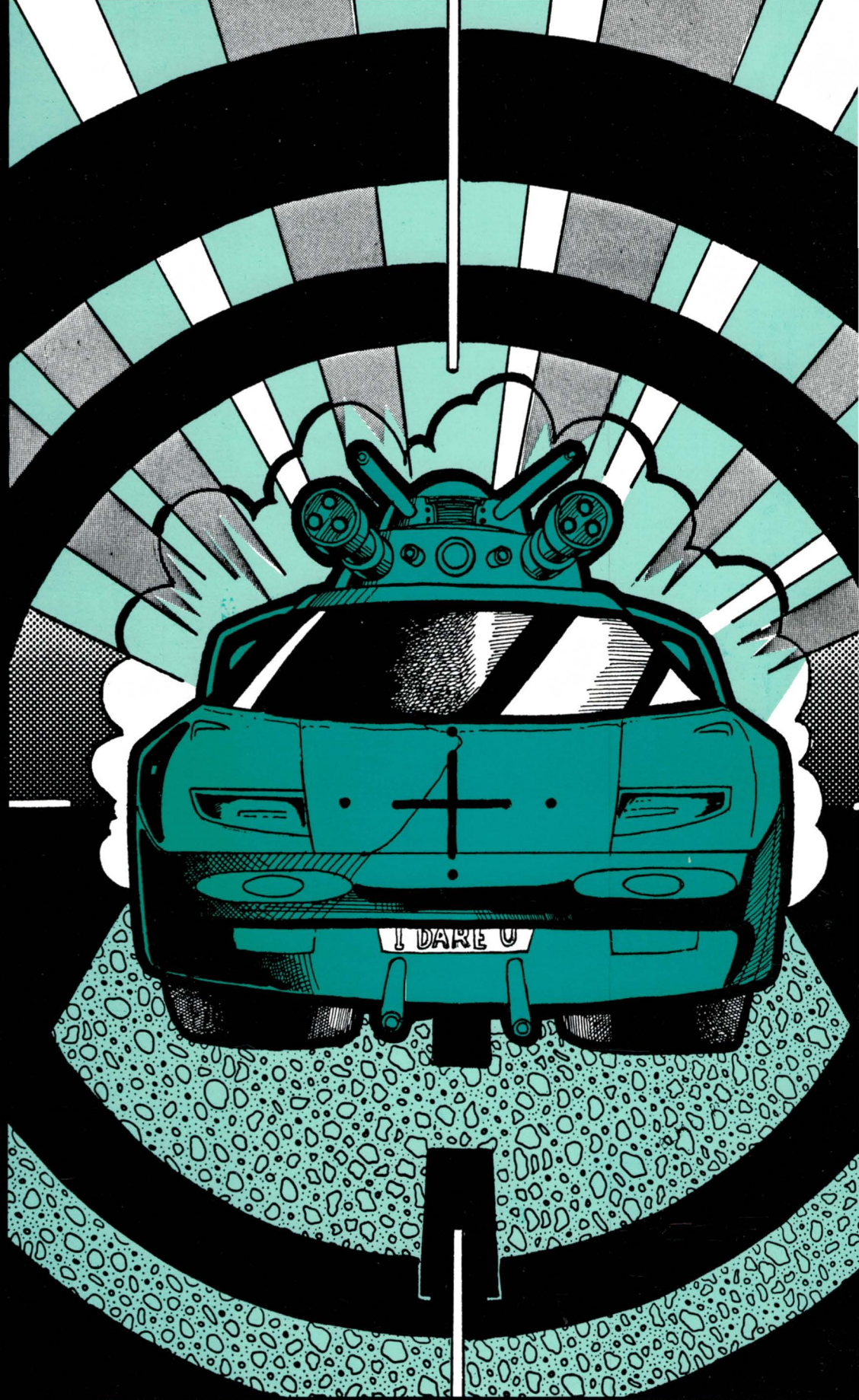


A D Q

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



\$3.50
Vol. 8, No. 4

**Mercenaries and Bounty Hunters
Full-Length Tanks Scenario
Monster Trucks
& The Return of Uncle Al**

TABLE OF CONTENTS

Vol. 8 No. 4

Winter 2040

Contents

Killers For Hire by Robert Eikel	8
The Bounty Hunter by Kurt Bush	10
Living Down Justice by Ian Knights	12
<i>Car Wars Tanks Designer's Notes</i> by Craig Sheeley	16
Tanks for the Memories by Craig Sheeley	19
Monster Trucks in <i>Car Wars</i> by Gary L. Privitt	24

Departments

The Driver's Seat by Chris W. McCubbin	2
AADA News	3
Blasts from the Past by Steven Poor	7
Excerpts from the <i>AADA Road Atlas and Survival Guide:</i>	
Philadelphia, PA by Robert Bost	27
Arena Watch by Timothy Jacques	28
<i>Car Wars Classic</i> by Steve Jackson	29
Backfire	30
ADQ&A by Ken Scott	31
ADQ Classified	32

Advertisers

Security Motors Co.	18
Steve Jackson Games	11, 23, back cover
Uncle Albert's Military Surplus	6
Vortex Technologies	15

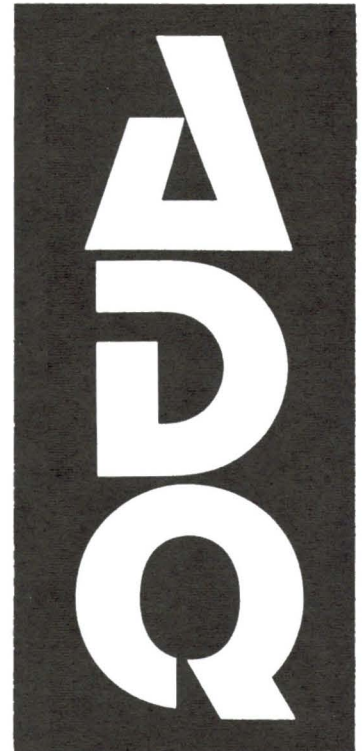
Designs in This Issue

Laser Communications Array by David Alpert	6
Rifle-Launched Grenade by Steven Poor	6
Stealth Missile by Robert Eikel	6
The Swift by Derek Sheeman	15
The Wraith by Andrew Metzger	18

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THE DRIVER'S SEAT

Face Front, True Believers!

Car Wars is going to be a Marvel Comic.

Seriously.

It's going to be a four-issue mini-series called *Car Warriors*, and it will be out in comics stores everywhere next March from Marvel/Epic. It's written by ace action writer Chuck Dixon, illustrated by British artist Steve Dillon and edited by Marie Javins. Both artist and writer have plenty of experience with the "dark future" school of science fiction — Dixon with series like *Evangeline* for First and *Alien Legion* for Marvel/Epic, Dillon with "Rogue Trooper" for Britain's *2000 A.D.* I've had a chance to read the scripts for the first two issues of *Car Warriors*, and this book's going to be literally a blast.

The creative team at Epic is working closely with the SJG staff to ensure that the comic remains true to both the spirit and the rules of the *Car Wars* game, and each issue will contain a page of game-related information prepared by us here at SJG.

What's next? Hollywood?

New Features

If you look under the "Departments" section of this issue's contents page, you'll see two new sections, and if you look under "Advertisers" you'll find an old friend.

"Blasts from the Past" is simply a new name for "Newswatch." I changed the name because I was afraid new readers might confuse "Newswatch" and "AADA News," and also because I thought the new name sounded cool.

Lots of people write in and ask me what sort of contributions I'm especially interested in. Well, right at the moment I'm experiencing an acute but severe shortage of "History of . . ." timelines for "Blasts from the Past." Would-be contributors take note. Also, if you happen to see an item suitable for "50 Years Ago Today" in a newspaper or magazine, you'll instantly become one of my favorite people if you clip or photocopy it and send it along to *ADQ*.

"*Car Wars* Classic," however, is something completely different. Each issue this space will be devoted to a short scenario or some vehicle designs which

can be played using only the rules found in the new *Car Wars* small box game — it's intended to ensure that there's something in *ADQ* for duellists of all stripes, from the very newest players to championship contenders. This first installment consists of designer's notes on the small box *Car Wars* from none other than Steve Jackson himself, making his first *ADQ* appearance in far too long.

Also this issue is the long-awaited return of Uncle Al to the pages of *ADQ*. Al has diversified since his last appearance here, and henceforth he'll be alternating ads for his new "Uncle Al's Military Surplus" company with ads from the good old "Auto Shop and Gunnery Stop."

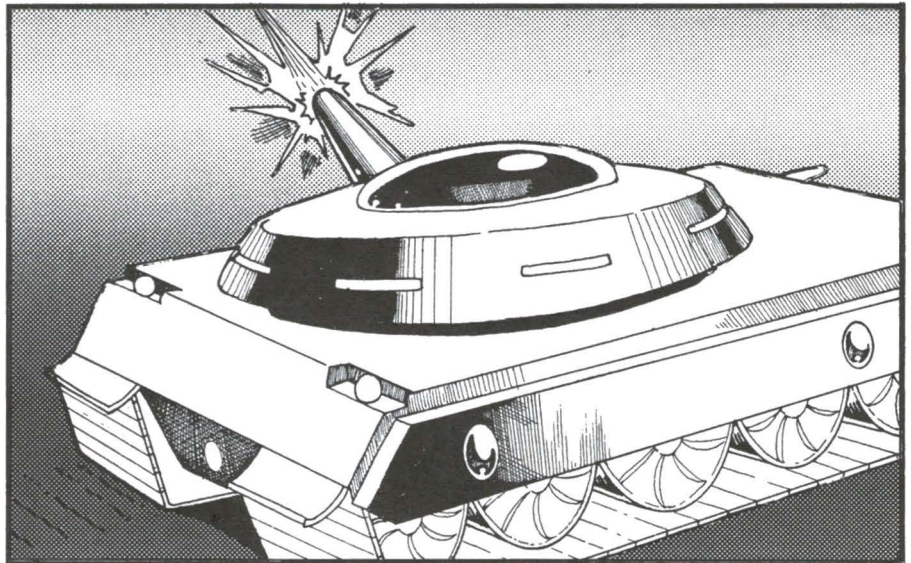
Classified Information

Several people have asked me recently how much an ad in "ADQ Classified" costs. Classified ads are provided as a free service to *ADQ* readers; there's absolutely no charge. We only ask that your ad have something to do with the *Car Wars* game or the autoduellling hobby. We do reserve the right to edit your classified ad for content and space reasons.

What's New

As this issue goes to print, *Car Wars Tanks* is shipping, and *Aeroduel*, *Car Wars: The Card Game* and *Car Wars* ("Car Wars Classic," in the small box) should all be available at your local games retailer.

The first major *Car Wars* release for 1991 will be *The Complete Uncle Al* (previously announced as *Uncle Al's Military Surplus*, commonly referred to around the office as *Uncle Al's Catalog from Hell*). This will be a big book in the *Car Wars Compendium* format — approximately half of it will be devoted to listing of all the gadgets and accessories from previous catalogs, all in the inimitable Uncle Al style. The rest of the book will be devoted to completely new paths to better duelling through technology, including military hardware for planes and tanks. It's being compiled and written by Craig Sheeley, the mastermind behind *Aeroduel* and *Car Wars Tanks*, and Craig needs your ideas. See the ad on p. 00 for information on how you can help us produce *The Complete Uncle Al's Catalog*.



We do not accept ads from businesses (except convention announcements) in "ADQ Classified," but individual duellists are welcome to place classified ads to sell or exchange *Car Wars* products.

All ads will run in at least one issue, and an ad will continue to run as long as there's room for it. No one can have more than one ad in "ADQ Classified" at a time.

The rest of the schedule for next year is still up in the air. Right now it looks like the first boxed supplement for next year will be *Dueltrack*, Second Edition. This updated and expanded version of the long-out-of-print racing rules will *not* include *Chassis and Crossbow*, because that's still tagged to become a boxed supplement in its own right, a little further down the line.

It's That Time of Year Again

Time for local clubs to start thinking hard about the 2041 tournament season. Complete rules for the 2041 World Dueling Championships will run in this space next issue, but until then here are some hard facts and dates about the preliminaries.

The 2041 Worlds will be held, as usual, at Origins. This year Origins is July 3 to 7 in Baltimore, MD. The next issue of *ADQ* is going to the printer in February, and will be on the stands in March.

ADQ 9-1 should contain the results of all club championships, and the date and location for every regional championship.

That means local clubs have to start right now coordinating regional championships with local cons and other clubs in their region. The 1991 regional championship season is April 1 through June 15. These dates are firm. Each local chapter should make it their responsibility to see that their region has a championship during this time, and that it's scheduled and announced to *ADQ* by Feb. 1.

Club Championships should be held in January or February. January is best, so you can report your club champion to *ADQ* before Feb. 1, in time for us to print the results in 9/1.

Remember, you're not officially a champion until your victory has been reported to *ADQ*!

2040 World Racing Championships

The 2040 American Autoduel Association World Racing Championships were held August 9 through 12 at GenCon, in Milwaukee, WI.

Round One saw a turnout of 35 racers lined up and ready to drag. Tournament referee David N. Searle exercised his official's prerogative, making the first of several spontaneous changes in the published rules — players were given the choice between two stock vehicles, rather than being allowed to design their own dragsters. He also improvised a rule giving drivers with high reflex rolls ¼ or ½ inch bonuses at the start.

