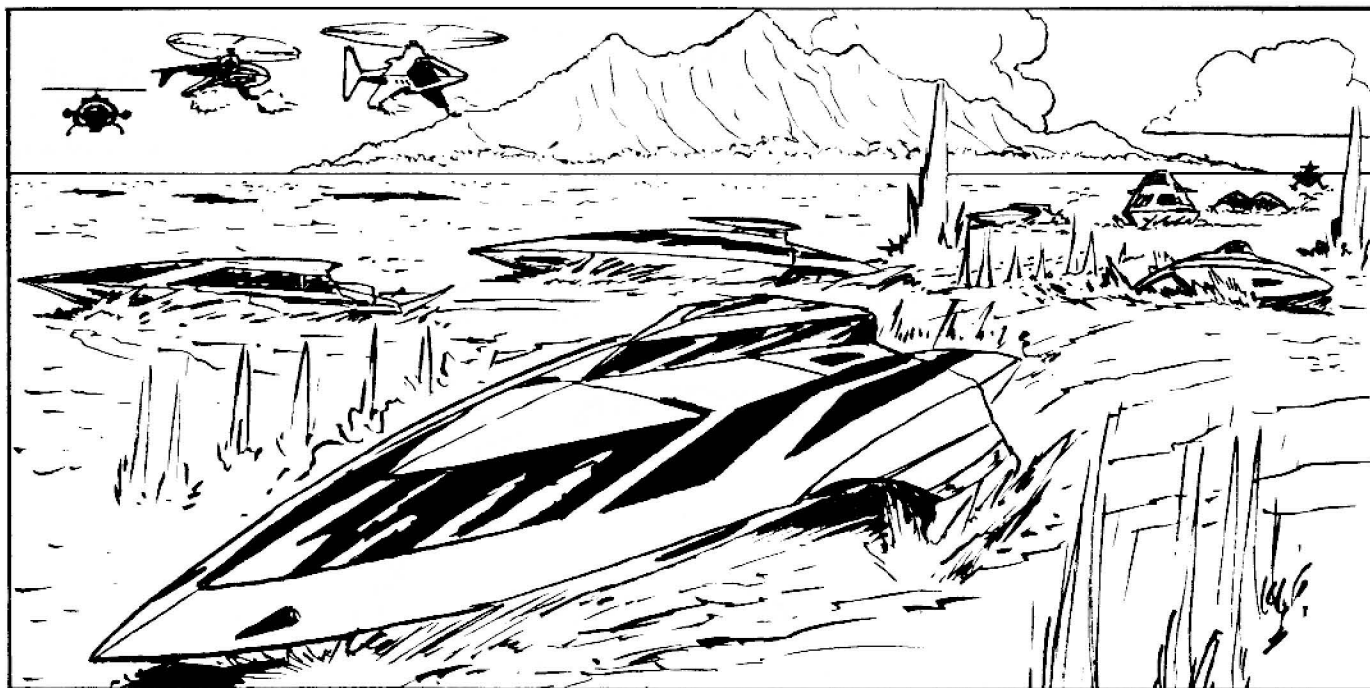
The AADA[®] Vehicle Guide

**Volume 3
Coming In January**



STEVE JACKSON GAMES

Death From Above



A Mini-Scenario for Boats, Hovers, Copters and Microplanes

By Robert Eikel

Banana Computers has had great success with their new Maxintosh line. The computers are a quantum leap both in power and in usability. OI' International Computing Machines wasn't too happy about that.

When ICM learned that Banana was preparing a Maxintosh II, they resolved to stop the powerful new computer no matter what it took. Once they found out that Banana would be covertly transporting the plans and equipment for the new computer to their top secret R&D facility on the Hawaiian island of Molokai, they decided to try a little industrial espionage . . .

Set-up

Use the basic open water map. Vehicles may leave the map and return to it at any time. With the turning key, a map isn't necessary – players can use the key to measure distances as they move around the tabletop!

The Banana player gets \$50,000 to purchase up to five boats or hovers. One vehicle must have room to carry the computer equipment (1 space, 50 lbs.). The Banana forces did not anticipate an air attack, and so cannot purchase more air-defense equipment than a convoy would normally carry. (It helps to have an impartial referee to decide just what is allowed.)

The ICM player gets \$35,000 to purchase not more than two helicopters or microplanes.

New Equipment

Air-dropped torpedo: Similar in all respects to normal torpedoes, except it costs \$300 more and cannot be wire-guided. It is usable only by helicopters and microplanes. It is mounted like a bomb and can only be fired into the forward firing arc by a chopper or plane less than 2" above the surface. The torpedo may be placed on a bomb rack.

Victory Conditions

The ICM player wins by destroying the Banana vehicle carrying the computer (they don't know if they succeeded until all members of one side are dead, however).

Variants

Retaliation: Banana learned of ICM's ploy and defended against it. The Banana player may purchase whatever anti-air equipment he wants. To compensate, the ICM player gets \$40,000 and may purchase up to three vehicles.

Counterstrike: ICM's cover is blown. The Banana player may, in addition to his boats, purchase one aerial vehicle, configured for air-to-air action. The ICM player does not know that he faces air attack, and cannot purchase any equipment specifically designed for air-to-air combat.

Double Counterstrike: ICM found out about the counterstrike and prepared for it. The ICM player may purchase any air-to-air weapons he wants. (This can be messy, a referee is recommended.)

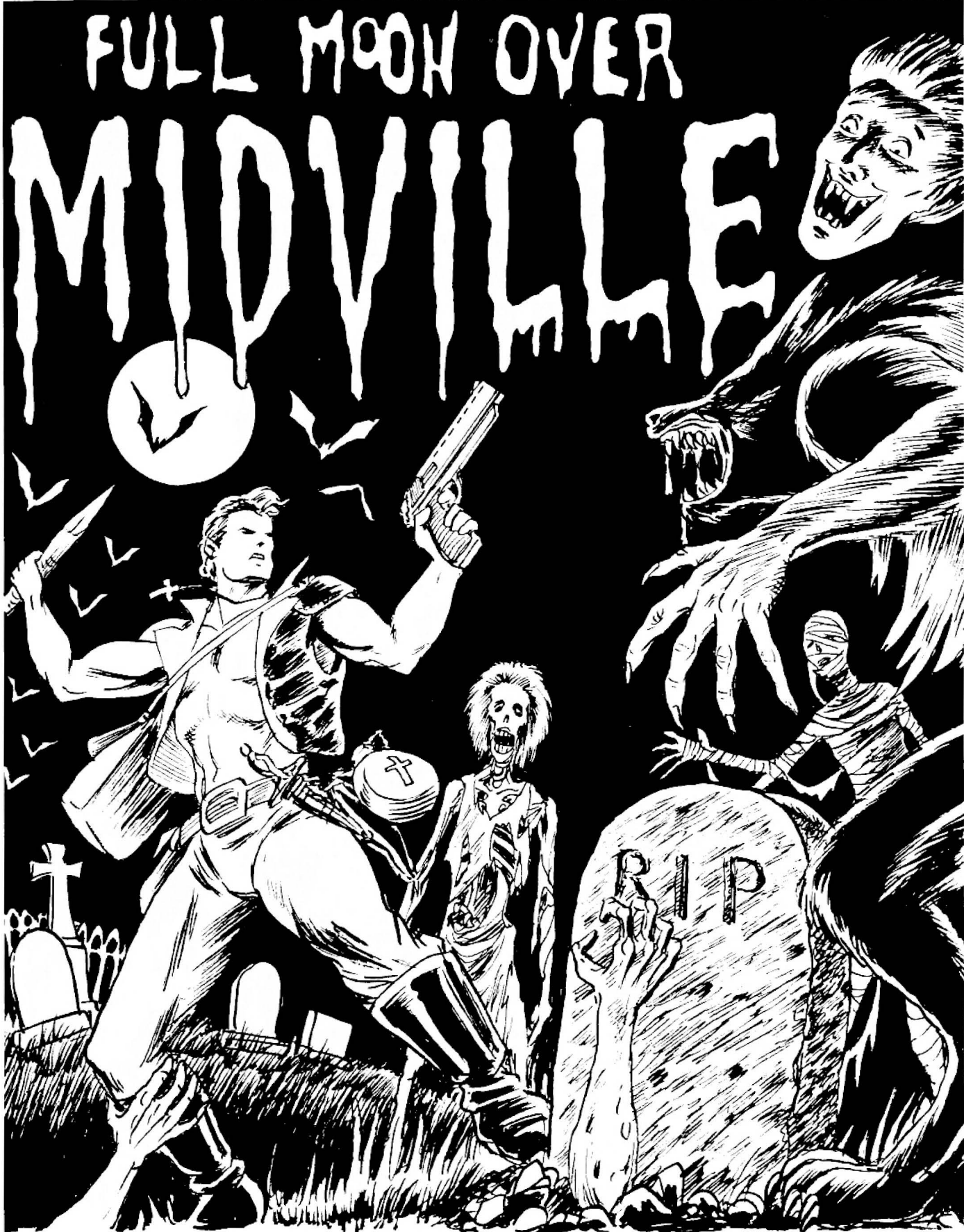
a **CAR WARS**® supplement

BOAT WARS®

Boats, Aquabikes, Hovercraft and More!



STEVE JACKSON GAMES



Full Moon Over MIDVILLE

By David N. Searle

The night enveloped the small town, hovering over its residents like an animal ready to pounce. The silence was complete – the raw energy in the air was almost tangible. Stars formed strange and mystic patterns in the sky, the likes of which had never been seen by human eyes.

The still of the night was broken by an eerie chanting from the east. A forest, normally green and welcoming, stood black and foreboding as it guarded the unholy ritual taking place within. Twenty-three scantily clad men and women danced and writhed around an odd-shaped altar – shouting inhuman words.

The moon's face appeared. As a howl echoed through the empty streets of Midville five men on cycles rounded First onto Kazango, their bodies began an evil transformation. Muscles started to enlarge shredding the clothes from their bodies. Their body hair started to grow and their nails and teeth quickly reached canine length as the metamorphosis was completed. The wolf pack gunned the engines of their bikes and sped off down the road, looking for trouble.

The face of the moon was broken by the silent beating of leathery wings struggling to remain aloft. After circling several blocks a bat hovered above a residence. Noiselessly it glided down to an open bedroom window and flew in. The creature's outline began to fade and shift. The transformation complete, a man stood where a bat once was. He looked around the room, and noted the details. An unsuspecting girl lay on her bed, deep in sleep. As his fangs showed themselves from behind colorless lips, his eyes gleamed with expectation. The shadow of the man crept up on the prone girl until he was but inches away from her exposed neck . . .