Both models reached their top speed long before the 88" drag race was over . . . It all came down to who was willing to push their engine the hardest for the longest time. All the races were exciting runs with transmissions and engines

shredding left and right. This became important, as Searle tightened the published rules, giving racers only two mechanic rolls between races. Eventually the field was narrowed to 10 finalists.

Searle scrubbed the second day of round-one qualifications, instead substituting a one-lap race on a custom track. After losing several vehicles to spins, and even a roll, the field was cut down to six that moved into the Final Round.

In the true spirit of the event, only two vehicles in the final round possessed weapons. The finals used a one-mile track designed by Ken Scott. Searle and the other duellists present agreed that there was no way to complete the prescribed 30-laps in the allotted time for the tournament, so he initiated a staggered start to allow immediate weapons fire. When two hours of playing time saw the lead driver only ½ way through his first lap, Searle decided that it would be fairest to declare the three fastest ETAs around one lap of the track the winners. At about the 3½ hour mark, the first driver completed the first lap in about 34 seconds of game time.

In First Place was Jeff Rakow, with a awesome time of 27 seconds from start to finish line. Second Place went to Jacob Abrams with a time of 28.3 seconds, and Third Place to Jeff Wilder with 29.4 seconds. You may recognize the two Jeffs — they tied for last year's championship.

Here's Rakow's winning design:

Pixie: Streamlined lux, x-hvy. chassis, hvy. suspension, 500 ci engine with tubular headers, V.P. turbo, 4 gal. economy tank, 4 standard racing slicks, driver, 6 PDGs, 1 smoke discharger, 3 99 lb. RB, 3 198 lb. RB, 2 2-space EWP, EWP eject, 5 links (EWP ejectors, 198 lb. RBs in EWPs, all three 99 lb. RBs, PDG 1-2-3, and PDG 4-5-6), overdrive, spoiler, airdam, FP armor: F50, R20, L20, B55, T9, U1. Accel. 20, HC5(6), 6,598 lbs., \$39,724.

Con Jobs

Steve Jackson Games needs experienced duellists to represent the company as referees at official SJG-sponsored tournaments at gaming conventions across the USA (and in Canada and overseas, too!).

If you're interested in being a tournament referee, please send us a brief note telling us your name, address, age and a

little bit about your experience with *Car Wars*, with a special emphasis on any tournament and referee experience you may have. Also mention whether or not you'd be willing to referee your local regional championship — regional referees who want to participate in the next World Championships will be seeded in the same round as the club champions. Referees do *not* have to be active AADA members at the time of application.

SJG will keep a file of all qualified referees, and notify the best-qualified when there's a convention in their area. If you accept a referee's job, your duties will include: 1) coordinating the event with the con's games director; 2) selecting or preparing an arena, and defining event rules, scoring, number of rounds, maximum number of competitors and division of competition; 3) refereeing the event; and 4) notifying SJG, in writing, of the names and addresses of winners (first, second and third place) and seeing that they receive their prizes, and preparing a short, concisely-written account of the event for publication in *ADQ*.

Once you've refereed an event for us, in return for your efforts SJG will waive your next year's AADA membership fee — you get full membership privileges, including your subscription to *ADQ*, free for a year. Also, as an official representative of SJG, you will (in most cases) be able to attend the con without paying a membership fee or admission price. Referees who preside at more than one tournament in a year will be eligible for further bribes, in the form of complementary *Car Wars* merchandise.

Anyone who might be interested in becoming an official *Car Wars* tournament referee, send a letter — including your name, address, phone number and age — to Steve Jackson Games, P.O. Box 18957, Austin, TX 78741, attn. Steve Jackson.

Embarrassing Typo Dept.

In *Aeroduel* on p. 15, it says that compact carplane tails have 20 DP, even though the larger mid-sized tails have 13 DP, and sub-compacts have tails with only 6 DP. As should be obvious, that 20 DP should really be 10 DP.

AADA REGIONAL CHAPTERS

C.A.R.D.S.

President: Scott Paquette
HHC 197th Inf. Bde.
Fort Benning, GA 31905
Charter Expires: February 20, 2041

C.H.A.O.S. (Cupertino Highway, Arena and Off-Road Society)

President: Dan Harting
8015 Rainbow Dr.
Cupertino, CA 95014
Charter Expires: October 15, 2041

D.R.E.A.D. (Detroit Regional Environ- mentalists and Autoduellists)

President: Matt Becker
18355 Edenderry
Northville, MI 48167
Charter Expires: PLEASE RESUBMIT
APPLICATION (see next page)

Driving Tigers/Road Wolves

President: Christopher Burke
127 Bay 23 St.
Brooklyn, NY 11214
Charter Expires: February 2, 2041

F.N.O.R.D. (north)

President: Alan Young
651 Busse Hwy. #2D
Park Ridge, IL 60068
Charter Expires: August 2, 2041

F.N.O.R.D. (south)

President: David N. Searle
P.O. Box 18957
Austin, TX 78760
Charter Expires: December 2, 2040

G.E.A.R.S. (Gladiators, Eliminators, Autoduellists & Recreational Speed- sters)

President: Jeff Rakow
1129 Lebanon
Aurora, IL 60505
Charter Expires: August 2, 2041

GODS (Greater Orlando Duellists Soci- ety)

President: John M. Hurtt
2410 N. Hastings St.
Orlando, FL 32808
Charter Expires: July 1, 2041

H.A.V.O.K.

President: Kevin Grim
1823 Barriston Rd.
Columbus, OH 43221
Charter Expires: PLEASE RESUBMIT
APPLICATION (see next page)

MOOTANTs (Maritime Organization Of Terminal Autoduellist Nerd Trash- ers)

President: Kolja Eppert
5 Heather Terrace
Fredericton, New Brunswick E3B 2S7
CANADA
Charter Expires: August 1, 2041

NOVA (New Omaha Vehicular Associa- tion)

President: Norman McMullen
701 S. 22 St. #73
Omaha, NE 68102
Charter Expires: August 1, 2041

RCADA (River City Autoduel Associa- tion)

President: Tim Ray
1403 S. Congress Ave.
Austin, TX 78704
Charter Expires: July 31, 2041

Road Kill Cafe

President: Marc Brown
7387 West Central
Wichita, KS 67212
Charter Expires: August 1, 2041

SCCAR (Southern California Civilian Armor Regiment)

President: Sean A. Wadey
4428 Obispo Ave.
Lakewood, CA 90712
Charter Expires: August 1, 2041

S.P.A.D.E.

President: Mike Smith
9620 Graceland Way
San Diego, CA 92129
Charter Expires: August 1, 2041

Those Darn Fish

President: Rob Wyrwicz
9 Bonnington Pl.
Willowdale, Ont.
CANADA M2N T9
Charter Expires: August 1, 2041

TRAACS (The Regional Autoduel Asso- ciation of Colorado Springs)

President: Jason Burdillis
2710 Northridge Dr.
Colorado Springs, CO 80918
Charter Expires: August 1, 2041

Vancouver City Autoduelling Associa- tion

President: Bruce Lam
1270 W. 51st Ave.
Vancouver, BC
CANADA V6P 1C5
Charter Expires: October 7, 2041

VINDICATION

President: Jim Cowling
205-254 Gorge Rd. E.
Victoria, BC
CANADA V9A 6W4
Charter Expires: August 1, 2041

WASTED (Westminster Area Specialist Team of Executioner Duellists)

President: Erik W. Leppo
2817 Hampstead-Mexico Road
Hampstead, MD 21074
Charter Expires: August 1, 2041

★ ★ ★

The following clubs are in our records
as having allowed their charters to expire
without renewal in 2039 and 2040.

AAIE (Associated Autoduellists of the Inland Empire)

A3 (Association for the Advancement of Anarchy)

BACKROADS (Baile Atha Cliath Killer Kart Road Org. & Autoduel Society)

B.L.A.D.E. (Baltimore League Of Auto- duelling Elite)

Berkeley Autoduelling Association Big Red Death

C.A.R.D.S. (Central Arizona Road Duellists)

CHARGE (Charlotte's Gunnery Elite)

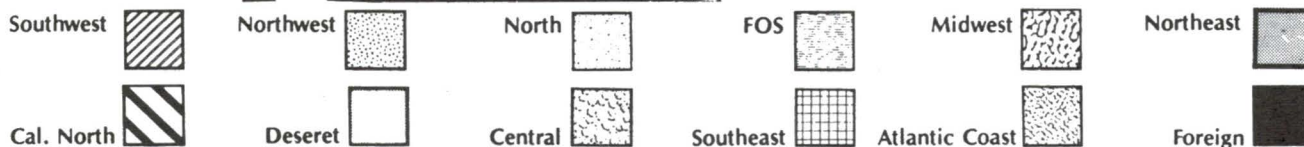
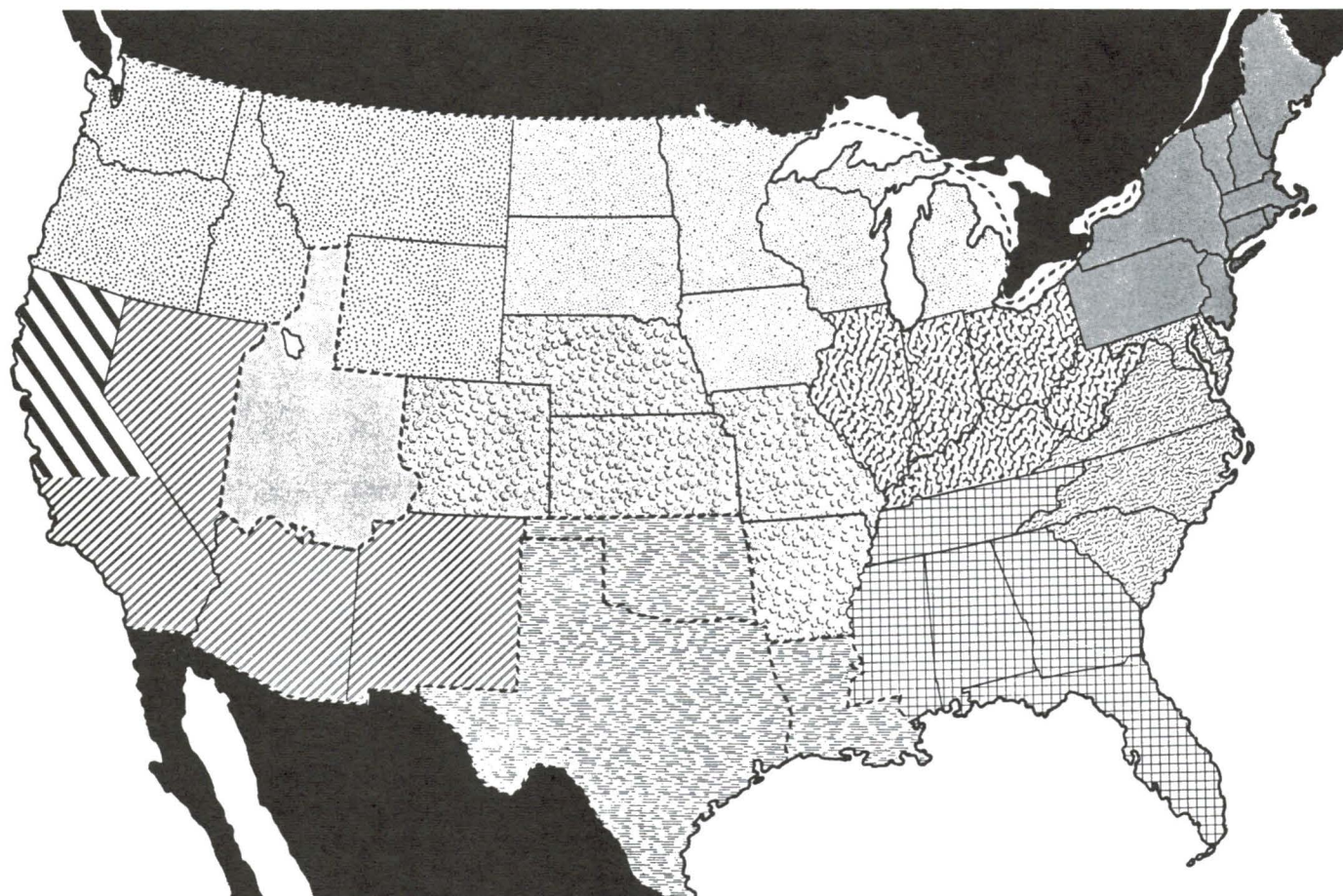
CODE (Coalition of Oregon Duelling Establishment)

Dakota Outback Corps

F.L.A.G.G.S. (Flame, Laser and Gauss Gun Specialists)

Flaming Lakers, The

I.L.L. (Illinois Legion of the Lethal)



Jade East
 JADE (Jersey Autoduelling Establishment)
 Lex Talionis
 LEADA (London, England Autoduel Association)
 LEADA Nubile Virgin Whipped Cream
 LEADA Turbo Wicked Scary Nutter Bastards
 London's Dark Knights of Destiny
 MADD (Missouri Autoduel Division)
 NOMADS (North American MONDO and Duellist Society)
 NORAD (Northern Outrageous Renegade Autoduellists)
 RWADA (Ramblin' Wreck Autoduel Association)
 RADA (Renton Autoduelling Association)
 ROADS (Riverside Organized Autoduelling Society)
 RMADA (Rocky Mountain Autoduel Association)
 Royal Autoduel Association of Great Britain

S.C.R.A.M. (Southern California Racing & Autoduelling Membership)
 S.L.U.G.S.
 S.P.L.A.A.T.
 SKULLS
 SHADO (Southern HQ Autoduelling Organization)
 SPADE (Southern Pacific Autoduel Elites)
 TRASH (Tennessee River Autoduel Society in Huntsville)
 Unbalanced Force
 War Mongers from Hell
 WAR (Woodinville Auto Rangers)

Things have now returned to as close to normal as they ever get here at AADA central. I'm told that our direct mail department is now completely caught up for the first time since last spring's big shoot-out! This means that if your active chapter has not yet received its charter certificate, its complementary copy of *Car Wars: The Card Game*, or anything else you have reason to believe you're entitled to, there's a problem. *Let us know about it!*

The worst casualties of last Spring's BLUD raid here was the *complete* loss of the charter applications for two new chapters. Sorry again, H.A.V.O.K. and D.R.E.A.D., and get those applications re-submitted so we can get you your goodies. Also, welcome to the Vancouver City Autoduel Association, our newest chapter.

Actually, the local-chapter situation is a bit rosier than you might guess from the listing above. Just last week I heard of a new chapter forming in Texas; we're just waiting for their application. One Southern Californian club on the expired list has promised to reactivate soon, but hasn't sent in their application yet, and another western chapter sent in their application a month ago, but the promised check didn't materialize in time to keep them on the active list for this issue. You two clubs; *you know who you are!* Get on the stick!

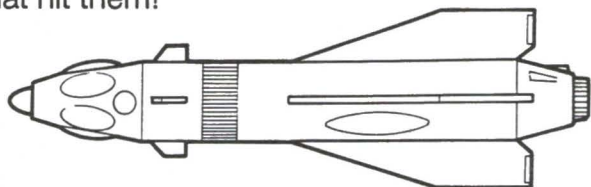
The above information is current as of November 7, 2040. Thanks again for your help and patience.



**Awright troops, lissen up!
Uncle Al's Military Surplus
is here! Bringing
state-of-the-art, genuine
government-issue munitions
and accessories to you!**

Stealth Missile

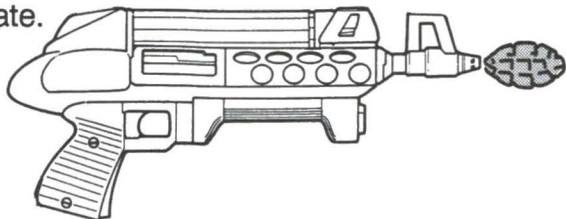
Strike silent, strike hard, with these special radar-proof missiles. Let 'em have these babies from below the horizon and they'll never know what hit them!



Stealth missiles — Missile CPS \times 2.5. These missiles cannot be detected by radar at ranges greater than 100". Within that range they can only be detected on a 1 or 2 on 1d.

Rifle-Launched Grenade

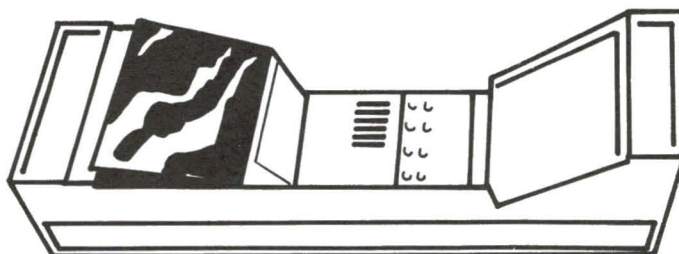
Why strain your arms heaving grenades? Let your trusty weapon do the work with this old favorite. Cheap, easy-to-use and oh, so accurate.



Rifle Launched Grenade — +\$150 to the cost of the rifle and +\$5 to the cost of each grenade. The grenade may be launched up to 15" away. To-hit is normal for the rifle used, damage is normal for the type of grenade fired. The rifle can be fired normally once the grenade is used. It takes three full seconds to load and fire a rifle-launched grenade. A rifle-launched grenade will land three phases after it's fired. Normal grenade scatter rules apply.

Laser Communications Array

This three-part technological wonder adds up to the ultimate in aircraft communications security. The LCA encodes your messages into an ultra-fast laser pulse. You just point and shoot your turreted communications laser, and your communications are delivered instantly to any other nearby plane with an LCA, with absolutely zero chance of any unwelcome eavesdroppers listening in.



Planes communicating via LCA must be flying parallel to one another at matched speed. Each plane then attempts to paint the other's receiver targets with their lasers. A successful To Hit will allow one-way communication between the planes. If either plane changes speed or makes any maneuver, courses must be rematched and new to-hit rolls must be made.

Communications Laser — To hit 6, no damage. DP 1. Costs \$2,500, weighs 200 lbs., takes 1 space. The above figures include the cost of a zero-space turret. Can also be used as a targeting laser.

Communications Target — \$200 each, no weight or space. The receiver for LCA communications. Must be bought for individual armor locations as a laser-reactive web. Destroyed when armor is breached.

LCA Computer: \$3,000, no space or weight. Encodes and decodes LCA transmissions. Must be bought for each aircraft.

BLASTS FROM THE PAST

History of Body Armor

1989: Personal Plastic Industries is formed. By the end of the year light plastic armor is being experimented with.

1991: Personal Plastics introduces a new line of armored clothing. Armored clothing is available to citizens who have the money and a legitimate need for it — Personal Plastics runs background checks on anyone who orders a suit; known criminals are not sold to.

1993: Most police officers in large U.S. cities wear body armor to protect themselves against the crazies that are beginning to roam the streets in force. By the end of the year Personal Plastics is marketing armored clothing through several department stores.

1995: Most citizens wear Personal Plastics suits to protect themselves from random violence.

1996: Two teenage boys are shot and killed in a drive-by shooting. Both were wearing full Personal Plastic “street clothes.” The lawsuits that follow are both expensive and embarrassing for Personal Plastics and cause them to lose many customers, mostly to ArmourTech, a new company from the U.K. Personal Plastics immediately starts looking into new, more durable polymers.

1999: A major breakthrough in the ArmourTech laboratory. The new style armor is lightweight, relatively inexpensive, and can stop a 9mm slug at point-blank range. However, a terrible explosion in the labs delays production at least two years. Indus-

trial sabotage is suspected, but not proved. Meanwhile, Personal Plastics strikes up a major deal with the U.S. Army and immediately begins shipping full suits to troops fighting the Free Oil States.

2003: Full suits of body armor from ArmourTech become available to everyone with the money; most celebrities and politicians invest in it immediately. By the end of the year Personal Plastics is nearly bankrupt.

2010: Body armor saves many lives during the cycle gang years, and is now cheaper than ever before. During this year Personal Plastics HQ is raided by mercenaries and completely destroyed. Rumor has it that they were in ArmourTech’s pay. Personal Plastics Industries is no more.

2016: In the midst of the food riots ArmourTech comes up with an elaborate mixture of ceramic, steel and reinforced plastic, to create a lighter, tougher body armor.

2023: ArmourTech’s new-style body armor is now in widespread use all across North America. Body armor now is not only a means of personal security, it has become a fashion statement. Several new body armor companies spring up in the U.S. However, all buy rights to ArmourTech’s patented CSP design, and ArmourTech makes millions overnight.

2036: Fireproof suits are perfected and released to the general public.

2040: Body armor continues to be the clothing of choice among autoduellists and citizens the world over.

50 Years Ago Today

The world’s biggest airship, the Sentinel 1000, made by Britain’s Airship Industries, is scheduled to make its maiden voyage late in 1990.

Among the Sentinel’s novelties is a “fly-by-light” control system: signals from the controls are encoded in light pulses and transmitted by optical fibers to the drive units. The ship’s 73-yard-long envelope, containing the helium which provides its lift, is made from a tough, new laminated fabric that should not need any maintenance for ten years.

The Sentinel 1000, which has a maximum speed of 57 knots (66 miles per hour), is essentially a half-size test model for the Sentinel 5000 that is being built for the American navy under a \$170m contract. This will be the platform for a new airborne early-warning system — a wide-aperture phased-array radar being developed by Westinghouse. The huge airship, 143 yards long and 65 yards high, will be ready for its test flight in 1992. Its three engines give it a top speed of 90 knots (105 mph) and its large pressurized cabin will allow it to operate at altitudes of up to 3,350 yards. At its normal speed of 40 knots (45 mph) the Sentinel 5000 will be able to operate for 60 hours without refueling; it can also be refueled in the air. The ship will (in theory) be virtually invisible to enemy radar because of its extensive use of high-tech materials.

Another English corporation, the Advanced Airship Corporation, based on the Isle of Wight, has designed an advanced non-rigid airship (ANR) specifically for passengers. The prototype is due to fly before the end of the year. The 66-yard ANR is lightweight and streamlined to reduce drag, which should enable it to fly fast — about 92 mph — and carry a bigger payload than any other airship of similar size. Its gondola can be fitted out to take 30 passengers for short trips, 26 for trips of up to two hours (with a lavatory and galley) or as a luxury “restaurant in the sky” seating 14. The ANR will also be marketed as an aerial platform for military and police work. Smaller airships can be used for advertising or for filming and broadcasting. Thunder and Colt in Oswestry, which also makes hot-air balloons, has built seven electronically-controlled two-man airships costing £330,000 (\$635,000) each, compared with several million dollars for a bigger craft. Lower down the price range, there is a one-man DG-14, standing about nine yards high, which is making test flights in Cirencester. It was developed by Cameron Balloons of Bristol, as a toy for a company director, Don Cameron. The aim was to keep it as simple as possible; Cameron describes it as “fly-by-string.” It is steered by a nylon cord which moves the rudder, and is powered by four chainsaw engines stuck together. It should sell for around £70,000 (\$133,000).

— *The London Economist*, 25-31 August, 1990.

Killers for Hire

Mercenary Fighters in **CAR WARS**

by Robert Eikel

Warrior-for-hire is probably the world's second oldest profession. As long as there has been war and battle, there have been men willing to fight for others, as long as the price was right. The world of 2040 is no exception.

There are three general types of hired fighters — mercenaries, hit men and assassins.

Mercenary

A mercenary is simply a duellist or footsoldier who freelances as part of an army or fighting force. Many fighting units, from cycle gangs to private (or sometimes national) armies, will enlist mercenaries to bolster their forces in preparation for a large confrontation. Many wealthy people, particularly those involved in organized crime, maintain veritable small armies of well-equipped (though often indifferently trained) mercenaries, who serve to ensure the security of their employer and disrupt that of his enemies. There are even some companies that maintain an extensive payroll of excellent mercenaries along with accompanying training facilities and equipment, and specialize in renting out entire trained-and-equipped forces for a premium price.

Most mercenary footsoldiers are relatively unskilled and hired only to fill out the ranks of a fighting force. These mercs usually carry their own weapons into battle, though the employer is required to provide any necessary vehicles or heavy equipment. NPC mercs can be represented by 30- to 60-point characters.

Such a mercenary "grunt" would demand pay ranging from \$1,000 for a quick job to \$25,000 for an especially difficult or extended mission. Such fighters are loyal only to their paycheck. If a battle begins to turn against their side, they will readily "bug out," and save their own skin rather than fight to the finish.

More skilled and experienced mercenaries are often permanent retainers of their employer, who will use them to train and lead a temporary army of lesser soldiers.

A mercenary duellist is usually more experienced and much more highly esteemed than a simple footsoldier-for-hire. Most professional mercenary duellists drive their own vehicles into combat. A mercenary duellist prefers a well-balanced, all-around car which can be used for almost any situation. For example:

Sedan, X-hvy. chassis, hvy suspension, Sport PP with Platinum Catalysts, 4 PR radial tires, driver, 2 RRs linked front (HEAT ammo), RR in turret (HEAT ammo), smart link from turret to front RRs, SS back, 6 dischargers*, targeting computer, HD shocks, airdam, Armor: F35, R25, L25, B25, T25, U13, 4 10-point wheel hubs. Cargo/personal equipment 1 space, 73 lbs. Acceleration 10, HC 4, Top Speed 120; \$26,236 + cost of dischargers*, 6,120 lbs.

*Note: The exact discharger configuration will vary depending on the situa-

tion. The weight of six dischargers is included in the design, though the cost is not. The dischargers may be mounted in any configuration.

Hit Men

A hit man makes his living by accepting contracts to kill others. A hit man usually will work for anyone who will hire him, but some are very loyal to a single employer and will not work against him. It is not uncommon for more than one hit man to be contracted to kill a single person. Often, these hit men try to eliminate each other as well as to kill the target and obtain the bounty.