Lake Midville was a deep and quiet lake – usually. As the chanting from the east died down, movement was visible on the surface of the shallow waters. Suddenly a head surfaced and at first glance appeared almost human. The inhumanity of it was revealed when the grotesquely bloated torso became visible above the waves. Its head was bald and slimy with non-existent lips and gills that made the sides of its neck. Its fingers were webbed and long, with three-inch talons. A blasphemous croaking was heard as a horde of these frog-like creatures slowly began to make its way into the unsuspecting town.

In the basement of a building where a respectable doctor lived, a hideous experiment took place. An evil grin crossed the face of the once-sane doctor as he lifted a full beaker to the light. With a practiced eye he scanned the liquid for any impurities, rotating it slowly. He lowered the beaker to the table and paced, his mind raced with thoughts of what the consequences of his actions would be. After walking back to the beaker, he picked it up. Cautiously he brought the glass container to his lips and paused, then swallowed the entire contents in one swift motion. He froze for a second as the elixir took effect. In another second he was on the floor twisting in agony – his experiment a success. Slowly a hand rose from the prone figure and grabbed the table. Carefully it pulled itself up. The doctor's facial features were unrecognizable and his breathing faster than seemed possible. A psychological negative of the former doctor smashed the lab. Suddenly, he stopped, eyes wild with hatred, then broke through the door to the outside.

These are just a few of the horrible things that can happen in a little town. The horrors that await in the night are worse than any duelling car. The residents have no way of combating these terrors – or do they? Members of a secret society, Department 17, have begun a crusade against these monstrosities. By presenting articles like this one, which define the creatures that might be met and spreading the word on how to defeat them, lives may be saved.

The following is a list of the more common creatures:

Werewolves: Lycanthropes are more common than people believe. There are more types of lycanthropes than the common werewolf, but it is our focus. Transforming takes three seconds and is a D2 hazard (accessed each turn) if the transforming person is the driver of a vehicle. No actions can be performed while transforming. Lycanthropes, werewolves in particular, are vulnerable to silver and ignore most other items – although fire has a limited effect. Werewolves have 4 DP and cannot be knocked unconscious. Silver weapons do normal damage, flame weapons do half damage, other weapons have no effect on them. While in werewolf form, they are Runner 2. A werewolf can attack twice per turn; it can either use a claw-claw attack or a claw-bite attack. A werewolf's claws need a 7 to hit and do 1d-2 damage (full damage to vehicles). A bite attack needs an 8 to hit and does 1d-4 (no effect on vehicles), but will cause anyone bitten to turn into a werewolf in 1d days unless cured. Both of these attacks can only be done to targets that are within 1/4" of the werewolf. Silver bullets are available for 50x the normal load cost (for MGs, VMGs, ACs, pistols and rifles only) and cannot be mixed with other ammo types.

Undead Giants: With mad scientists crawling all over the country it is no surprise that men are still trying to improve cloning techniques by taking parts from dead bodies. A dead brain is dead, and cannot be brought back to life. Typically built for intimidation, the monsters tend to be about 7' tall. They have 7 DP and are harmed only by flame weapons. They move 1/4" per turn and do 1d with their punch. Most believe that everyone alive should die, except children, because *they* cannot die. Normally these huge and horrible monsters will not harm a young child – intentionally.



Mad Slashers: These individuals are terrors to the modern world. Their minds have taken full control of their bodies. Slashers are able to take incredible amounts of damage and walk away, single-mindedly pursuing a person (especially young females), and perform feats no normal man can do. Mad slashers all have 4 DP, but regenerate 2 DP per phase. All mad slashers take damage like metal armor (lose 1 DP if a 6 is rolled). For example, Jones attacks a pretty female camper and her two friends with his axe. Jones is a mad slasher, and proud of it. He missed the girl. But, her big burly boyfriend Biff butts Jones from behind, before Betty begins bawling, with Barry's bat. (Sorry, I couldn't help it.) Biff rolls and gets two points of damage to Jones with his bat. Jones is unaffected by the bat so Barry draws his machine pistol and shoots – and hits. He rolls a six for damage and manages to do one point of damage to Jones. In the meantime, Betty picked up the triple-barrel gyroslugger and let loose all three barrels. Having had HESH ammo in all three barrels she manages to do three hits of damage to the mad slasher. Jones is now at 0 DP and falls down. The three run to the car to try and escape. By this time Jones is back up and chasing them again.

Vampires: Vampires are the most feared denizens of the dark. These beasts can change at will into a bat, a wolf or a cloud of mist. They fear nothing, they have the strength of several men, and unmatched cunning. The special abilities attributed to vampires are incredible strength (can lift 500 lbs. without being encumbered and does 3d damage with bare hands), the ability to see in the dark (no darkness penalties apply). The ability to transform (it takes 15 phases for vampires to change form) is limited because vampires must change into human form before changing into any other form, and regains invulnerability to normal weapons (see below).

Vampires may hypnotize a victim, bringing him under control. This requires a to-hit roll of seven for the vampire's stare to be made. If successful the victim cannot take any actions that turn, and on the next turn is under the vampire's control. To break control, vampires must be injured or killed.

Vampires may bite a victim (must be unmoving for no damage). If bitten three times a person will become a vampire in 1d days. When the person rises as a vampire, he will be loyal to the creating vampire.

Special care must be taken when encountering vampires, as no normal weapons can hurt them. They can be damaged by wooden weapons which do full damage, a holy symbol applied to vampires does 1d damage that cannot be regenerated. A holy symbol will keep a vampires at bay, it cannot enter the same ¼" as a holy symbol and will take the path farthest away from it. Garlic is treated the same as a holy symbol. Sunlight instantly kills a vampires, as will a wooden stake through the heart. Holy water does 1d damage per ounce.

Holy water costs \$25 per ounce. A large holy symbol costs \$20 and is 2 GE (or 3 lbs.). Wooden bullets are available for 10x the normal cost of basic ammo (MGs, VMGs, ACs, pistols and rifles only) and cannot be mixed with normal loads. Garlic costs \$5 per string of cloves. Vehicular weapons may be modified for vampires hunting; icedroppers and smokescreens may have holy water added to their loads (doing 2d damage to any vampire that it hits), a FCE may have garlic added to its load causing a

smokescreen that reeks of garlic. Vampires cannot go within ½" of a cloud of burning garlic.

Each day vampires must rest in a coffin that contains dirt from their home country. When they rise at sunset, all damage will be healed (except for damage done by a holy symbol). If vampires do not rest the damage sustained the night before remains.

Frog-men: These slimy creatures are far too numerous to be believed. Summoned from their watery homes by unholy rituals best left unsaid, these creatures come onto land to breed with the human race. They are not hard to kill, but are usually in numbers too large to defeat by simple violence. Fortunately most of these creatures are only happy living on the East Coast and the southern-most swamps. They have 3 DP and cannot be knocked unconscious. They take double damage from all flame weapons. They must stay damp. If they remain out of the water for longer than 30 minutes they will take 1 DP of damage each ten minutes. They are extremely slow (move ¼" on phases 1, 3 and 5) and dim-witted.

Zombies: All too often someone casts a spell to raise the dead. In a world where cloning is an everyday event, some people still want to control what is beyond their reach. Zombies move ¼" on phases 2 and 4, and have infinite DP everywhere but their heads. A zombie's head is its weak point. Any damage done to other body parts will not hurt the creature; it may tear it apart, but that will not stop them. They have 2 DP heads, once that is destroyed the zombie is dead and cannot be brought back. Anyone killed by a zombie and not totally destroyed will rise as a zombie in 1d hours. Zombies do 1d-2 damage with their claws (full damage to vehicles).

Mummies: These imported disasters are a cross between zombies and mad slashers. They have 3 DP and cannot be hurt by non-flame weapons. These creatures move at normal speed, but tend to drag one leg. They are incredible strong, doing 1d with a hand-to-hand attack. Mummies only appear when someone has been cursed. Gypsy curses are said to bring mummies back from the dead to hunt the offending party. Single-mindedly, they will track their prey. They do not rest and will *know* where their victim is at all times. They will continue to hunt their prey until the curse is lifted, the mummy is destroyed or the victim is dead.

Ghosts: These are relatively harmless annoyances. They can, however, cause a lot of trouble. They are a -1 to fire though (treat as smoke) when in mist form. They can appear solid and normal at will and take almost any shape they want. Ghosts can be captured through a complicated process developed by Department 17. Using a modified limpet mine (\$200) and a radio detonator, a ghost can be trapped in the mine. It is not easy to get a ghost to fly over the limpet mine, but a laser rifle can be modified to fire a beam of energy, that will trap the ghost in the ¼" it was in when hit. The modification costs \$5,000 and uses up twice as many charges (a backpack power pack is recommended) when fired. The weapon will do 2d to anything it hits that is not a ghost.

Giant Apes: These huge and lovable apes have been seen again in the unclaimed regions of the U.S. They have 100 DP and take damage like metal armor. Giant apes are 30' tall and are represented by two ½" counters (one for each foot) on the map. They like climbing the highest build-



ing in the city with the prettiest lady available. The best way to handle these monsters is to have lots of ammo.

Tyrannosaurus: This monster has not been seen recently in the U.S., but has been spotted in Japan on several occasions. To play a tyrannosaurus, have the player take his shoes off and walk on the map; anything that is stepped on is destroyed. Each foot may move 1" per phase. The breath weapon destroys everything in a 1" square, but can only be used once every five turns. Once every turn the Tyrannosaurus may use one claw to attack (to hit 8, 5d damage) or the tail may sweep 5" to either side (use a broom for this effect). Tyrannosauruses have roughly 5,000 DP and take damage like metal armor. Your best bet is to be one of the people running away.

Tyrannosauruses have many enemies in the monster world, none of which have been seen recently, so maybe the world is safe – for now.

Adventures

Adventures are almost limitless. Characters can play normal duellists and be sent to solve a series of murders on the East Side, which could be caused by any of the above. The players may also want to play professional ghost hunters. Let them take the skill Science (occult), and base their knowledge on this skill.

It is best to play with the world unaware of these creatures' existence. Thus, players looking to find silver bullets can be met with anything from odd looks to possible incarceration.

New versions of *Wheels vs. Walkers* are possible, with the walkers being frog-men or zombies. Have the players run around the city capturing as many ghosts as possible in a certain amount of time (or some terrible evil will happen to the world).

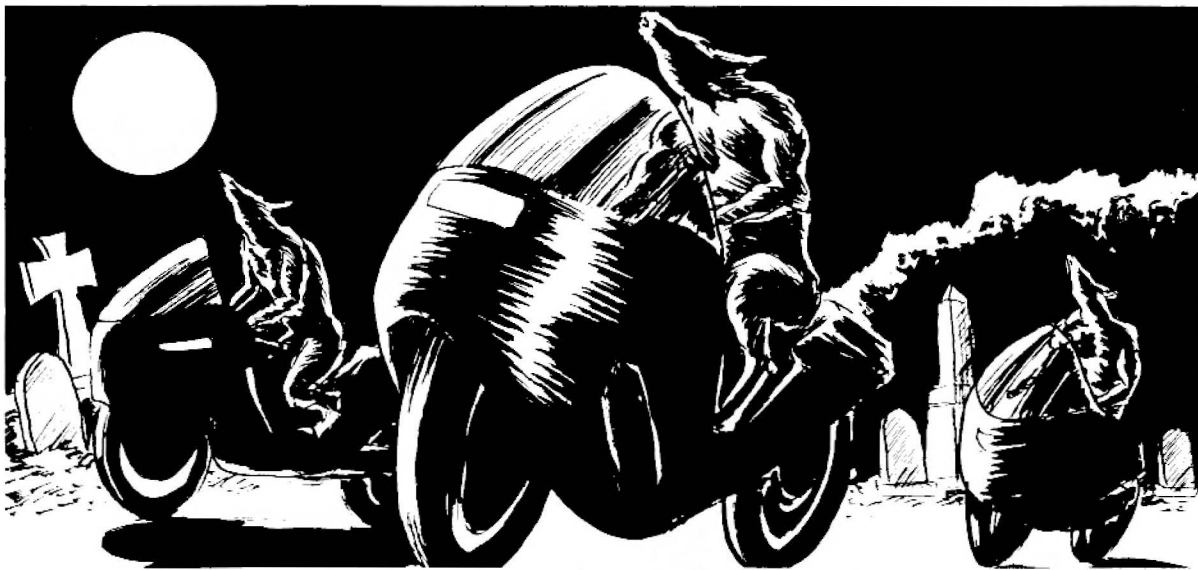
Insulting that poor gypsy may well have been a bad thing to do. The only way to remove the curse is to have the person who put it on you take it off. How does the player find him again? Angering a vampire by killing its subordinate vampires can have a character jumping to stay alive.

Using magic in *Car Wars* is a fun way to add terror to a game. Add spells from other games and treat them like skills to learn. Characters will want some way to combat that creature from space. Give it to them – it won't help.

The adventure that follows uses a variety of the monsters cited above, and is used to help newer Department 17 agents get a feel of what lurks along empty side streets . . . This adventure is intended for three to six players and a GM. The characters should have 100 points each to spend on skills (let them spend this as they want, characters fighting monsters will not last long . . .). If you intend to play *Full Moon Over Midville* stop reading here!

The Players

The players are deputized lawmen, or the equivalent. This adventure assumes that the law and the PCs will get along. This is, however, not necessary. Having the players elude the law as they dodge and hunt the creatures can be fun – tone down the bad guys, as the players will have almost everyone after them.



The Map

To keep the adventure in a small playing area only use the northern section of the *Midville* map. This is the map with City Hall and the Police station. More maps can be used as desired. Set up a single police cruiser in the police station parking lot (any 'X' desired), and park 3d of random vehicle counters around the map. Now place 3d pedestrian counters on the map. The players start in City Hall, where the Mayor is pleading with them to help investigate the recent murder spree . . .

Getting Started

The characters are summoned into the mayor's office. This meeting was expected by the players, as there has been a rash of killings recently. The PCs are the best crimefighters Midville has to offer.

The mayor is direct and to the point. The interview will be short, but it will be very apparent that the mayor is under a great deal of stress. He wants the murders stopped, and will give them a hefty bonus if this is accomplished within three days. They will get \$5,000 each to solve the mystery, plus expenses. If the players try to haggle for a higher price, the mayor will look a bit disturbed and go as high as \$7,500 each. If the mayor is pushed for even more money, he will ask the players to leave and Midville will do its best without them. Maybe the next victim will be a friend.

The Murders

The following can be found in the morning paper, and will give the players an idea of what has been happening.

"During the past several weeks 13 ghastly murders have taken place. Following no set pattern, and leaving no clues the murderer has managed to kill time and time again. No one is safe from this madman. His victims include an 85-year-old lady, a seven-year-old boy and every age group in between.

"The only trait all of the victims have in common is the way they are found. Sometime during the night the bodies are found lying in the middle of a street, head severed from the torso and missing. Identifying the bodies has become a chore dreaded by the local coroner.

"The bodies show no signs of struggle or any distinguishing marks. The most recent victim was found last night at the corner of Beech and Second. The small boy had been missing for six days, and was identified by birthmarks on his lower right leg. Like all the victims, his head was nowhere to be found – almost surgically removed.

"We can only guess what purpose these killings serve. With no eyewitnesses, and no other clues the police are at a standstill. Inside reports say that the mayor has hired a special team to handle this case."

What's Really Happening

Based in a small harmless-looking coffee shop (Block #4) is a cult of fanatics that worships the demon Senio. The demon has demanded the sacrifices before he will give a spell to his high priestess. The high priestess of the cult is Ruth Lummons, a waitress at the Coffee Shop. Every evening at 11 p.m. the cult meets at the shop and worships the demon.

The demon is a very-low-power demon and requires many sacrifices to give its worshippers a single spell. Once 15 sacrifices have been made he will bestow the spell "Mind Switch" on the priestess. This spell allows the caster to swap minds with the victim. The subject's mind will be placed in the caster's body, and the caster's mind will be placed in the subject's body.

For the sacrifice to be completed properly, the cultists must dance and chant the proper spell around a pentagram and a human head must be severed at the peak of the ceremony. If anything is disturbed, the sacrifice will not count. If the pentagram is broken, the demon will be released and terrorize the city.

The goal of the cult is to get the Mind Switch spell and cast it on the mayor. Then slowly more members of the cult will replace other officials – thereby taking over Midville! With only two more sacrifices required, it seems unlikely that anyone will be able to stop them.

Ruth usually gets her sacrifices from the Coffee Shop; enticing men to meet her after work, asking children to come and taste the new dessert in the back, giving older folks rides "home." The owner of the Coffee Shop has no knowledge of the goings on at his shop.

Clues

The crimefighters can start by asking for more details on the disappearance of the boy. The boy's parents live above the Radio, TV and Electronic Store (Block #10). They are very upset about the loss of their boy and will not respond kindly to harrassment by rude players. If a few questions are asked and a bit of compassion shown, they will be glad to answer.

The boy was last seen going to the Coffee Shop for a newspaper. He was a responsible child and had done this errand many times. He got excellent grades in school and was well liked by all his teachers.

Anyone going to the Coffee Shop will be met with a stone wall. Ruth will be there and greet the players in a friendly Midwestern way. She will insist that the boy had never made it to the shop to ask for change like he had before. In fact, she was worried when he did not show up on time. For more details on the Coffee Shop see the section below.

Police reports show several noise complaints from the apartment building in Block #4. Oddly, the complaints have been about noises from the west and not from the east. The officers on duty have always assumed that an error was made and they meant the Wrecked Edsel Bar.

There is nothing to be found at the site where the body was found. None of the people in the surrounding buildings saw or heard anything.

Several other "red herrings" can be placed in the city. Stories of a ghost in the vacant office space, or odd strangers staying in the hotel, maybe some odd creatures have been spotted in Lake Midville . . .

The Coffee Shop

This two-story building has the Coffee Shop on the first floor and two apartments above it. Ruth lives in one and the cook lives in the other. The owner lives in one of the nice buildings to the north. Any time the players show up there will be 2d customers inside, 1d of these will be cultists scouting for victims.

If the players badger Ruth for information on the child's disappearance she will break into tears and several of the customers (both cult members and non-cult members) will get up in her defense and ask the players to leave. An altercation here will have the players ordered away from the shop. This would make their investigation *real* tough.

Astute players (ones who make a Streetwise roll) will notice odd markings on the floor. Another Streetwise roll or an Science (occult) roll will reveal the markings to be a pentagram. On a 7 or more on two dice a cultist in the shop will notice that a player has seen the markings. He will nod to Ruth. Ruth will give an order to the cook, who will in turn notify a man stationed on top of the vacant office space building to shoot the next group of guys that leave. Ruth will then ask the players to please leave, and states that she thinks more could be learned from the School offices across the street. When the players exit, the gunman will fire two bursts with his tripod MG, drop the weapon and run down the stairs.

If the players catch the gunman he will tell a tale of possession and demons that lurk in the hardware store and

how a crowbar told him to kill the players. He will act completely insane, because he knows that the "new" mayor will pardon him. This will take place in front of the Municipal building, so if the players are rougher than they have to be, officials will know about it. The gunman has no other weapons and will surrender immediately if he thinks he may be harmed.

Stashed above the shop in Ruth's apartment is the 14th victim; a 25-year-old businessman who worked at the clothing store. He has been missing for three days and is presumed dead. They will be sacrificing him tonight.

The Ritual

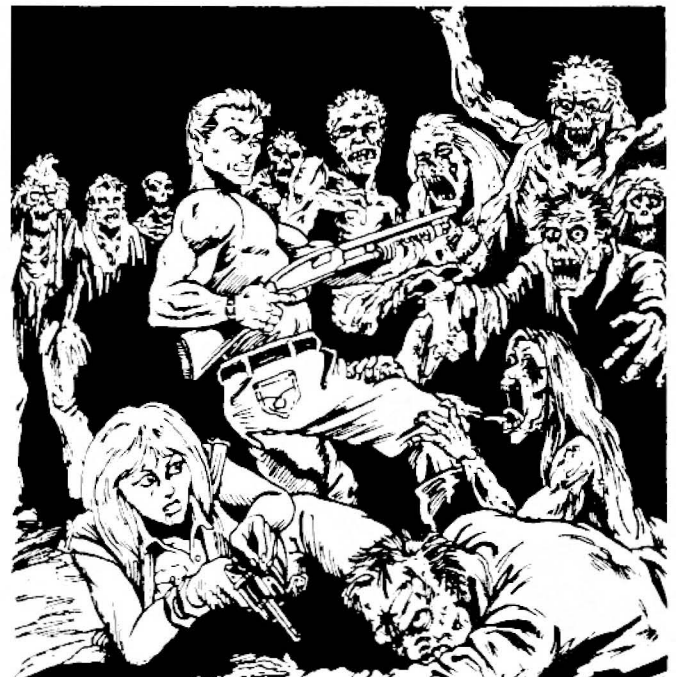
If the players discover that the rituals are taking place at the Coffee Shop (or if they are chasing false leads around all day) they will be called to the scene of the next body. The fourteenth victim will have been left on the corner of Elm and First.

Again they have no clues at the scene of the crime. This victim was missing for three days and disappeared while on his lunch break. None of the local food shops have reported seeing him.

Strange noises reported to be coming from the Coffee Shop at midnight. When police showed up – expecting a burglar, they found the store locked and secure. Again, they informed the Wrecked Edsel to keep the music down.

The Day After

Nothing will happen this day, the cult will lie low. Let the players hunt for more clues. If they aren't onto the Coffee Shop, point them in that direction again, they do not have much time left. The mayor announces a speech will be given in two days. It will announce the discovery of the cult. Put pressure on the players to solve the crimes.