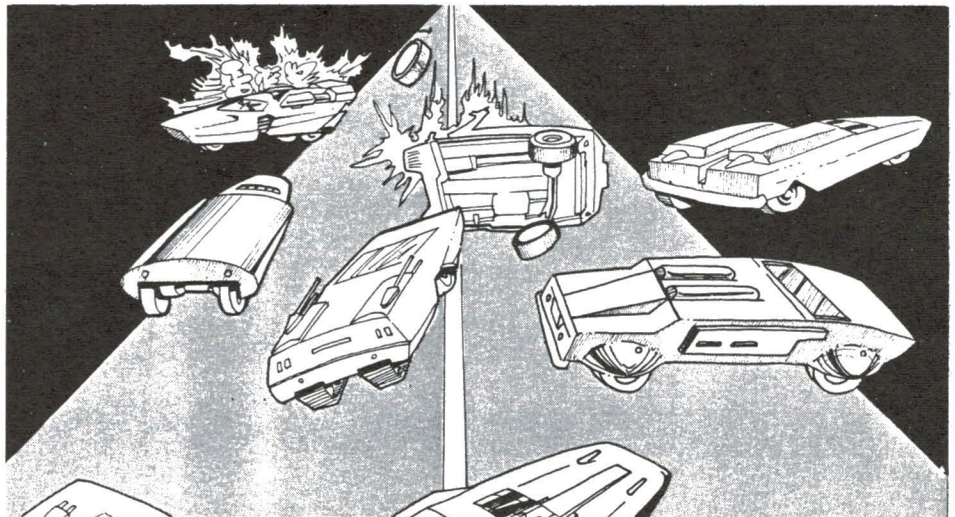
Fees are variable; \$25,000 and up is average, 25% or more of which is due as down payment. Employers *always* demand proof of the kill before making full payment.

Hit men usually prefer to kill their target with a well-placed booby trap or bomb rather than in face-to-face combat. A significant minority, however, referred to in the profession as "gunslingers," prefer to engage their target in a normal road duel (although it is likely to begin with an ambush).

An excellent example of a successful hired killer working with a minimum of personal risk can be found in the case of Christopher "Snakebite" Madison.

Police and medical teams in Chicago were bewildered by a rash of serious vehicular explosions, which had claimed more than 50 victims over nearly two years. The explosions, according to survivors, almost always originated from cheap, foreign-made subcompact cars which mysteriously detonated, often during rush hour. The mystery was finally solved when an organized crime informant told police about Madison. He had been charging \$50,000 a job to pack a small car with explosives and steer it by remote control to his target before blowing his contracted victim (along with any bystanders) to smithereens.

"Gunslingers," on the other hand, are often ex-arena duellists who continue to make a living with their skills. In an ongoing campaign, characters may chose to "retire" to a life as a hit man, or a party may elect to form a "hit team." Experienced NPC hit



men, who can usually be hired only through underworld connections, can be represented by 100- to 130-point characters.

New Rules: Car Bombs

A car bomb is an explosive charge, either a kamibomb or plastique, that is placed inside a car and detonated by timer, remote control or (the classic) when the car's ignition is activated.

If a kamibomb charge is used, there must be enough unused cargo space in the vehicle to accommodate the bomb; such a charge will normally be immediately obvious if the cargo area is inspected. (However, the bomb's container could be disguised to look like something else.) There is enough unused space in any vehicle to conceal up to 2 bricks of plastique which will not be noticed unless a detailed (5-minute) search is made.

To set up the car bomb to detonate on ignition (or any other vehicular function) is a Medium Mechanic job, in addition to requiring the Demolitions skill.

When a car bomb is detonated, apply damage at ¼" range to all components from the inside out; that is, roll 4 × Blast Points damage, and divide this damage equally between power plant, cargo, accessories and crew; any damage in excess of the total DP of these objects is applied to the weapons and armor. However, the remaining damage is applied to *each* armor location and its associated weapons (weapons taking damage before armor). If an armor facing is breached, the remaining damage continues outward from the arc of fire on the breached side *only*; damage is halved at ½" range, again at 1", and so on normally.

Assassin

An assassin specializes in untraceably killing a single target. Whereas a hit man's work is dirty, loud and unmistakable, the assassin seeks to make his killing unseen and unheard. Assassins are highly skilled fighters, talented in both personal and vehicular combat.

Methods of assassination vary. Usually, though, a road kill is avoided; it's too messy, with too high a chance of being seen. Land mines, car bombs and sniper tactics are the most common, but anything from poison to a falling piano is a possibility.

Assassins charge plenty for their services; the typical fee is well over \$100,000. Only the very rich and very powerful are able to hire them. The target of an assassination is typically a public official, organized crime boss or some other equally powerful person.

Assassins use many sorts of gadgets not available to the general public (see, for example, the needle gun described on p. 00). Many of these special gadgets are constructed by the assassin himself, or purchased from one-of-a-kind dealers who can discreetly equip a select clientele with illegal equipment.

Sniper Weapons

Using a special rifle customized for his own use, a skilled marksman can achieve unbelievable accuracy delivering a single bullet at ranges of up to 1,000 yards. Such weapons, however, are not readily available to the common citizen; only a handful of gunsmiths worldwide have the skill necessary to craft one of these precision weapons.

Sniper Rifle: \$5,000 and up, depending on quality and the craftsman's reputation. This weapon has a base To Hit of 4, but only when wielded by a trained sniper (see below). In addition,



all range To Hit modifiers are halved using this weapon. 3 GE/15 lbs.

A sniper rifle includes a special targeting scope which, through precision-calibrated sighting optics, gives a +2 to hit, as well as reducing limitations on accuracy at range (both these benefits are already figured in to the statistics in the preceding paragraph). To gain the full benefits of this sighting system, the firer must spend 10 full turns aiming. This scope may not be used with any other weapon.

In order to properly use a sniper weapon, it is necessary that a character have the Sniper skill. This is distinct from the Handgunner skill, and is used only in connection with sniper weapons. It is acquired and improved in the same manner as any other skill. Any "kill" made with a sniper weapon adds 1 point toward improving this skill.

Hired Fighters in a Game

Often, players with beginning characters wish to freelance as mercenaries to gain some experience and money. Many convoys will take on mercenary crewmembers for a run or two, usually as gunners.

More experienced players may take an occasional bounty job, or even become full-time hit men. Plenty of employment opportunities for both mercenary and bounty jobs, both legal and illegal, can be found in most cities.

As players become richer, they may hire a mercenary as a temporary crew member, or place a bounty of their own on some enemy. Hiring an assassin will remain out of the financial reach of most PCs. Nevertheless, an assassin may become part of a roleplaying adventure if players are called upon to prevent the assassination of some public official, or perhaps somebody they're working for or seeking is assassinated. For a truly deadly plot twist, a player character could himself become the target of an assassination attempt.

In an industrial espionage roleplaying adventure, hit men and assassins can also become an important part of the adventure as opposing organizations (who, unlike individual characters, are wealthy enough to acquire such services) try to undermine the competition.

The Bounty Hunter

by Kurt Bush

"Today, class, we are going to postpone our lessons on high-speed duelling in order to hear about the bounty hunting profession from a professional, Mr. B. Hunter. He volunteered his time in order to explain his job to us, so that you can better make a choice in your career when you graduate from the Institute of Offensive Driving."

"Thank you, Professor Nelson.

"Most people, when they think about bounty hunting, see us dashing off into the sunset to get the bad guy, blowing up buildings, and stalking the prey. Sometimes that's true, but mostly it's slow and boring detective work and catching your bounty when they least expect it.

"The majority of bounties are not important enough to come to the attention of local law-enforcement agencies. These are called level one or level two bounties. These could range from bringing a runaway back to his parents, to bringing a corporate defector back to his original employer, whether he likes it or not.

"Then there are the other types, the nasty bunch. These are level three and four bounties, depending on the danger and complexity of the bounty. 'Dead or alive' bounties fall into these groups. They're the ones that give bounty hunting the flashy reputation and the big bucks."

"Could you give us an example, Mr. Hunter, sir?"

"Certainly, uh . . ."

"Jim Goster."

"Certainly, Jim. My last bounty was the return of an individual to a bank. He had fallen behind on his payments and the bank sent me to repossess him. I had to return him dead or alive, but *intact*. The bank wasn't able to give me a stat sheet on his combat experience or abilities. This became particularly annoying when I had to learn the hard way that the missed payments were for cybernetic implants. That was also why the bank wanted him intact — his cybernetic parts were the collateral.

"I didn't figure out what I was dealing with until I tossed him a tear gas grenade. He took off on foot and passed the speed limit before it hit the ground. The only reason I was able to catch him was luck . . . he turned into a blind alley. By the time I got there, he was sprawled out, out cold with a bloody nose, and there was an impression of his body in the brick wall. All that was left to do was to put a bow on him and collect my bounty."

"How do you collect your money when you're done?"

"Simple. When you offer a bounty, you must put the money in a bounty bank. These banks are solely for holding on to bounties that we may collect. This insures guys like me that there will be money waiting for us once the job is done. When it's done, the poster of the bounty gives the access code — or the bank does if the sender is unable to complete the transaction. The bank retains 5% of the deposit, you take the rest."

"Do bounty hunters get stiffed on assignments or get their banks robbed?"

"No sane criminal would ever rob a bounty hunter — if they do, they get white-listed. A white list is the opposite of a black list. Instead of being excluded from jobs, they become one. The

thought of a bunch of angry bounty hunters is enough to keep banks and jobs secure. The only robbery of our bank so far was committed by a gang that used a tank to break into the vault. Two days later that tank was confetti and so were the robbers. The money was recovered. The mechanic couldn't find anything salvageable in the tank, so we decided to haul it in front of the bank and put a plaque on it — 'Here lies the first and only robber of this bank.' For some reason nobody's tried to rob it since."



"Are there any levels higher than four?"

"There's one. The priority level. Samaritan killers, people who cross the Brotherhood of Truckers, and the worst renegade cycle gangs are marked for extermination. Bounties like this get collected very quickly, because no one wants these guys around . . . a lot of priority bounties are withdrawn because somebody else decided to deal with them free of charge."

"Don't bounty hunters get in trouble with the law?"

"Local law enforcement doesn't really bother us too much. The cops are swamped and both sides know it. We perform a job like everyone else. Sometimes we're hired by the police when they are short-handed, so it's a working relationship. They know we use our best judgment when picking a case, and are usually very cooperative. They even label our assignments as legal or not, so we know when discretion is called for. They'll usually turn a blind eye to the cases that aren't exactly legal, because odds are, if we don't go after them, they'll have to. So there really isn't a problem."

"What was the oddest case you've had?"

"That's easy. It was a triple bounty. One cycle gang got plastered out of their local territory by the Texas Rangers. They decided to move, for obvious health reasons, to new turf. But they moved into another gang's territory. That day there were three different bounties on the board . . . \$1,000 for each mem-

ber of the Black Widow cycle gang removed, \$2,000 for every member of the Vultures retired, and a third pitiful little bounty posted by the locals of \$500 for each member of both gangs.

“The guys at Leuwy’s, which is where most bounty hunters in the area hang out, heard about this and nearly busted a gut laughing. We all decided to go down there and clean up the road with them. As we were going along we gathered up a couple more guys, and finally we had about 20 of the toughest road fighters you’ve ever seen moving in convoy.

“But when we got there we didn’t find a single biker on the road. They’d heard that an army of bounty hunters was coming to collect their scalps, and both gangs turned themselves in to the cops. The cops had to deputize the local farmers to help, because the county jail wouldn’t hold all the bikers.

“When we heard this we all started laughing, because we’d met all the requirements to collect on all three bounties, and we did it without a shot being fired. We split up the bounties and the party at Leuwy’s didn’t slow down for almost a week. I think Leuwy ended up with more money from that job than anyone.”

“How do you capture a person who won’t come peacefully?”

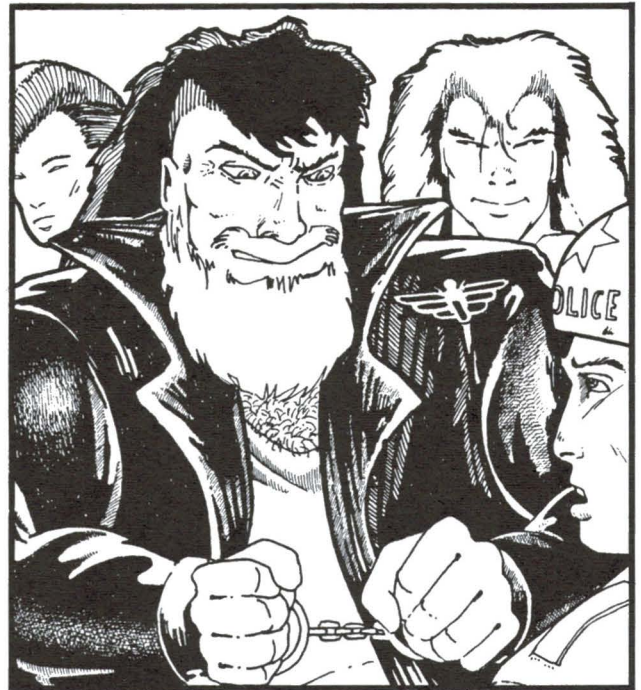
“I’m glad you asked me that. A lot of the guys prefer the direct approach — sticking a gun in their nose and ordering them to put on some handcuffs. Personally, I prefer to trick the target into capturing himself. Once I pretended I was a manicurist and slipped on the cuffs while I was doing his nails. In fact, if Jim could come up and be our suspect I’ll show you how I do it.”

“Really!”

“Yes. Now pretend I meet you in a bar and I make a bet you can’t hop on one leg for ten seconds if both your hands are behind you.”

“Anyone could do that. Watch this.”

“Right. At this point I’d put the cuffs on you while you are



distracted, like this. Now see if you can forcibly get away without getting shot.”