The Final Victim

If the crimefighters are close to solving the case, the final victim should be the mayor's daughter – Ann. The mayor will double the offer he made earlier (even if the first was rejected). This will put a coal in the players' pants for sure. If the players are not near the solution, then have a character known to the PCs say he is going to the shop for some doughnuts and will be right back – but isn't. If the players *still* are not close to solving the case, have the police contact them about another disturbance being reported at the Coffee Shop.

The walls of the shop will have to be breached to be entered. This will sound an alarm, and the police will show up in five minutes. This, however, will not be in time. Any players that look in the windows will see the pentagram glowing and a smoke cloud hovering above it. In the firey glow the victim is seen (whomever it ends up being). Poised above the struggling figure is a long sword in the hands of a manical-looking Ruth.

There will be 3d cultists there – excluding Ruth. All will have a light pistol and will be Handgunner +1. They will take cover behind the tables in the shop. Ruth will move to kill the victim out of spite, so she should be one of the player's first targets.

This battle scene should be very cinematic. Have lots of lead flying, bad guys falling, and close calls for the players. If the pace starts to slow down there are a couple of things you can do to jump start things during combat.

Have the demon get loose. A falling body smears the symbols binding it. It will attack the players as a 6 DP mad slasher. It can cast a hypnotic spell once per day. It will cast this on the strongest-looking player. It is successful on a roll of 7 or better on two dice. The target gets to try and beat off the effects of the spell by rolling a 9 or more on two dice. Any levels of Luck will help him here. A controlled player will then fight for the demon. This can be a real pain for the players.

Have Ruth sneak out back with the hostage. There could be a van waiting as she takes off down Second. The players then get into a delicate car chase, as they can't afford to harm the cargo.

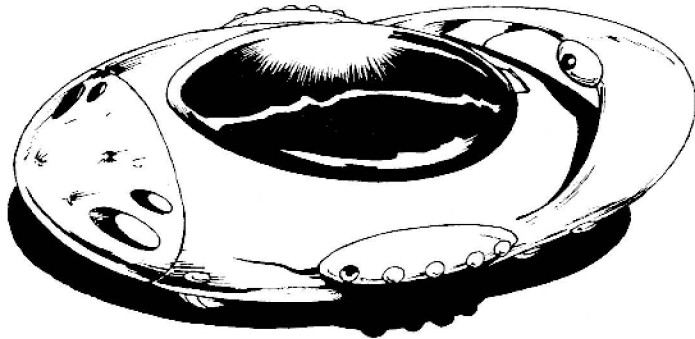
Afterwards

The players should become local heroes for about a week, let them get discounts on a few things, and a pat on the back from most of the people they meet. The money promised by the mayor will be paid and all will be well – or will it?



Enord Motors presents...

Burning Midnight

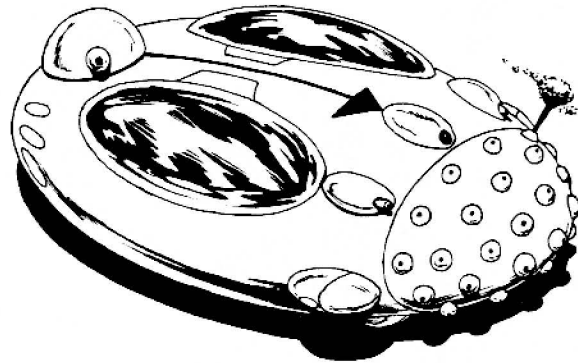


Devour all that dare enter into your territory. Burning Midnight, the new mid-size electric with premium acceleration. You carry a superior ram plate to top off heavy composite armor. You wield an incendiary rocket launcher and a 30' Flaming Oil Jet and can sting opponents who approach too closely with point defense grenades. Midnight is yours and victory is assured.

Burning Midnight – Mid-size, x-hvy. chassis, hvy. suspension, super PP w/superconductors, 4 solid tires, driver, rocket launcher forward with a full RL incendiary load, HDFOJ back, ram plate, spoiler, airdam, SWC for RL, 4 PDG (RF, LF, RB, LB), two links for side PDG's. Plastic/Metal armor: F50/0, R20/4, L20/4, B20/4, T10/2, U10/2. Hvy. duty brakes, hvy. duty shocks, overdrive, Accel. 10 (5 at 100+), top speed 120, HC 3; 5,720 lbs., \$19,970.

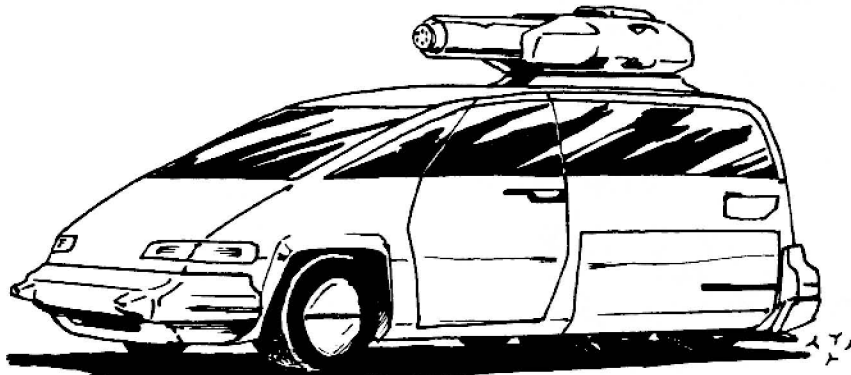
Blackout

Keep the competition in the dark with Blackout. You have the advantage with the front-mounted heavy-duty smokescreen linked to a laser-reactive web. Why the front? To produce a smokecloud that envelops your car entirely from the sides, and back so laser fire is unable to penetrate. This state-of-the-art vehicle can be yours.



Blackout – Mid-size, x-hvy. chassis, hvy. suspension, large power plant, 4 puncture resistant tires, driver, 2 turretted RR, laser-reactive web (to HDSS) (R,L,B,T). RR's (one front, one turretted) heavy-duty smokescreen front. Armor: F35, R35, L35, B35, T20, U35, two 5-pt wheel hubs front, two 5-pt wheelguards back, hi-res SWTC, smart link, HD shocks, spoiler. Accel. 5, top speed 100 mph; HC 3; 5,760 lbs., \$19,870.

Stowaway



A courier's dream come true, the Stowaway has not one, not two, but three safes for securely transporting your client's precious cargo. Featuring an unbelievable amount of cargo space, the armed and armored Stowaway offers you the ability to carry more – and profit more. Make your dreams come true, buy a Stowaway today.

Stowaway – Van, x-hvy. chassis, hvy. suspension, sport power plant with platinum catalysts and superconductor and 10 pt. CA, 6 solid tires, driver w/10 pt. BA, turretted RR, extra magazine w/HEAT ammo, magazine switch, MFR-front with 10-pt. CA and bumper trigger, two SD w/explosive ammo left, right linked to SS back w/10-pt. CA. Large mini-safe. Cargo area: two minisafes can hold 5 sp., 428 lbs. Armor: F20, R20, L20, B20, T20, U10. Accel. 10 (5 loaded), top speed 120 (115 loaded), HC 2; 6,772 lbs., \$27,825.

1. If a driver fires jump jets in, say, phase 2, when does the car start to lift? Assuming he's driving down an ordinary, flat road, how high does the car jump and what is the rate of ascent?

2. If I only needed 40 lbs. of rockets to accelerate my car, but I felt that I'd like to do this twice during a game and not on consecutive turns, how much space would my 80 lbs. of rocket propulsion take up: 1 or 2?

3. Fifteen percent of a 7-space vehicle is 1.05. Doesn't it seem a teeny bit unfair to you that a sloped, streamlined subcompact should lose nearly 1/4 of its spaces for the sake of 1/20th? Couldn't the ruling be changed to read, "round off" instead of "round up"?

4. If you are using a radar system and firing through smoke or paint, are the penalties reduced by 1? Unc Al's 1 says they are.

5. Using the 5-phase system, when do ejector seats eject?

– Phil Radle, Romford, England

1. *The car immediately jumps 15' straight up. Use the jump table for the distance jumped. The angle is +15 degrees.*

2. *Two, separate tubes.*

3. *Yes. Maybe round to the nearest 1/2 space. This is unofficial, but let me know how it works.*

4. *Yes.*

5. *The seats eject three phases after declared and climb 2" per phase for five phases.*

– D.N.S

1. Does component armor on corner-mounted weapons count against the no more than one component armored weapon per side rule? For example, can you have component armor on weapons on adjacent corners?

2. The "Orca" (*Boat Wars* p. 22) has a targeting laser in a rocket platform. Is this an official rules change about what can be put in rocket plats or is it an illegal design? If it is an official rules change then what other types of lasers or weapons can be put in a rocket platform?

3. If you thought oil on ice was a nasty combination then you haven't seen ice on ice. How about some new rules, if anyone has the time, +D8 to maneuvers and hazards is a little nasty. (For example, +D4 for the first ice counter and an additional +D2 for each ice counter on top. This rule could also be expanded for other similar dropped weapons.)

4. If a crew member is standing up through a sun roof, convertible hardtop or leaning out of a window, does component armour protect?

5. Can a laser-targeting scope laser guide a tripod RL?

6. Are the rules which appear in ADQ for various offbeat things such as ice racing or drawbridges official?

7. Since an LL only takes up one space, can its battery occupy the other space on a tripod for a total of 5G's?

8. Can Rocket Boosters be placed in EWP's?

– David Gregg, Foxrock, Dublin

1. *No, yes.*

2. *It's ZERO spaces so it can go anywhere and is destroyed with the platform.*

3. *Ice on ice is like oil on oil; only one affects the vehicle.*

4. *No.*

5. *Yes.*

6. *No. They're as official as they need to be. Play with them. If you like them, use them. Don't if they are not a rule you like. For that matter, do that with any "official" rules.*

7. *Yes*

8. *Yes.*

– D.N.S

1. What happens if flaming oil is dropped onto a vehicle with a sun roof or convertible top?

2. Now that any two-space weapon can be on a tripod (UA 39), does a Tripod RR cost \$1,605 (the old cost) or \$2,035 (the new cost according to formula)? Does it now have 10 shots or still just 3?

3. The new encumbrance rules describe the special features of slung and holstered weapons. Do these modifications add any cost, weight or penalty?

4. Can "area effect" weapons target multiple vehicles within 1"?

5. If two dropped weapons counters of the same type overlap, is the hazard/damage doubled when a vehicle passes through the overlap area? (This usually happens when HD dropped weapons are placed on automatic.)