“I can’t. Can you take the cuffs off now?”

“I’m afraid not, Jim. Professor Nelson, I’m sorry, but I must inform you that James Goster is leaving this college to visit his parents, who do not think he is currently living up to his potential. That concludes our little lesson on bounty hunting.

“Say good-bye to your friends, Jimmy. You’re a level one bounty.”

UNCLE AL WANTS YOU!

Uncle Al is hard at work on his biggest, best catalog ever, *and he needs your help*. Send your best gadget and accessory designs for *Car Wars*, *Boat Wars*, *Aeroduel* and *Car Wars Tanks* to *The Complete Uncle Al*, Steve Jackson Games, Box 18957, Austin, TX 78760, attn. Chris McCubbin.

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Send each submission on a separate sheet of paper, with your complete name and address on each page. Submissions should be in normal “Uncle Albert” style — brief “ad copy” describing the gadget or accessory (if your ideas are better than your writing skill we’ll rewrite your description, but please make the effort), followed by complete game stats on the item in paragraph form. Each submission should also include a sketch or diagram of the item (we don’t care how much artistic talent you have, but again, please make the effort).



Living Down Justice

by Ian Knights

Alex Collins was wanted. This didn't surprise anyone. Most bounties were for delivery dead, but I was following up the reward from Baywatch CT and, in keeping with Lifeguard's usual clean-conscience decision-making, there was a bonus clause for delivery alive. I'm Australian, but more on that later.

The fact that Collins was still alive was proof that money talks. As a successful middleman for Hype and EBF throughout California, he had kept his bosses and security on his side, just, and made enemies of everybody else. Collins wasn't a violent man himself, he just never respected the politics and diplomacy of organized crime, or appreciated the fact that it sometimes helps to be nice. He'd had several rivals terminated with extreme prejudice as a warning. In 2039, the Terminators trashed his house and "terminated" his pet dobermans to improve their image. After a messy incident involving a girl and Baywatch CT, he disappeared from L.A., eventually turning up in Euchla, enjoying the downmarket highlife, spending his money gambling and spending his time looking over his shoulder.

I checked in at the Great White Hotel after an uninterrupted drive from Melbourne. It wasn't at all sleazy, mainly white decor with pale blue lighting; the moving shark in the pool was a nice touch. The room was also more tasteful than I'd expected. I channel-hopped with the TV remote before casually glancing through the list of in-house cubes and sense-tapes. From the window I could look out over the modern, neon-illuminated casinos, clubs and bars, right down to the automated hotels where you had a bar code instead of a name, and all you could want for that special holiday. Monte Carlo without the walls and bunkers.

Forcing my attention back to hunting scum, I put on some blended armor and slammed a magazine of AP slugs into my las-sighted .44. The gun slightly destroyed the illusion of the armor, but it wasn't completely out of place. A short cruise in the Overdrive took me to Gun Row. Even here the Euchlan atmosphere was alive, the bright lights and fun, fun, fun atmosphere drew your attention away from some of those who made Euchla their home: assassins, smugglers, mercenaries . . .

I picked up some thermite limpet mines and an impact-fused concussion grenade at Marsupial Munitions Gunstore. MMG must be the only gunstore to sell paisley-print shades, but nothing seems to be taken very seriously in paradise city. I walked back to the parking lot and triggered the ignition by remote. Odds were that my prey was out on the town until midnight, so I had a lot of cruising up and down to find him without waiting unsubtly outside his flat. Besides, I wanted to see the town.

I headed down Club Avenue, with its palm trees and hologram-lit balconies. Blue and red neon reflected off the metallic gray paintwork. Everyone was good looking (or at least believed they were) and owned expensive toys. Collins would fit right in.

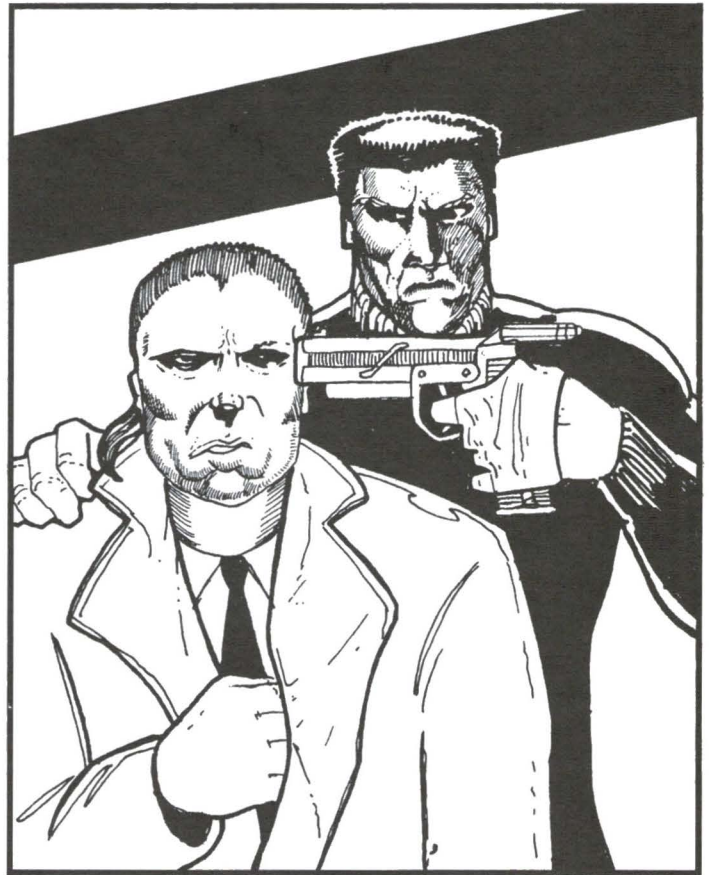
There, Collins' chrome-and-blue Vengeance. I activated the weapons system and pulled up in the nearest gap. I slotted a cube into the stereo, which locked into playback mode. I tapped the dash in time to the bassline and relaxed in the seat. I was amazed to see two teenagers skateboard past — I thought only tourists were allowed to have fun in Euchla.

Collins walked up to his mid-size and yelled at his bodyguard, who got into a far less ostentatious vehicle. My hand darted to the ignition and the engine roared to life. Collins didn't get in the

car. A beautiful, nicely-figured blonde walked past in a red catsuit so cutaway it looked like she'd walked into a mutant spider's web, that and a few bits of black velvet and string mesh. The red and black on her face and in her hair looked more like war paint than makeup, but she was nice.

Collins, like a shark, went after her, fin all too obvious. She carried on; good, she can take care of herself. Just stay put. Collins walked in casual pursuit, like he'd already caught her. The girl stopped and pulled something from the v-shaped velvet around her alluring hips. Don't get involved, stay cool. A blade snapped out from the girl's flick knife. Collins looked unimpressed, sarcastic, as his heavy got out of the compact.

I grabbed the key and leapt from the camper; a car braked and swerved noisily to avoid me. I don't need this. Collins hadn't noticed me, but his bodyguard couldn't fail to notice someone so desperate to cross the street. I sprinted the last lane and over a car; the tame meathead shouted a warning to his master. Collins turned, too late. I ran at him and grabbed his jacket, algaebrain bearing down fast.



At mercenary school, they reckon it takes a thief to catch a thief. It was a simple move that drew Collins' gun from its holster and slammed the muzzle against his jaw. One disarmed and myself ready to roll. I was kinda impressed with myself; and I was about to get kicked for it.

I pulled Collins between me and the mutthead. Collins shouted at my face, "You die for this, scumball! She's mine!" For a man who already had so many, Collins was quick to make enemies. He tried to repeat my move. I jabbed him in the throat.

The girl stood close behind me. She didn't so much whisper as purr softly into my ear, "I hope you're not expecting eternal gratitude." I wished she could've said something different, but she made it sound so good. . .

A nightclub bouncer strode out, SMG leveled. "Everybody go walkabout and things stay cool." I threw Collins' .45 onto the concrete and turned to see the girl walk away.

Back at the Great White, I changed into a suit of IBA and loaded a mag of hollow-point ammo into my gyroslugger. I rolled up a wrist wire and put it in the armor's pocket. I loaded the Overdrive with the rest of my stuff and drove down to Collins' block of flats.

I pulled up in the street and checked the light at the penthouse windows. Collins had run home, all right. The original sneak attack was out. I got two boxes of napalm mines from the back seat and laid them on the driveway to the underground car park; security couldn't clear them fast enough. Even so, I took the limpet mines into the lot and placed two on the underside of the heavy's car, one on the turret port. I hoped Collins would keep his keys on him. I ran back to the Overdrive and picked up my assault rifle. Coming, ready or not.

I glanced 'round for any security cameras, then walked casually through the main doors. I took the lift until two floors below the penthouse, then used the emergency stairs. They only went up one floor. I ducked back as a security went to the door across the hall and knocked. The intercom made a garbled reply. The guard pressed the keypad and spoke, "Mr. Smith, your car's just been mined." The guard left.

I looked 'round from the doorway. That lift wasn't on the lower floors, so presumably it served the penthouse. "Mr. Smith" strode angrily from the apartment to the lift. Right again, some consolation for having to play hide-and-seek. Just wait.

The lift returned. Smith went to another door. An armored figure answered, armed with an SMG. Smith jerked his thumb at the lift, "Wait for Poser." He left, slamming the lift call hard as he went. The armored heavy picked a flak jacket from inside the doorway and suited up. The lift beeped, Collins emerged. I leveled my gun round the door frame and tapped the URGL trigger. The magnetic field flung the grenade at the far wall as I ducked back. The shockwave was reassuringly powerful and the dull thud of a body against a wall was music to my ears. I ducked into the nearest doorway. Collins lay still in the lift's door, the guard looked drunk. Two seconds of semiautomatic fire punched through his armor and threw him into the flower arrangement. I dragged Collins up and wrapped the wrist wire round his wrists. I pulled the end through the loop and yanked hard; it pulled tight and gripped.

It was easy getting Collins down the first two flights of stairs. They would guess I had to get out, so I went for the service lift. Hot-wiring the lock and controls was easy. The lift dropped to the basement, opening some maintenance doors. I took Collins out the doors, up the ramp and dumped him in a bin. I checked if all was clear by the Overdrive.

Smith was waiting by the public phone across the street. He had the camper in sight. I crawled to behind the low wall around the flower bed and sighted up the phone box. Smith wasn't blind and had already unslung his SMG. He ducked out of the box as my gunfire cut down the glass. SMG slugs tore up the shrubs and roses in front of me; I kept my finger on the trigger. Fortunately, I was better armed and in better position. Smith was cut down still firing. I ran back to the bin and started pushing it round on its wheels. I rounded a corner and it bumped its way down the

sloped lawn to the driveway. Two security guards burst from the main doors, firing already. The limpet charges detonated, filling the car lot with a soft yellow glow. The thermite would give them something else to think about. I ran up behind the bin, trying *not* to encourage the guards to kill me.

It's surprising what small arms fire will do to a plastic bin. When bits started coming off I was wondering about being able to collect the bonus. Finally the bin toppled over a low step, helped by the pounding bullets. It spilt its contents onto the concrete and Collins rolled out, saved by his armor. I hauled his body up as a shield and hastily backed down the drive. I let the rifle fall on its side and grabbed the ERIS, pulling up the aerial with my teeth. The camper's engine started up and the doors swung open. The guards gave up and headed for the parking lot.

I dumped Collins in a back seat away from any guns and stamped on the accelerator. The turbo kicked in and in no time I was speeding down the street. I turned right at the lights and could see the ethereal glow of the beach at the end of the road. A Grenadier Panther sped round the corner behind me. He was more heavily armored than me and better armed. Just as well I had the flaming oil dischargers added. I floored the accelerator and the camper powered forward. The compact was already at speed and closing from behind. I triggered the discharger link, blowing the oil packs and sending a rocket spiralling into a tree. The panther swerved up onto the verge to avoid the oil. I reselected the target and fired. The compact fishtailed from the blast before opening up with all .50 cal's. A few rounds struck the back tires, but most streaked brightly through the darkness. I kept my foot down and pressed the overdrive thumb button. The acceleration felt sluggish, but I was pulling away. A few more rounds struck home. The tire held. The camper raced for the end of the road. I braced myself as it bounced over the curb.

The off-roads bit into the beach, sending up a cloud of luminous green. An incendiary/tracer mix cut through the night like spitballs of flame, as my opponent followed me onto the sand. The car jumped the curb and impacted, disappearing in a bright green haze, only to bottom out and spin its wheels. The green cloud spat a few more streaks of flame from its turret before we outranged it.

I rejoined the streets and cruised to the Great Aussie bar. I hammered the horn several times and Max Capelli walked out. As I tapped the window down button, Collins was starting to wake up, so I aimed my .44 at his face. Max reached the window. "What kinda mate disturbs a good lager?"

"The kinda mate who wants to know what's ahead on the roads," I replied.

Max opened another tinnie, spraying the camper with foam. "Word's up that the cops want to take him off your hands and grab the credit for him. Roadblocks up before you reach South Aussie."

"Who's side are they on? I'll wanna swap cars then. Take care of my baby and watch out for a black Panther, no plate."

Max took another gulp, "I'll take her out of town, but if my craft gets beaten up, you pay."

A figure caught my eye, "Babysit your share, Max, I want her."

I leapt from the camper and headed after the girl in the red catsuit. My lucky day. I caught up and walked beside her. "I'm doing a survey of beautiful girls — what's your name?"

"Don't you give up?" was her reply.

She stopped by a pizza joint. I wasn't going to give up now. "How old are you?" I tried.

“Twenty-five.”

“Snap. See, we have something in common already. You don’t want one of those cheap pizzas. Give me your name and address and I’ll send you the best, trust me.” I quickly handed her my cube-memo and slowly she entered the details.

Before I felt too self-conscious she handed it back. “And yourself?”

“Craig Stevens.”

She looked at me expectantly. “Does this pizza make itself?” I backed off and headed back to the camper quickly.

“Max, I need a favor.”

“Surprise, surprise.”

“I need one of Maria’s best pizzas sent to this address along with a red rose, sooner rather than later.”

“Anne Harris. Nice neighborhood, too. I s’pose you want me to explain your absence as well?”

“I did babysit Kim last week.”

“Changing a nappy is not as hard as you make it sound.”

“Thanks, mate. Now where’s the mean machine.”

Max owned a black and moonlight-blue Airtech Starjammer. I’d spent ages trying to get used to flying it but it still felt weird. Max took the C4 from the back. I’d spent more time learning fancy tricks than blowing up ’Roo Is. when we trained back in 2035. I powered up the fans and edged out into the traffic. I cut off-road once out of the city limits; radar showed up very little once the ground clutter had been screened out. The journey was peaceful for some way.

The police chopper was on radar before it could see me, and the Stealthkote Max had installed kept me off his scan. Besides, the cops were expecting a camper, they’d have to check out Max to trace the hov. I drifted onto a back road, having crossed the state line. After a snack at a small truck stop, we continued to New South Wales via the bush.

The rocket came from the darkness, hitting a distant bush and bursting into a bright fireball. Peds don’t show up on radar. I activated combat mode and the canopy lit up with screens, icons and readouts. Two peds appeared on the 360° view as automatic fire rattled off the hull. Another ped registered as an AV shot splintered the outside of the windscreen. I selected the VMG icon and pressed the trigger. The multiple explosion tore through the bushland. Small arms fire struck the kevlar. I eyed two lime-green pedestrian silhouettes on the scan and fired again. I targeted the last ped, and the fireball silenced the gunfire. Presumably they had set up spikes or mines that I had unwittingly flown over; they were too lightly armed for real combat. I pulled round a tree, fishtailing through inexperience as the bushes hit the skirts. Three seconds gone. There, a flash of headlights and two vehicles on scan. I kept running at speed. They had no chance and they knew it. No wheeled vehicle can catch a hov at full sprint.

After a few miles, I pulled up. I turned to Collins, “I’m required to tell you that I’m a sanctioned bounty hunter, Craig Stevens, ID VIC-35-100.”

He looked disinterested, but flinched when I popped the canopy open. He looked like the rat reflected in the snake’s eye when I grabbed him. “You better have loyal friends.” His threat was in desperation.

I dragged him out of the hov and made him kneel on the ground. “Unfortunately for you, the deal is alive, not unharmed.” I aimed my assault rifle at his tattered armor, I didn’t feel like I should be doing this.

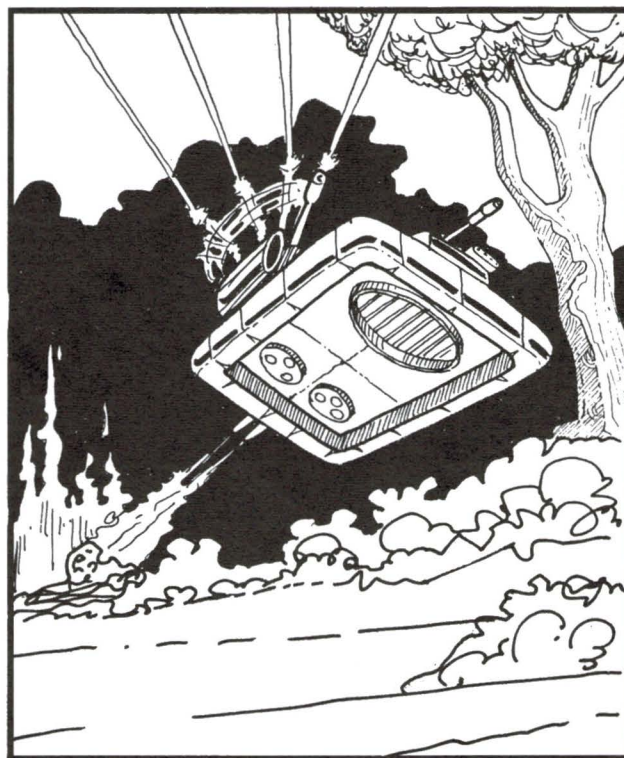
Collins’s eyes widened. I squeezed the trigger. A rapid burst of fire cut into his legs. I’d hoped to feel better for that. I felt

nothing. My conscience and the sense of justice I had hoped to satisfy killed any sense of vengeance. I was a hunter, not a vigilante. I should have kept it that way.

Collins lay still. I threw my rifle down defeatedly and leaned against the hov. Something inside had needed to shoot, to avenge people I had never known, but the satisfaction wasn’t there. Like one of the Golden Age classics, I Can’t Get No . . .

I dragged myself away from the hov and slowly walked over to Collins, still alive. I lifted him and dragged him back to the hov. I didn’t resent him so much; I’d lost any self-righteousness. Collins was just another runner. I was just the hunter who got the job. At least my animosity was cured.

The rest of the journey to Canberra and the U.S. Embassy was uneventful. Morbidly so. I handed Collins over and collected the receipt. There’d be trouble when he claimed unlawful treatment in my care, but the police would back me up, then beat me — lightly — out of the public eye. I called in at the Hunter’s Club office and checked the datanet for contracts near Euchla, but why waste a pizza by filling my time?



Game Notes

International Bounty Hunting

Bounty Hunters are sanctioned by the authorities in Australia, Canada, Germany, Russia and the USA. Hunters operate illegally in England, Japan and most of the Caribbean Confederation. Other countries have no official policy on hunting. Even in sanctioning countries, hunters are expected to keep within the law and have no police powers. But the police often regard hunters as an extension of their forces.

About 55% of hunters are self-trained, often specializing out of mercenary work. 40% are trained by mercenary camps or police departments. The remainder are part-timers, with a high

turnover of unemployed, enthusiastic duellists. Hunters take on all kinds of combat work, though specializing in jobs which require some investigation and tracking; hunters do a lot of missing persons work.

Assignments are graded as: Unharmful, Alive, Dead or Alive, Dead. Dead missions are rare. Privately commissioned ones are illegal, and official Dead missions — essentially government-sanctioned assassination — are controversial.

In countries where hunters are free from prosecution, hunters often form partnerships, or even corporations. In sanctioned countries private firms run datanets to match hunters and clients such as Trace-Net in the USA, BlutNet in Germany and Hunter's Club in Australia. Both hunters and clients subscribe for access space, which can be used either from a terminal owned by the firm or, for a higher rate, from any satellite-linked computer. Hunters can use their space for any business matters and can use printing facilities for about \$5. The nets also have at least one notice board with various access restrictions and In-Net mailing. Most work, however, is allotted by staff or "Matchmaker" programs which select appropriate hunters and notify them via their files — even draft standardized contracts — individual contracts prevent hunter rivalry, also cutting costs and fees by guarantee-

ing some payment. Hunters' profiles are encoded in their files and can't be accessed by hunters. The authorities have virtually top-level access and subsidize the best nets. Approximately 93% of hunting work is run through nets where available.

Wrist Wires

Wrist wires are a cheap, lightweight and disposable alternative to handcuffs. They consist of a steel wire coated in ridged plastic. At one end is a small loop with angle teeth set in the plastic. Once through the loop the other end of the wire can only be pulled one way, tightening the wire. The teeth and ridges prevent any loosening of the wire.

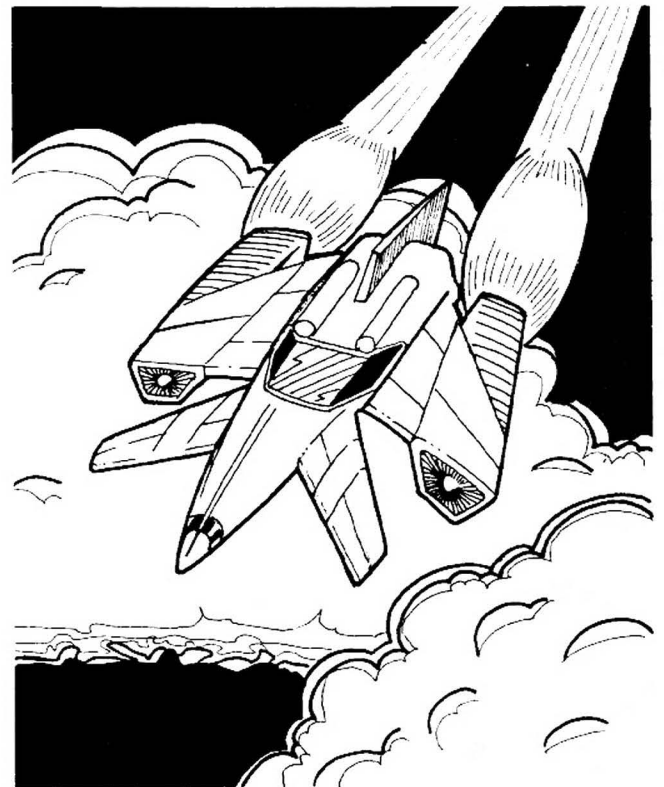
Sanctioned hunters and security forces can buy wires from police forces for \$5 each. They have negligible weight or encumbrance: 5 weigh ½ lb. (one G.E.). A pack of five will fit into a battle vest like a grenade. Police departments also use small heatsealers (\$50, 1 lb., ½ G.E.) which clamp around the loop and fuse the plastic together, although they have more sophisticated methods for more dangerous criminals such as tranq-ammo and paralysis drugs. Cutters for the wires are kept riveted down in police stations, though very well-made wire-cutters will suffice.

THE SWIFT



FROM Vortex Technologies

Tired of being late, left behind,
eating somebody else's dust?
Now you can leave the others behind
with the Swift, the ultimate in speed.
Twin shotguns insure that few will care
to argue with you, but if you're ever
outgunned, just throw open the throttle
and your problems are gone in seconds.



The Swift: Large microplane, blueprinted 400 cid engine with tubular headers, 3 15-gallon duelling tanks; 1 in each wing and 1 in the main body, 2 propellers wing-mounted back, Delta wings, 3 PR cycle tires, pilot, VSG right wing, VSG left wing, linked, armor F10, R8, L8, B15, T6, U10, 10 points propeller armor each, 3 10-point wheelguards, streamlining, 1 set maneuver foils, HRSWC, VP turbo-charger, supercharger, safety-ejection seat, L.D. radio; HC 3, 4 at 60 mph +. Acceleration 25, top speed 533 mph, 5,945 lbs., \$49,146.

CAR WARS TANKS

Designer's Notes

by Craig Sheeley

Why Tanks?

Long before Crazy Joe Harshman stuck that first .50 caliber machine gun beneath his car's hood, there were tanks and other armored fighting vehicles (hereafter referred to as AFVs). The U.S. Army, National Guard units, and the Marines all had plenty of AFVs in their arsenals, for use against external aggressors. When government order began to wane and corporate power grew, surplus equipment (the "Peace Dividend") was sold to private citizens and corporations. Of course, such equipment was carefully disarmed first . . . But repairing those armaments proved to be little problem for corporate resources.

In the confusion of government breakdown during the Grain Blight, many wealthy individuals and corporations acquired AFVs in one way or another — theft, hiring of mercenary military units, restoration or reconstruction of vehicles junked following the Second Civil War, conversion of earthmovers into crude ironclads. Possession of a tank — or something resembling a tank — was a potent safeguard. No punk gang wanted to tackle something so seemingly impervious and heavily armed.

As order and economic strength returned to the nation, corporations retained their rare armor and added to it, buying new, low-cost AFVs straight from the manufacturers, confident that the federal government had too many problems of its own to stop them. A sort of arms race developed for a time, with corporations arming themselves against possible aggression and building small armies, complete with air forces and mobile infantry. Several concentrated wars were fought between corporations, devastating factories and resources, before the federal government took notice and slapped a ban on such unrestricted action — enforced by the strength of the regular Army.

At present, AFVs are still popular, because of the broadcast corporate wars in the Commercial Combat Zones — the program "Grudge Match" is still one of the most popular combat shows,

satellite-cast to every corner of the world — and because of the penalty of not having AFVs if a rival does try a lightning take-over, before federal intervention can make a difference.

In all, the average driver is extremely unlikely to ever see a tank or other AFV except on the tube. They are the province of the wealthy, like fighter jets.

Car Wars Tanks moves *Car Wars* into a new level of conflict, introducing the panorama and scope of military action.