– Martin Poteralski, Miami, FL

1. *Roll as normal for a sunroof, but the convertible is in big trouble.*

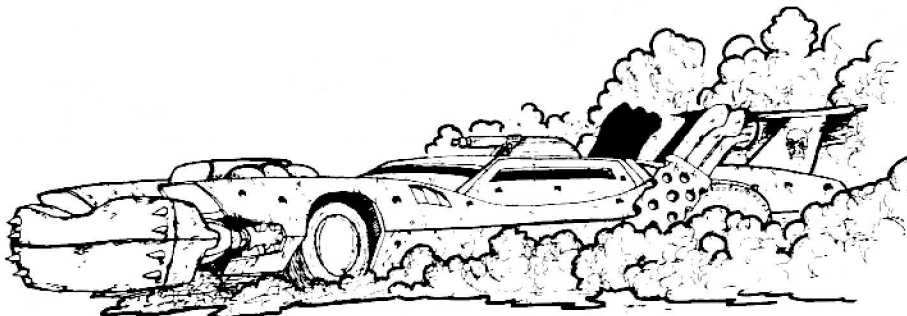
2. *A Tripod RR costs \$2,035 and has 10 shots.*

3. *Yes. Holsters and slings weigh 1/4 lb. and cost \$10.*

4. *No.*

5. *No. HD weapons drop every OTHER inch of move so as not to overlap.*

– D.N.S



WELCOME TO MIDVILLE. NOW GO HOME.

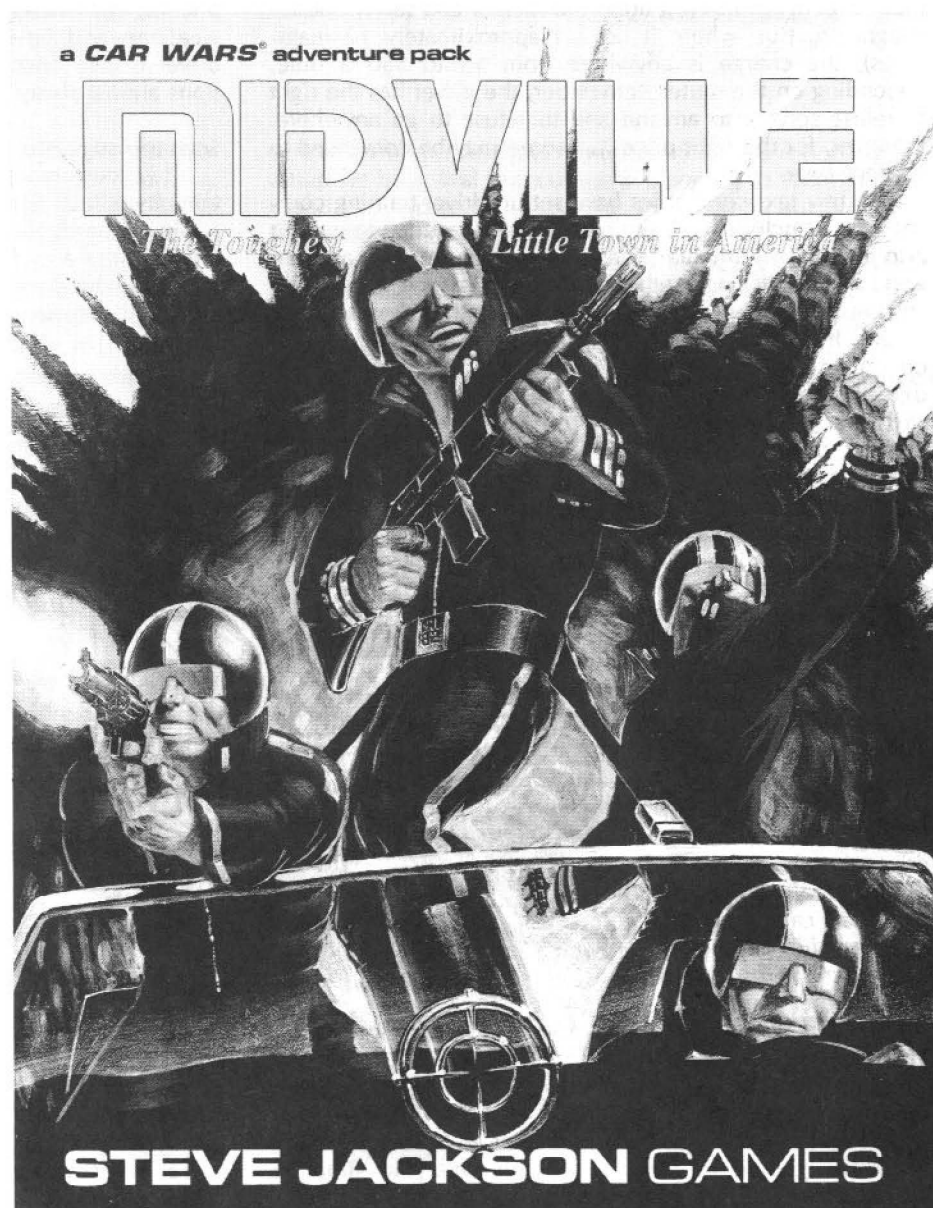
Midville, Ohio used to be a nice, sleepy little Middle-American town. But that was before the cycle gangs came . . . and left just as quickly with their tails between their legs! Now it's one of the most famous towns in America, thanks to UBN's hit show, *Crash City*. And all the *Crash City* fans are showing up to see if Midville is *really* "The Toughest Little Town in America."

Midville is a city with a rep to protect — if you're a visitor, you'll get the right hand of friendship extended in a neighborly fashion. But if you're a biker, or anyone else bent on causing trouble, you better watch out. The MONDOs are the toughest neighborhood watch team this side of the Texas Rangers!

But if you're looking for action, Midville is the place. If it isn't an over-exuberant *Crash City* fan shooting up downtown, it's a full-scale battle between MONDOs and whoever happens to be closest!

Midville gives you a look at a not-so-typical small town of the 2040s. Inside you'll find:

- A 24-page rulebook with background, descriptions and scenarios.
- Four 21" × 32" maps, including two all-new maps of North Midville; which can be used on their own or with maps from *Car Wars Deluxe Edition* or *Boat Wars*.
- An 8" × 10" full-color counter sheet containing everything from duelling teams to city vehicles.



STEVE JACKSON GAMES

CW — The Taxi

By Jess O'Brien

In the world of 2039 AD, getting somewhere is often difficult — even fatal. It is not an uncommon occurrence for cars to be damaged or stolen. Thus, the advent of the taxi. Just call and a well-armed, well-driven vehicle arrives, ready to transport you and your luggage to your destination — if you live in the right area. If you live in a less than desirable area, getting a taxi could be a little more difficult and a lot more expensive. In most areas the idea of taxi service hasn't caught on. But, where it has (in approximately 12 major cities), the charge is anywhere from \$3 to \$50 a mile, depending on the route. Remember, the driver has the right to refuse service to anyone and to refuse to go anywhere. However, for the right price . . . some may be convinced to go *anywhere*.

A few taxi companies have set up driver-training courses which include gunning, driving and hand weapons. It also includes rudimentary standard procedures such as manners, ethics, frisking methods and dealing with non-paying customers — this is often very hazardous to the passenger's health. It is not uncommon for the drivers to place radio-controlled tear-gas or concussion grenades under the passenger's seat. Most drivers receive insurance which covers the costs of ammo, power-plant charges, tires, damage to armor and, of course, accidental death. This is determined entirely by the referee. The referee should set a monthly salary for drivers in relation to their campaign.

A taxi campaign can be a fun diversion from the usual arena to arena humdrum. As taxis take important people to important places, there are numerous opportunities for adventures.

Characters are taxi drivers, charged with delivering their precious cargo quickly, efficiently and safely. Some customers will obviously be no one special, but they can pretty much be ignored by using a monthly salary to simulate them. However, interesting people will often board — politicians, mobsters or influential businessmen. This can provide many adventures, some perhaps, leading to the financing of an autoduellling career for the taxi driver. Subplots between customers or between fellow drivers can be easily developed. Most campaigns of this style work best with two people; one referee and one player. However, it is

easy to work a multi-player campaign — it just takes more work on the referee's part.

One such option is to equip drivers with two-way radios so they can get help from off-duty drivers. This involves other players and can encourage sub-plots with NPC's. If you want, there can be an established quota for the drivers. This can result in PCs "recruiting" customers with smooth sales pitches, fast talking — even at gunpoint. Installing additional weaponry and defenses to the stock model assigned to every driver is also encouraged by management, although additions almost always come out of the PC's pocket.

Scenario suggestions:

1. A customer boards. You recognize him as an important city official fighting for the rights of your favorite interest group — autoduellists, clones, etc. Unfortunately, he is on the hit list of a cycle gang, pedestrian group, or professional assassin — the dangerous party is waiting around the corner.

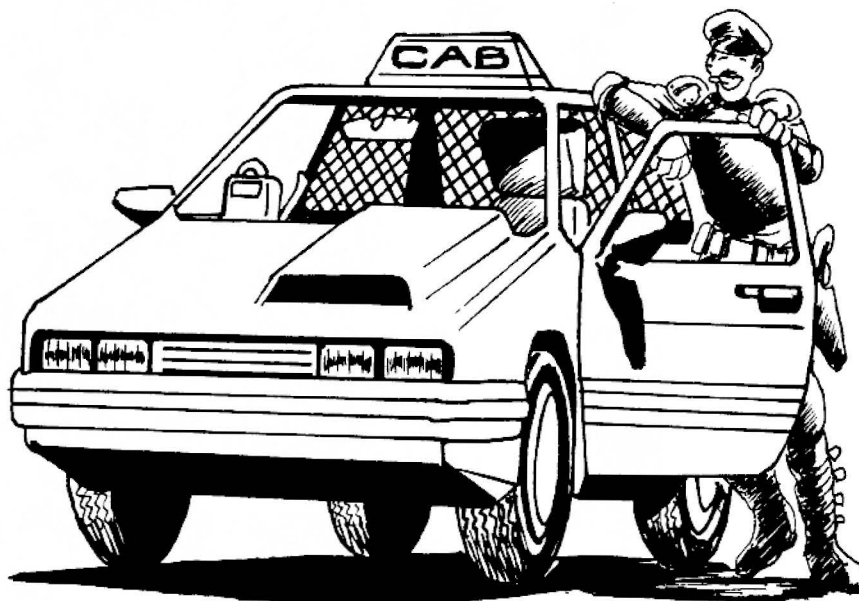
2. An unusual-looking man boards. He has long scraggly, blonde hair and a scruffy beard. His only luggage is a large suitcase. As you pull away, he opens his suitcase to reveal a large, armed bomb. "Take me to Mexico now!" he shouts, "or I will blow us away!"