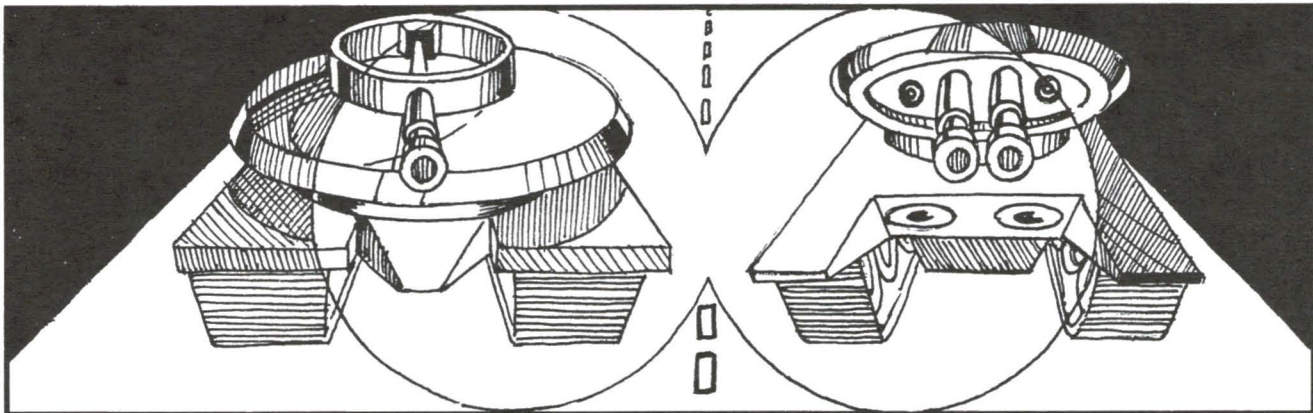
Construction

The main premise of AFV construction was the simple formula: Hostile AFV + civilian vehicle = A (hasty retreat) or B (dead civilian). I had to figure out a way to represent the immense size, toughness and lethality of AFVs while covering the vast variety of AFV types, ranging from scout vehicles to "battlefield taxi" troop-carriers to self-propelled artillery pieces to Infantry Fighting Vehicles to the brutes of the battlefield, the Main Battle Tanks.

The regular *Car Wars* body type system would have been too space-consuming to use — after all, an AFV could range in size from a 10-space Bren Gun Carrier to bloated 200+ space super-heavy tanks. In the end, I settled for a system where each AFV body is constructed based on the number of spaces in the body. Each space has its own cost, weight and maximum weight. With this, practically any size or shape of AFV can be constructed to order.

Turrets had to have the same treatment, as AFV turrets are constructed specifically for their internal equipment, not bought "off the rack" like regular *Car Wars* turrets. Indeed, when a tank is rearmed or modified, the most visible modification is often a change in turret shape. So turrets are also constructed by space, each space having its own cost and weight, and taking up space inside the AFV's body.

When building the sample AFVs for the supplement, I found the space construction system to be only marginally more complex



than the regular *Car Wars* body system. After all, the real complexity of building a *Car Wars* vehicle is in adding internal equipment. With all the new accessories in *Car Wars Tanks* (and all the old ones, many of which do apply to AFVs) this hasn't changed.

Armored cars are technically AFVs (well, so are regular arena vehicles, but here AFV indicates a higher level of mass, size and armor), but have set body sizes, like regular vehicles — armored car sizes did not vary enough to build them by space.

Not all military vehicles are heavy AFVs, of course. Rules are included for converting any standard vehicle to a half-track and for making ten-wheeled trucks into off-road vehicles.

Armor

AFV armor was a great departure from the regular *Car Wars* construction system. In *Car Wars*, every vehicle body size has its own armor weight and cost. Realistically, this is not so. It is a simple physical fact that lighter vehicles cannot haul the mass of armor toted by heavy vehicles. An M-2 Bradley IFV just isn't heavy enough to pack more than a fraction of the armor protection the M-1A1 Abrams MBT has plating it. So all AFV armor weighs the same per point. If a vehicle has a lot of protection, it pays for it! (This is not surprising, considering that most MBTs use anywhere from 50% to 80% of their total mass for armor!)

Of course, there are different types of armor. Regular AFV armor acts just like normal *Car Wars* armor, and can be made metal at the same cost and weight multipliers. *Laminate* armor, on the other hand, is tougher, heavier, much more expensive, and favored by those who can afford it. Laminate armor is a ceramic/metal/plastic composite, an improvement on today's Chobham armor. Applied in a metal/plastic composite, it resists damage from shellfire and all but ignores lasers.

Another change was sloped armor. In *Car Wars*, sloped armor makes you hard to hit. In real tank warfare, it does nothing of the sort, but rather increases the chance that a shell will fail to deliver all of its energy to the surface — in essence, increasing the armor protection. Now you slope a side — not the whole vehicle — for each 10% of internal space loss, and each 10% slope increases the armor on that side by 50%! In case you ever wondered why tanks all have sloped sides and front facings, this is it.

The last addition to armor was reactive armor, explosive charges on the outside of the AFV that detonate whenever something hits them, hopefully blowing the incoming shell off course. They work pretty well — but hope that no one autocannons your tank first!

Firepower

This is the real reason everyone wanted tanks for so long. After all, ask any kid to draw a tank and the most detail is lavished on the long (and often over-sized) gun. In the world of *Car Wars*, military armaments are serious overkill. And rightly so. The armor vs. armament controversy is still not solved — an average MBT's armor can still be pierced by a couple of good hits.

I based weapon damage on this, and on the old tank gun that first appeared in *Truck Stop* as the heaviest weapon in the game. The tank gun's 8 dice of damage was the starting point for both armor limitations and other heavy weapon damage. My formula was simple: Since the tank gun was a 75-80mm gun (not 105mm, as was incorrectly stated in the first *Uncle Albert's Catalog*), I merely assumed that the gun did 1 die of damage per 10mm of bore. So the 90mm gun does 9 dice, the 105mm gun does 10 dice, the 120mm does 12 dice, and the 140mm does 14 dice. The

Magnetic Cannon was a special case, since it fired a 20mm round but hit with the energy of a 130mm APFSDS round.

Aside from the tank guns, all of the weapons added in *Car Wars Tanks* are common military armaments. Heavier anti-tank missiles were necessary, as were LAWs and other disposables, finally upgraded to realistic and properly massive lethality. Nearly any anti-tank weapon available today or in the near future was included in the supplement.

Adding artillery was necessary. By itself, a LAW is little threat to most MBTs. However, an MBT with a knocked-out tread is a sitting target for artillery fire, which is quite capable of blowing the tank to bits with one hit. Some players will probably quail at the addition of nuclear weapons to *Car Wars*. The nuclear artillery rounds were added to the supplement in order to put paid to the old question: "What does a nuke do in *Car Wars*?" Well, the nuke rules answer that query in gruesome detail. If any government or corporation did actually use a nuclear weapon in the world of 2040, retaliation would be massive and swift. Only insane people use nukes, and any insane establishment with a nuke will be destroyed before it gets a chance to use a second one.

Don't be afraid that the new weapons will destroy *Car Wars* game balance. Most of the weapons in *Car Wars Tanks* are not usable by anything smaller than an AFV, and those that are — missiles, primarily — are extremely expensive. For the cost of a single missile shot you can build several expensive cars or a small truck. An AFV attacked by its cost in lesser vehicles is almost certainly doomed — the "Fuzzy-Wuzzy" Theory of mass-attack works in *Car Wars*.

Concealment and Spotting

The best armor in the game is invisibility. Cover has always been better armor than anything any man or machine can carry. If you can't be seen, most of the time you can't be hit. Until you spot it for certain, you can never be sure whether the target you stalk is real or just a decoy counter — and the one you think is a decoy may actually be the real unit, stalking *you*!

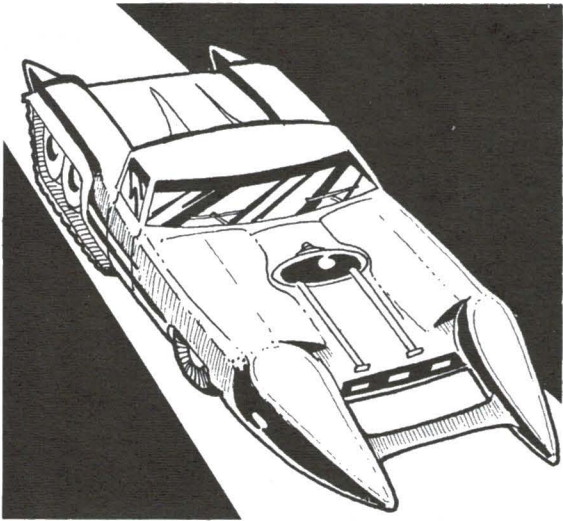
The entire section on spotting is devoted to finding the target. Hiding is easy; finding someone who is hiding is not so easy. There are a lot of ways to find a hidden target, and I needed to cover as many of them as possible — visual spotting, telescopes, infrared and thermal imagers, silhouette enhancement (known as image enhancement), radar, sonic receptors . . . There are even more detection methods and devices in existence, but I felt the items previously listed covered most of the practical detectors.

The actual game procedure for spotting a target is similar to shooting the target, with modifiers for detection gear and target movement, size, etc. Certain methods of detection bypass this procedure — radar and sonic probes detect targets automatically, if they can detect the target at all (AFVs can use radarproof and *Stealthkote*™ armor). Of course, there are always ways of fooling or jamming electronic detectors — there is an entire section on Electronic Warfare included for that purpose.

Infantry

Long the scorned units of *Car Wars*, pedestrians become a potent force when properly equipped and deployed. They become infantry, a foe no tanker takes lightly — a platoon of infantry in a close situation (urban or woods) can cripple a company of unsupported tanks. A single infantryman can carry an anti-tank weapon capable of immobilizing the heaviest tank, and usually infantry

THE WRAITH



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Meet the Wraith. The Wraith carries the latest in stealth technology, allowing it to be virtually invisible to all radar systems and as silent as a ghost. Its electronics package is complemented by weapons systems that allow it to strike fast and hard, while remaining undetectable.

Most of the time, the Wraith will pass unnoticed . . . but when you choose to attack, it will strike fear into your enemies' hearts! Fast, silent, invisible, strong – own the Wraith, and rule the night!

Security Motors Co.

Wraith: Luxury with CA frame, x-hvy chassis, heavy suspension, sport power plant w/SC, six fireproof steel-belted radial solids, driver, passenger, gauss gun in universal turret, extra GG magazine, x-ray laser front, stealth system, infrared, IFE, overdrive, active suspension, anti-lock brakes, HD brakes, HD shocks, spoiler, airdam, roll cage, tinted windows, radar, radar jammer, LD radio, hi-res computer, computer navigator, surge protector. FP/RP armor: F25, R22, L22, B20, T21, U15. Six points of Stealthkote™ shielding (one point each location). Acceleration 10 (5 with overdrive), top speed 120 (140 with overdrive), HC 5 (6 at 60+ mph). 6,585 lbs., \$101,100.

Option I: Remove passenger, add mini-safe and 13 points of armor. \$102,290.

Option II: Remove passenger and IFE, add HDSS and 10 points of armor. \$102,300.

have support weapons to finish off the sitting target. Whether the end comes from infantry, artillery, missiles or bombing is irrelevant to the tankers — dead is dead, no matter what kills you.

The spotting and concealment rules come into their own when infantry is deployed. The two big weaknesses of pedestrians in *Car Wars* have always been their inability to take more than one or two hits and the certain knowledge of where each one was. With *Car Wars Tanks*, infantry is still easy to kill, but finding the infantry to shoot at them is a different matter! A large infantry force has counters everywhere, and half of them are decoys. A gang of them can pulverize a vehicle, then fade back to cover before the vehicle's allies can do much more than return fire. New and heavier infantry weapons are provided to bring infantry lethality up to where it truly belongs. New gadgets and devices increase infantry ability to spot targets and survive on the battlefield. For those long-suffering 11-Bravos out there, the next time you play *Car Wars*, use the Spotting rules, downtown Midville and some properly-equipped infantry to give your vehicle-supremacist opponents a nasty surprise . . .

Are Cars Obsolete?

No way. The cost of a small AFV can run well into the \$100,000-\$200,000 area without trouble. In the strong-dollar economy of *Car Wars*, this is a lot of money! A small AFV costs as much as a well-equipped rig and is a lot less useful. What can an AFV do? Fight. And that's about it. With so many cheap options available, the only function AFVs hold any more is full-fledged battlefield combat. Why bother building scout cars? Pump a fraction of the cost into twice as many off-road trikes or four-by-fours — they're faster, more maneuverable, and almost as heavily armed. AFV battlefield taxis, tracked vehicles to carry troops to the field? Buy off-road vans instead — you get more for the money and have equivalent transports. Tracked vehicles are only for negotiating lousy terrain, going places where wheeled vehicles can't go. Leave them to the Army.

And what use is a tank in covert affairs? AFVs are big, short-ranged and patently obvious. Disguising an AFV is nearly impossible, and nothing draws a swift and violent response like a tracked hunk of armor. Cars and regular vehicles are the weapon of choice when you're trying to be secret, not tanks.

The proper function of the AFV is combat. With their heavier armor and armament, AFVs can destroy many times their number of smaller tormentors. But even an AFV can be overwhelmed and destroyed by too many attackers — for \$15,000 you can make a heavily-armored off-road compact with a HESH-armed recoilless rifle (and lots of ammo). For \$150,000, you can make ten of them. For \$750,000, you can make 50 of them. And at \$750,000, you've just entered the realm of the medium tank. One medium tank versus fifty HESH-armed cars equals one dead tank. It'll take five to ten cars with it, but they'll kill the tank in the process. The modern corporate army of 2040 consists of a solid core of AFVs, heavy armament packages that can sneer at any single opponent except another AFV, supported by a swarm of "regular" vehicles in scout, troop-transport and auxiliary roles.