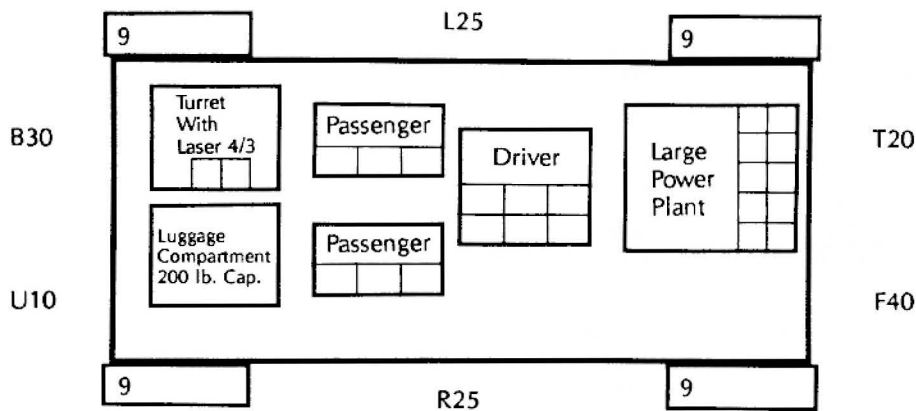
3. A local cycle gang is hard up for cash and your taxi seems like an easy hit. Three or four \$5-\$10,000 cycles should make a challenge, depending on the money spent on the taxis involved.

4. The advertising department of your taxi company decides that entering a taxi in the local arena would be great publicity. If you win big enough, you may continue your autoduellling career under the company logo. Note that losing can result in termination.

5. The rival taxi company decides that the competition is getting too hot and makes an all-out attack on your building. Best for a multi-player bout.

6. A passenger racks up \$500 worth of fares in a joy ride. At an intersection, he leaps out and runs into an alley far too narrow for your vehicle. You immediately grab your hand weapons, lock the car and pursue — into the bad side of town.





Taxi: Luxury, hvy. chassis, hvy. suspension, 4 hvy. duty tires, driver w/10pt. body armor. 2 passengers, machine pistol, laser, 2-space turret, 2 concussion grenades, hi-res. SWC, radio detonator, long distance radio, luggage compartment. Armor: F40, R25, L25, B30, T20, U10. Accel. 5, Top Speed: 97.5, HC 3, Weight 5,827 lbs. \$21,912.

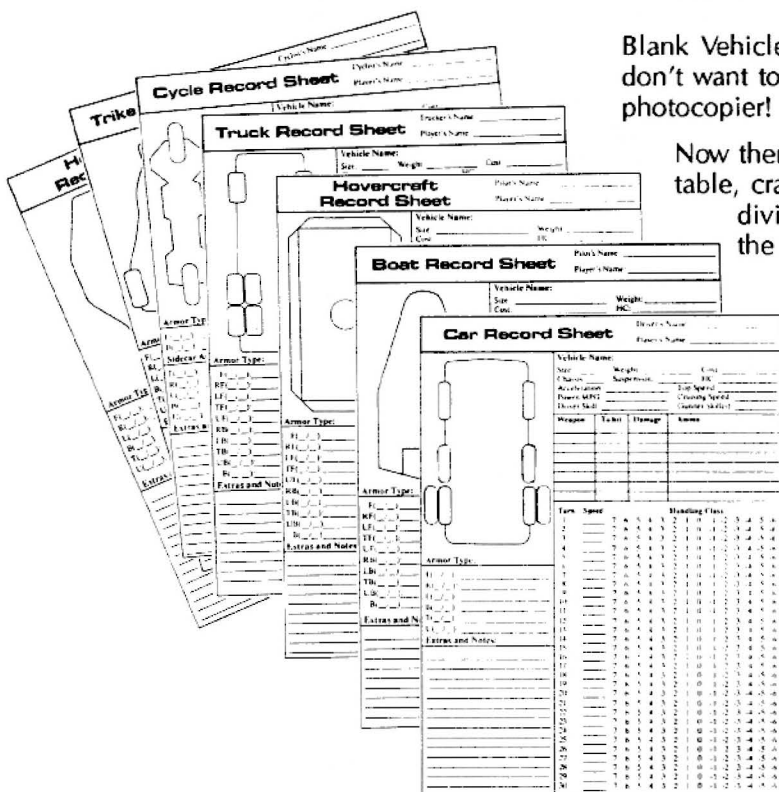
7. The opposing taxi company is muscling in on your territory. They have severely injured one driver and blown up three cars, damaging both reputation and profits. You've been assigned by the boss to come up with a daring retaliation.

8. A customer drops a hint about a valuable wreck, informal duel, rival driver or other goal located just outside of town. Pretending you're working overtime, you drive out-

side of town to investigate. Unfortunately, this is nothing but a trap set by a rival taxi company planning to trash your car – and you. However, if you manage to come out on top, it will certainly be worth the risk.

In conclusion, since the most interesting and enjoyable aspect of *Car Wars* is designing your own vehicles, doing so is recommended. However, illustrated above is a sample vehicle. (Note that this vehicle is weak on defense.)

Car Wars Vehicle Design Sheets



Blank Vehicle Design Sheets – for those times when you just don't want to bother hunting up change for the neighborhood photocopyer!

Now there's no more flipping through pages for the control table, crash tables and other valuable information with individualized vehicle design sheets, each containing the new control table, crash tables and optional rules on the reverse side.

This handy book includes:

- Eight different design sheets. With a total of 128 pages, it's about the same cost as the photocopies – but much easier. And, since you don't have to spend time copying, you'll have more time to play *Car Wars*!
- New movement chart from *Car Wars Compendium*, Second Edition for smoother play.
- Revised Control Tables which encourage playing at higher speeds.
- Perforated pages for easy use.

AADA Arenawatch



Hollywood Bowl

By David N. Searle

Situated in Southern California, the Hollywood Bowl is the most popular aquarena in the world. California has always had a knack for the strange but fun. Due to the popularity of boat duels, the sport has moved indoors. Since its opening only two years ago, the aquarena has developed a cult following around the world.

Arena Notes

Walls: The exterior walls have 60 DP each. It is instant death from the security systems to breach one of these even accidentally (a mine is planted in the vest of each driver that can be detonated by radio control).

Reefs: The reef walls have 40 DP and will not collapse due to their honeycomb construction. The reefs can be submerged up to two inches (effectively removing them from play), or raised up to 1/2" above the water – making islands that block the line of sight. This is determined before a duel begins. The reefs also act as safety bunkers for swimmers. Swim next to a bunker for one turn and a hatch will open. Raising and lowering the reef

takes five minutes for each 1/4" of movement.

Ramps: Sitting at a 30-degree angle, they encourage flight. Treat flying for boats the same as for cars, except no damage can happen to the underbody when it lands in water. The ramps can be lowered to a 15 degree angle, or removed from play. However, this must be decided before play begins.

Whirlpools: These have become the "trademark" of the arena, and are great crowd-pleasers. They are usually turned on midway through an event. For the first two turns after being activated, the whirlpools have no effect. After two turns, they are fully active. When in the area of a whirlpool all maneuvers away from the center are at a +D1 for each half-inch the vehicle is into the whirlpool. All maneuvers towards the center of the whirlpool are at a -D1 per half-inch into the spiral. Traveling straight is considered to be away from the center and is a D1 hazard per half-inch in the whirlpool. On inches of movement where the boat cannot maneuver it will still do a

D1 drift towards the center of the whirlpool.

Bunny-hops: These are plastic "logs" floating in the water. Hitting a bunny-hop is a D2 hazard for boats smaller than a speeder, D1 hazard for speedboats and larger and a D3 for aquabikes to hit.

Pontoons: Twelve bright orange, indestructible pylons that form "gates" around the arena. They are a D1 to hit.

Arena Events

Loop-de-Loop: This event starts with each boat entering from a gate at 20 mph. The winner is the first boat to complete both circles of gates. The outer eight may be done before the inner four, or vice versa. The gates must be done sequentially; miss one and you must go back through it before any others count. Once a circle of gates is started, it must be completed before moving to the next one. If you pass through an inner gate, those gates must be completed before continuing on to the outer gates (you can't then decide you would rather navigate the outer gates first). Typically points are given for gates passed and opponents destroyed. Values double for each of the ramps jumped.

Barrel Race: Each contestant starts out dead in the water at his gate. The goal is to drive a circle around each of the four whirlpools. The first whirlpool circled may not be the closest one to your starting gate. Typically, the reefs are raised 1/2" above water and the ramps are set at 30 degrees.

Big Fish, Little Fish: A team race where each player has a boat and an aquabike. The aquabikes race the inner loop, while the boats race the outer loop. The little fish may not fire upon the big fish until they complete two laps of the inner circle. The big fish



may not fire on the little fish until they have completed one lap of the outside circle. Points are awarded for each gate passed through (only if done in order) and for each kill made. A little fish that kills a big fish gets double points for that kill; if a big fish kills a little fish, he gets half the normal number of points. The duel is usually over when the first boat successfully completes three laps.

Hover Bumpers: To support the growing number of hovercraft fans out there, the Hollywood Bowl has added a complete lineup of events just for them. Each Saturday main event includes at least one hovercraft duel. The crowd favorite is the Hover Bumper event. In this event, four teams of two hovercraft are outfitted in rubber armor and sent out into the bowl. Each team consists of a bumper and a runner. The goal of the event is to get the runner to complete three laps of the outer track and three laps of the inner track. The gates must be passed in order; if one is missed the hovercraft must go back and go through that gate before any other gates count for the lap. The entire purpose of the bumper is to "bump" the other players' runners off course so that they miss their gates. These events usually do not allow weapons, but it is not unheard of. *Hover Bumpers Plus* is a special event held once a month. In this variation each team consists of two bumpers and one runner. Often the runner is allowed to carry weapons.

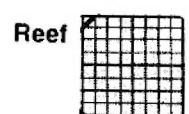
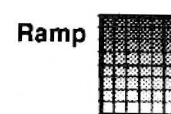
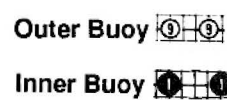
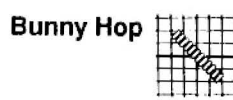
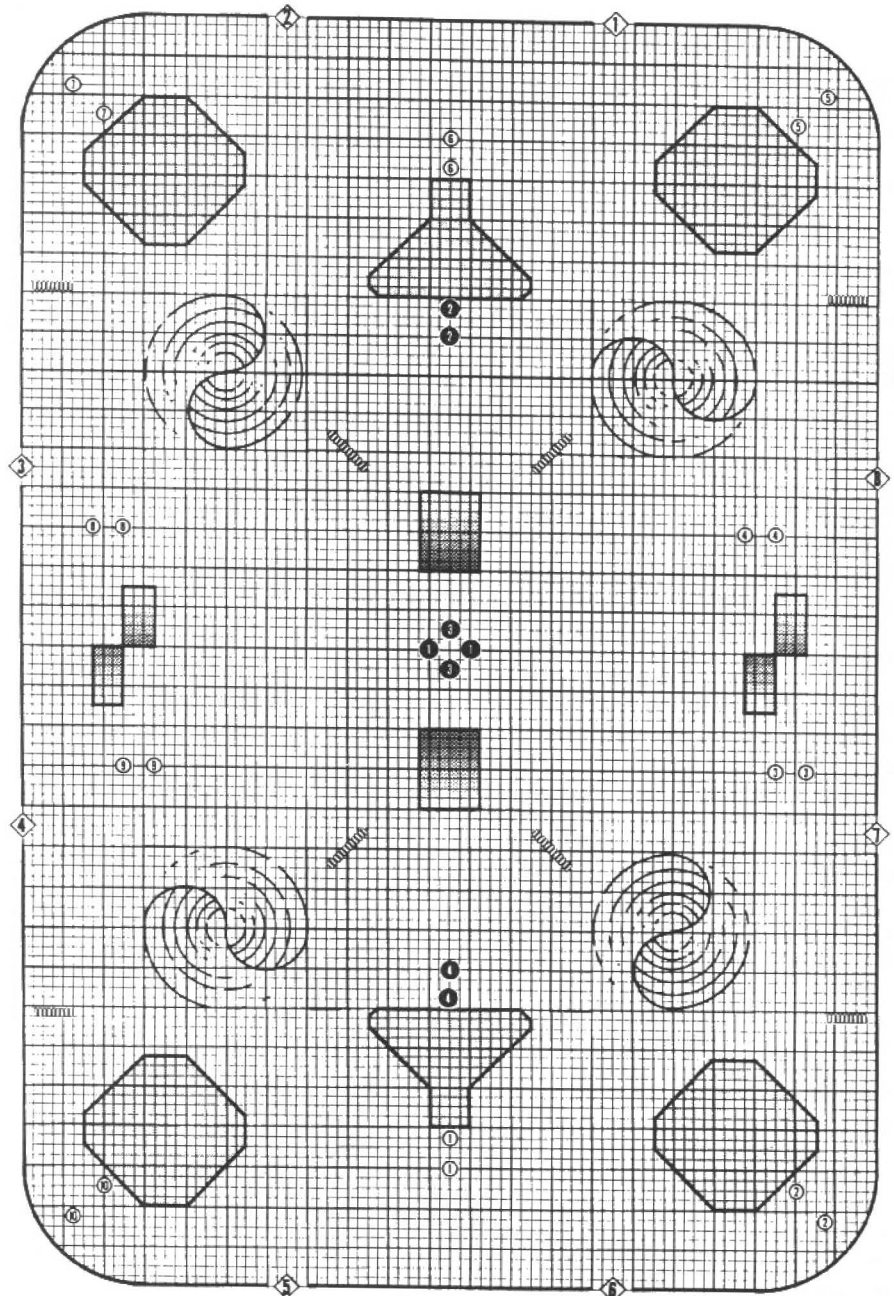
Arena Tactics

Usually speed determines the victor. Be careful not to rule out the slower moving boats with firepower – speed isn't everything. Flame cloud ejectors are popular, as well as paint sprayers. Cap your boat if at all possible. Boats larger than speeders are useless in this arena.

For the Hover Bumper event, pick the largest hover you can as your bumper and have a very fast runner. Keep the bumper as quick as possible, so that it can keep up with the runner. Usually the teams circle in pairs, with the bumper guarding the runner from

any possible assault. This quickly deteriorates when the first bumper is sent out to hit a runner. The event tends to be long and drawn out as gates are missed and the runners have to circle around. In the Hover Bumper Plus event, have a fast bumper and a slower bumper. The fast bumper should cover the runner from any

enemy fire and keep the runner safe from opposing bumpers. Your second bumper should either sail around playing spoiler to all the other players at random, or keep it near one particular gate and try to keep everyone from passing through it. This, however, is a good way to get everyone else teaming up against you.



BACKFIRE

It's Only a Game! A Reader Speaks Out

Sorry, I had to get that off my chest. I have acquired an incredible talent to overlook little things, a necessary talent when playing *Car Wars*. It started when all of the rule lawyers began going through the rules with a fine-toothed comb . . . when grenade launchers were changed for the seventeenth time . . . when component armor and mini-safes were loopholed till the sun went down. Naturally, the traditional volley of rules changes followed, and all was well in paradise. Until plastique. And gas engines. So, I overlooked these things. I must admit, however, that I committed the Eighth Deadly Sin. I began to compare *Car Wars* game statistics with present military data. However, I was still able to overlook these little things. Like the fact that every gas car known to man could rocket from 0 to 60 in four seconds or less (Acceleration 15, figure it out), a feat matched only by the Ferrari F40, Porsche 959, Corvette ZR-1, and Ford RS-200. "Who cares?" I said. "It's only a game."

It was then that I realized that few people shared my opinion. This was especially obvious in *Backfire*, where I was subjected to endless debate over the morality of killing and the basis for the existence of cycle gangs. Call me a crazed, bloodthirsty, neurotic killer; but I have no more trouble offing an opponent than I do jumping a checker. And why? Because it's only a game. No one is trying to pass it off as reality because it's only a game. Most rules don't need a rationalization or a moral justification. They are there to make the game fun. I don't want to hear whining about X-ray lasers any more than I want to hear the slurping sounds of someone licking the pus from a dead leper's festering sores. And I'd also prefer not to read anymore arguments between a Fish called Leslie and friends about who runs the RF. But hey! I can overlook these! Just as easily

as I can overlook the need for more than 40 different types of tires for cars alone. I also prefer to overlook the fact that you need a Ph.D. in physics to get behind the wheel of a hovercraft.

Now that that's out of the way, I would like to take this time to answer some upcoming *Backfire* questions now, before they waste space in my favorite magazine:

To all of you who bought the *Compendium*:

1. The HDFCE has 10 shots, not 240;
2. A hovercraft with a power to weight ratio of at least one but less than two can't move at all, period;
3. And yes, some portions of the cover (helicopter weapons pods, motorcycle front suspension, turn signals, and rider) are cut outs from photographs, hats off to John Dis-mukes.

To all of you about to write in about loophole xyz: You cannot xyz, because x, y, and z are all mutually exclusive.

To all of you who are about to write in again, having found technical justification for xyz: You can xyz, but

only on alternate Tuesdays in May during leap years when the President is wearing a red hat.

To all of you writing in about an abstract moral issue: if you need moral justification, you take the game too seriously, have trouble differentiating reality from imagination, and will soon be visited by some nice young gentlemen dressed in white who will take you somewhere where you will be very happy.

To all of you writing in with any question beginning with "why": Because it's only a @%\$#*& game, and I make the rules.

To all of you who still haven't figured out what happened at the end of "Challenge Night": I can't speak for David N. Searle, but as far as I can tell, he hit that son-of-a- . . . and was killed instantly.

To all of you with any letter containing the word "anarchist": Kindly put your smartcards where the sun don't shine.

I hated doing that. Really, I did. But, I'm beginning to loose my ability to overlook things. I've managed, however, to overlook the exorbitant



amount of tire types, now that our group has banned tire shots (hats off to Mitchell Goldman, who originally suggested the idea in *Backfire*, 5/1; directly beneath a brilliantly written opinion on tracked vehicles.

Now that I've shot down most future *Backfire* topics, I have a civic duty to start up a few more. First, shouldn't mines be destroyed by flaming oil? (Yes, I know this has been done before; but when Benjamin Hay first suggested the idea, so many poison pens went to work, I couldn't resist bringing it up again.) Second, how about compiling all of the designs, weapons, variant rules, etc. that you didn't print, put them together in one big book, and publish it? Third, don't give in to religious fanatics any more and change the name of a product that's already out there. By the way, any bonus points to people such as yours truly who bought *Sunday Drivers* before it became *Crash City*? Fourth, have people vote on rules before they become official? It will save all of us a lot of pain. Fifth, publish as many rules for planes, surfboards, rollerskates, and any other type of vehicle you want, but don't take the car out of *Car Wars*. Sixth, print as much new equipment as possible (I may complain about too many types of tires, but it doesn't mean that I don't use them). Seventh, print my full address at the end of this letter. Eighth and finally, remember: IT'S ONLY A GAME!

– Stephen E. Mason

Thank you for sharing that with us. Your words echo the feelings of a lot of letters that we have received recently. But some of what you said, Mr. Mason, is wrong.

First of all there are not 40 different types of tires, there are 75 different possibilities, not including cycle and truck tires, in which case there are 225.

We would like to print more variant rules for the game, but we want them to be playable. I enjoyed issue 5/1 tremendously and another variant issue may be done, if we get enough submissions.

As far as voting goes, it would take an incredible amount of time, and make the time between new products much too long. We are making sure that all of our products get playtested extensively.

Mines and flame . . . okay, I checked with the resident military genius and got the answer of – no, although he feels that a burst from a rocket or other BE weapon would have a chance. This is how they do it now. Unofficially, if a rocket hits in or on the mine counter, it would have a chance to set it off. The chance would be equal to the chance a vehicle would have. Roll for each rocket that hits. Burst effect weapons would have a -1 to their roll needed. Example: a HR hits a spider-mine counter, it would have to roll a 1-4 to set it off; a blast cannon hit would require a roll of 1-3.

So you want more equipment, eh? Well, Uncle Albert will again be appearing in the pages of ADQ.

In conclusion, we can't publish your address, but we will be more than willing to forward any mail to Mr. Mason. Address comments to Stephen E. Mason, c/o Autoduel Quarterly.

– DNS

I loved the *Compendium*, but I need to complain a little. The problem is the power drainage formulas. The helicopter formula should read:

$PV \times \text{Current} \text{ Speed} / 100 \times \text{Max Speed}$ or ridiculous results appear, such as a 200-mile range at top speed.

Another problem is the car formula. Drainage could be simplified to $PV \times \text{Speed} / 100 \times \text{Max. Speed}$. without loss of accuracy, and the range at max speed comes out as 112.5 miles.

However, the new formulas allow some other new formulas to be written, figuring cruising speed and range. Cruising speed is calculated by dividing the maximum speed by 2. Range is calculated by multiplying the max. speed by 100 then dividing the total by the current speed.

– Peter Eng, Seattle, WA

Feedback is the ability to send back a stronger signal to the sender unit, scrambling or destroying it. Scrambling an enemy unit creates snow (static), making their unit useless. Destroying an enemy unit is done by creating enough feedback to overload the unit, literally burning out the circuits or making them explode. Feedback scrambling is a base 8 to hit, and overloading is a base 10 to hit. A skilled EW operator (Level 3+) can make enemy units do some strange things, like drawing smiley faces on radar screens, switching radio frequencies, play a video game on a targeting computer, etc. Anyone facing an EW operator with the above abilities just better turn around and call it a day. Consider those ideas next time you play around with electronic warfare.

Craig Sheeley's articles were for the most part uneventful, either I heard the idea before or it was not worth mentioning. His Armored Beer Refrigerator addition to the bass boat adventure is obviously for the true bass fisherman. Perfect for beer grenade effects like paint grenades. If beer is all it can hold, what is its use? I can personally think of several uses for an Armored Refrigerator, but very few for an Armored Beer Refrigerator. I was also surprised that Sheeley does not know how to build a boat. Sorry, my average boat would sink the Referee's boat in one turn. Hint: torpedoes. Boats are not cars and should not be armored the same way.

I liked the microplanes, but was disturbed to read that you could not shoot through a propeller. This technology has been around since World War I. In World War II there were planes that mounted a gun in the propeller shaft. Where did all this technology go? Mounting weapons in the above ways should have no effect on the performance of the plane. When mounting a weapon inside the propeller shaft it can only be a single weapon, not multiple, but it will certainly surprise the enemy.

Don't get me wrong. I enjoy reading ADQ, but I don't like seeing holes you can fly through. Also, I like the new format.

– Norman McMullen, Omaha, NE

CLASSIFIED

ATTENTION MISSING PERSONS: Gary Canterbury, David Dyché and Michael Lee Merritt. If you're out there guys, please send SJ Games your address and proof of identification so we can send you a complimentary copy of *Boat Wars*.

LEADA: It's like a big, fat, sexy pizza. Write to: Phil Radley, 12 Wordsworth Close, Romford, Essex RM3 7PD, England.

ATTENTION! Fort Hood, Killeen, Copperas Cove, Harker Heights area duellists. Band together, unite under a common banner! I am a transplanted duellist wishing for a chapter in this area. For more information contact RadarRider at 1611 Alamo Ave., Killeen, TX 76542.

DUELLISTS looking to join a club in the York area. Will join AADA if one is found. Please contact: Leonardo Smith, 415 Hill St., York, PA 17403-5703.

ALL SAN DIEGO AUTODUELLISTS who want to join SCRAM (Southern California Racing and Autoduelling Membership), San Diego's newest and best chapter please contact: Robert "Alpha Complex" Eikel at (619) 454-2359 or write: 1405 La Jolla Knoll, La Jolla, CA 92037.

LOOKING FOR DUELLISTS in Wyoming to form chapter. Also want to trade ideas with others from outside and inside states. Write to: Gordon Wright, 1306 W. Leisher, Cheyenne, WY 82007.

FNORD! SOUTH WANTS YOU! If you live in the Austin area and want to duel and argue with the guys responsible for this game contact FNORD! South, c/o Steve Jackson Games, Box 18957, Austin, TX 78760-8957.

FNORD! NORTH WANTS YOU! If you live in the northern Illinois or southern Wisconsin area, join FNORD! North! Interested duellists contact: Alan "Wildman" Young, 709 Water's Edge Dr. #207, Lake Villa, IL 60046.

FREDERICKSBURG, VA! Looking for Autoduellists to form a chapter currently have an unofficial chapter with one AADA member, four non-members. Also interested in pen pals and ob-racing. Anyone interested contact "Howlin' Madd" Matt Snelling at 11210 Prince Ct., Fredericksburg, VA 22401 or call 898-6228.

WANTED: Any duellists (or aspiring duellists) willing to start a chapter in the Baltimore, MD area. Call Philip Meyer at (301) 243-9013. P.S. - really, anyone over the age of 12. We really need more duellists.

FOR SALE: ADQs 1-3 to 2-4: \$5.00 each, 3-1 to 4-1: \$4.00 each; **Uncle Albert's 2035 Catalog, Vehicle Guide, Convoy and Turbofire:** \$2.50 each; Maps for **Autoduel Champions, Truck Stop and Midville** (4 sections): \$1.00 each map section; Armadillo and Double arena (two sections each): \$2.00 a set; **Car Wars Miniatures** still in blister packs (Cars, Pick-ups Station Wagons, Wrecks and Cycles: a couple of each): \$4.00 each. All items will be

sold to the first buyer. If anyone wishing to buy the whole lot, it will go to the highest bidder. Contact Norman McMullen, 701 S. 22 St., #73, Omaha, NE 68102.

HEY YOU! Wanna join forces in Boston and rescue Charlie from the MBTA! Send mail to Bruce "Rapier" Kane, 100 Prospects Street, Apt. 3, Canton, MA 02021. If Boston's too far away, or 25 cents is too much, please send E-Mail on InterNet in care of "bkane@lynx.northeastern.edu".

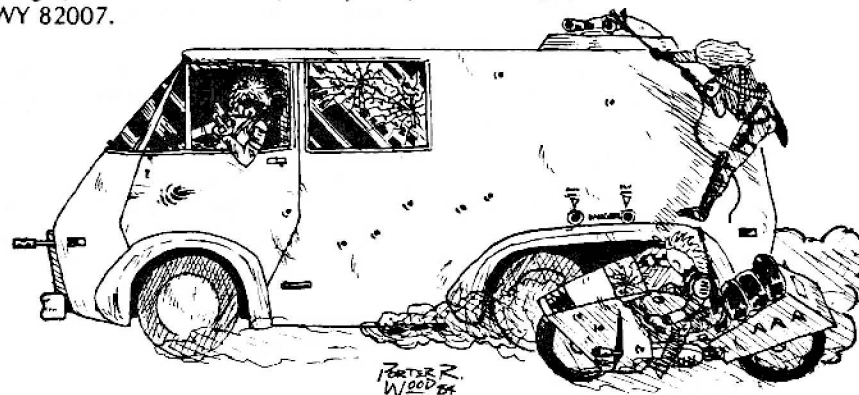
LOOKING FOR DUELLISTS in Central PA area or pen pals from out of state or abroad. All C64 owners! Rick Hambright, 2411 Old Gettysburg Rd, Camp Hill, PA 17011.

WANTED: Overseas correspondents. I would be more than glad to exchange ideas, vehicles, gadgets or just talk about the duelling world out there. I would also like to get back in touch with LEADA (Hey guys, what ever happened to your great newsletter? How can I get a LEADA T-shirt?) Please send all letters to: Timothy D. Jacques, 118 Hillside Dr., Bellevue, NE 68005 or call (402) 292-0805. P.S. - Aardvark where are you? Your fellow freedom fighter awaits your orders!!

WANTED: OREGON AUTODUELLISTS to form an AADA chapter (also interested in joining an already formed chapter) in the Cave Junction, Grants Pass Area. If interested contact: Dusty "MUD" DiFuria, 126 Hogue Dr., Selma, OR 97538.

ADQ 1/1 UP FOR SALE! Also looking for people to form a chapter. Send bids and inquiries to: Rollin Kearley, 3131 East Park Row Drive, Apt. #230, Arlington, TX 76010.

WANT TO GET OUT OF THE AMBULANCE AND INTO THE WINNER'S CIRCLE? Join Franken-stein's minions at 2111 Lithia Pinecrest, Valrico, FL 33594.



CAR WARS[®]

COMPENDIUM

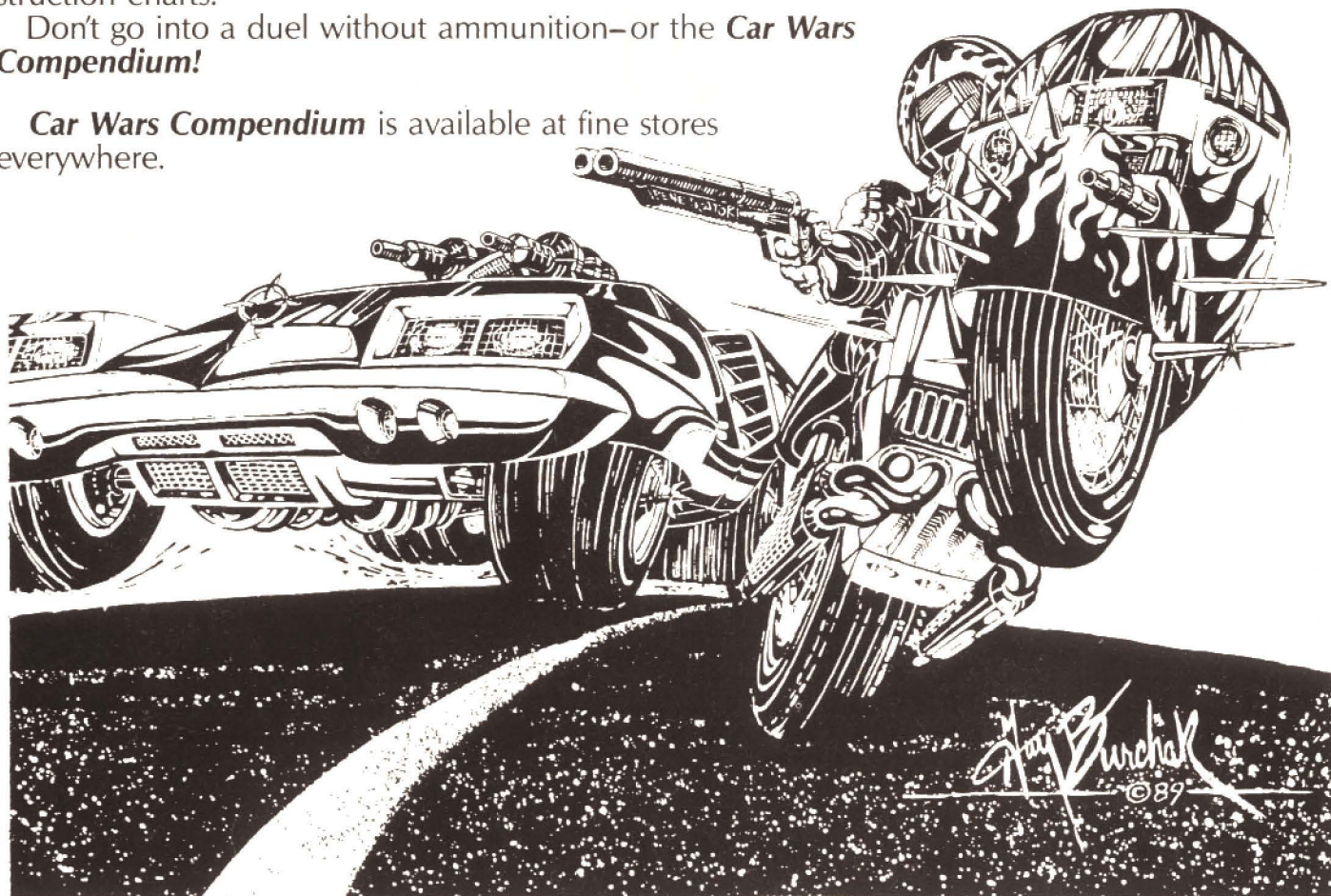
The Most Valuable Weapon You Can Buy

Now, all your *Car Wars* can be found in one book—the *Car Wars Compendium*. We've included the rules from *Car Wars Deluxe Edition*, *Boat Wars*, the *Uncle Albert's Catalogs* and *Dueltrack* as well as clarifications and improvements from the pages of *Autoduel Quarterly*.

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