Car Wars Tanks is meant to expand *Car Wars* into the realm of military hardware, making military scenarios possible (particularly when combined with aircraft from *Aeroduel*). It is meant to supplement the action of *Car Wars*, not unbalance it. Encountering a single AFV will be a harrowing and uncomfortable experience for any duellist (or team of duellists), the combat of a lifetime. Possibly the *last* combat of a lifetime . . .

Tanks for the Memories

by Craig Sheeley

This is a scenario for 4-8 characters of mercenary temperament. *Car Wars Tanks* is needed to play this scenario, as well as the truck stop map from *Deluxe Car Wars*.

Another Tankless Job

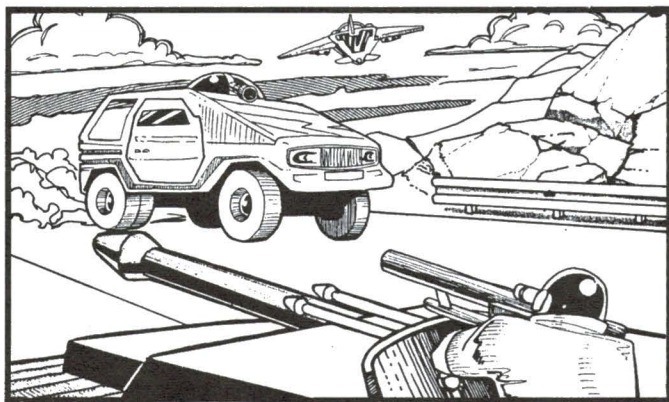
Anonymous employers are common. Five times out of ten, you're given no idea who you're working for. It's a safety feature, because what you do treads the fine line between corporate espionage and terrorism. Any way you look at it, it's illegal.

But lucrative. Your current employer has promised a generous payment upon completion of this caper. After all, \$100,000 for a simple swipe job is pretty good cash.

The representative who contacted you was smooth and experienced. A bit clean-cut, like a corporate, but hair too short to be in fashion. Real professional, though. He got right to the point, stating terms of contract and remuneration. He didn't do any briefing; he just left a vid-chip and a number where he could be reached.

The vid-chip told the story. Your target is a pair of installations out in the Arizona desert. The chip contains some pretty detailed images of the installations from all angles — several of the shots look like spy-sat pix.

Installation #1 is well camouflaged. The place is right on a side road, and looks like a truck stop — it even has signs advertising real food for inflated prices. But none of the chip images show it ever having any business except for the occasional unmarked car, rig or chopper. Laser turrets on the walls, a fairly large solar plant — in the desert, that's real cheap power — and the central building housing staff and vehicle bays.



Installation #2 is about five miles away, out in the middle of West Nowhere. It's a lonely little place — a single bunker squatting in the middle of the brush. Some old tire tracks are the only evidence that anyone's been there in years. Doesn't look defended — at least, there are no obvious defenses — or manned.

The first prize is a tank at Installation #1. There are several pictures of it included, so there's no mistaking it. According to *Jane's Tanks of 2040*, it looks like a standard CAD Manta Ray, nothing special. But swiping the tank is part of the 100 G deal.

Part two of the mission is another "retrieval," this one from Installation #2. According to your briefing, the bunker is an storage vault for mechanical memory storage devices (MMSDs, see *CWC II*, p. 43). Your employer wants four particular

MMSDs from those stored there — MMSD I.D. numbers are in the briefing. Of course, those four MMSDs will weigh 3,200 lbs. and take up 24 spaces of cargo area — more than a heavy pickup can haul.

The briefing emphasizes that the defenses and crew at these installations shouldn't be underestimated. Furthermore, they can call on reinforcements from another base nearby — attack helicopters can be on the scene in five minutes. You have no such reinforcements. Indeed, after you've gotten the goods, you have to take them a few miles down the road, where your employers will have transport waiting to take tank and MMSDs away and pay you off. Before approaching the transports, don't forget to radio the codeword "Marathon," or they'll open fire on you.

One sweet thing about this job: Equipment is provided at 1/10 cost! Any personal equipment (anything smaller than 6 GEs encumbrance) costs you 1/10 of the price, taken as credit from your remuneration. And the equipment condition is curious: All personal equipment is shipped to you in unmarked crates. Some is brand-new, still sealed in plastic. Other equipment appears in used but good condition. All the equipment is military spec. You can order military gear (from *Car Wars Tanks*), ammo, armor, guns, LAWs, and anything else that is smaller than 6 GEs, and get it for ten cents on the dollar, delivered to you via the U.S. Mail before the caper.

Of course, unless you plan to steal your transportation to and from the target, you'd better have some of your own. If the team is experienced (part of a continuing campaign) they can use whatever vehicles they have. If they are new characters without their own vehicles they're loaned \$30,000 from their \$100,000 remuneration to purchase vehicles. Off-road vehicles are suggested, seeing that the targets are located deep in rugged territory.

Referee's Information

The targets that the team have been hired to hit are actually secret Amalgamated Medtech installations devoted to a special kind of "robot" research, trying to mate MMSD technology to a mentally-controlled vehicle. If successful, the research could replace live vehicle crews with MMSD cortices, making a "live" vehicle.

Installation #1

This installation uses the Truck Stop map from *Deluxe Car Wars*. It's stronger than the average truck stop, though. The outer walls are 75 DP, the gates are 30 DP and the wall turrets have 30 DP and universally mount heavy pulse lasers. The gatehouse is 75(5)DP. The gatehouse is manned at all times by four guards, two of which control the two laser turrets nearest to them.

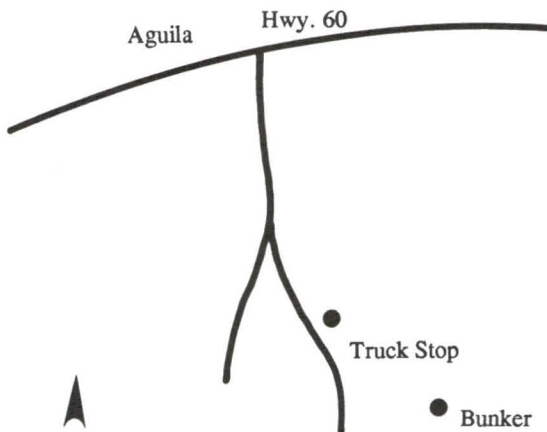
The power house is 15(4)DP, and anything penetrating the power house may cause a power-surge explosion as it destroys the batteries inside. Total the amount of damage that penetrates the power house's DP and roll two dice. If the number rolled is equal to or less than the amount of penetrating damage there is an explosion causing 3 dice of damage to everything in a half-inch radius. If this explosion hits a vehicle, roll 1 die, adding +1 if the vehicle has metal armor. On a roll of 5 or better, the electrical explosion has short-circuited the vehicle. Finally, if there is a

power-surge explosion, roll a die for the security building and the main building/garage separately. On a roll of 4 or better that building loses power for the rest of the scenario.

The security building contains the quarters for the entire security force as well as the monitoring station and the installation armory. There are always two guards on duty in the office, monitoring the sensor arrays surrounding the base and the cameras inside the installation. The office floor houses the security computer, and it is accessed from work-stations in the office. Any of the information available to the referee can be discovered in the restricted data files (-3 to Computer skill to access). There are usually four guards relaxing in the wardroom, waiting their turn to patrol. The entire guard force consists of thirty highly-trained security guards with top-of-the-line equipment. They work a duty schedule of half-on, half-off, so fifteen of them are usually asleep or over at the main building entertaining themselves, while the other fifteen are on duty. The armory next to the office is always locked, and can be opened only with the Security Chief's key or when a Red Alert is sounded. Lock-picking attempts are at -3, and failure to successfully pick the lock sounds a Yellow Alert across the base, calling security personnel in to respond.

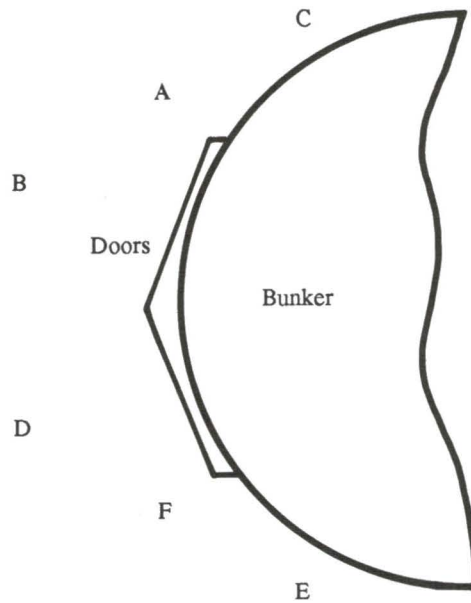
The gun in the courtyard is an automated, autoloading tank gun that can be used for direct or indirect fire. It is directed from the office in the security building.

The main building and garage houses the research staff and the installation's vehicles. There is always a security guard in the security office. No weapons are allowed inside the main building, and all weapons must be checked at the security office. Inside, the main building follows the plan except that the restaurant is a cafeteria, the kitchen is open to whoever wants to use it, and the video games in the lounge are free. The second floor rooms over the cafeteria, kitchen and TV rooms are research labs with some fairly impressive computer equipment in them. The second story room above the lounge is a store-room. One major change to the map is that Garage bays 3 and 4 are not separated by a partition, and they have a single large door to the outside.



There is always a technician in the radio room, monitoring outside communications. The cafeteria, kitchen, TV room and lounge usually have at least one person in them at all hours, and may have more (referee's discretion).

During the day the garage bays are manned by mechanics and technicians working on the vehicles there. At night they're usually deserted, although the bays are monitored by video cameras.



Bay #1 presently holds a Magnum tractor/Hellfire trailer rig (*CWC II*, p. 97). Bay #2 holds a Duster hovercraft (see *Vehicles*). Bays 3 and 4 house the Manta Ray tank. Bays 5 and 6 are empty. Bay #7 holds a patrol jeep (see *Vehicles*), Bay #8 holds a Metro minibus (*CWC II*, p. 98) and Bay #9 holds a Morgan pickup (*CWC II*, p. 96). The weapons are loaded in the patrol jeep, the Duster, the Magnum/Hellfire rig and the Morgan pickup. The weapons on the Manta Ray and the Metro are unloaded. The Ammo bay next to Bays 1 and 2 holds ammunition for all the vehicles there. Of course, the ammo bay is securely locked (-2 to Lockpicking rolls). The lock is only 6 DP, but if they wish to destroy it, it is affected like vehicle armor — only weapons that can damage vehicle armor can damage this lock.

If the mercenaries wish to load the weapons on board the Manta Ray tank, it will take them one minute, divided by the number of men working at hauling the magazines from the ammo bay to the tank and loading them in.

The Duster, the Magnum/Hellfire and the Morgan are all locked and have anti-theft systems installed. If triggered, these systems sound very loud alarms.

Security

Two pairs of security guards patrol the interior of the truck stop day and night, walking around the inside of the truck stop wall with each pair on the opposite side of the truck stop. In addition, the inside of the truck stop and the outside of the wall is floodlit at night. Anyone coming within 2'' (30 feet) of the outside wall will be seen.

There are IR sensors and radar ringing the truck stop. The guards in the gatehouse and the security office can use these and their external video cameras to spot intruders. Use the spotting rules from *Car Wars Tanks*.

The security guards are armed with assault rifles (with one magazine of anti-personnel ammo and one magazine of anti-armor ammo), heavy pistols and a LAW, and equipped with body armor and IR goggles. All security and regular base personnel wear IFF transponders in their I.D. badges, and all security guards have IFF senders, so all it takes is a firing action for them to determine if an intruder is friend or foe.

Installation #2

This appears to be nothing other than a remote, deserted bunker in the middle of the desert. This is, of course, a deception. While the bunker is nothing more than a reinforced concrete blockhouse (100 DP, the door is 50 DP) housing MMSDs and a computer, it is ringed with pop-up weapon turrets designed to blast anyone not radioing in the password. Currently, the password is "Carnegie." Only the head of security at the truck stop would know this, although the computer in the security office has the password recorded in the restricted files.

The pop-up turrets are actually heavy weapons installations, much larger than the normal vehicle pop-up turret. Turrets A and F have dual, linked VMGs with HD ammo, turrets B and D each have an HRR with HESH ammo, turret C has an oversized mine-flinger that throws heavy mines, and turret E has an HML with armor-piercing pop-up ammo. Each weapon has fifty shots. These turrets have 50 DP apiece, and are small targets (-1 to hit). The computer that's controlling them fires with a +2 accuracy and can shoot all the weapons every turn at up to six targets, one per turret. The computer opens fire at 20" range (100 yards).

The password opens the door as well as making sure the computer doesn't blow you into mush. Once inside, it takes ten minutes to find and load the MMSDs that are required. The four MMSDs weigh 800 lbs. and take 6 spaces each, for a total of 3,200 lbs. and 24 spaces of required cargo capacity.

Getting Into the Installations

Getting into the MMSD bunker (installation #2) is fairly straightforward. Either you have the password, or you fight your way past the defenses and blow the door.

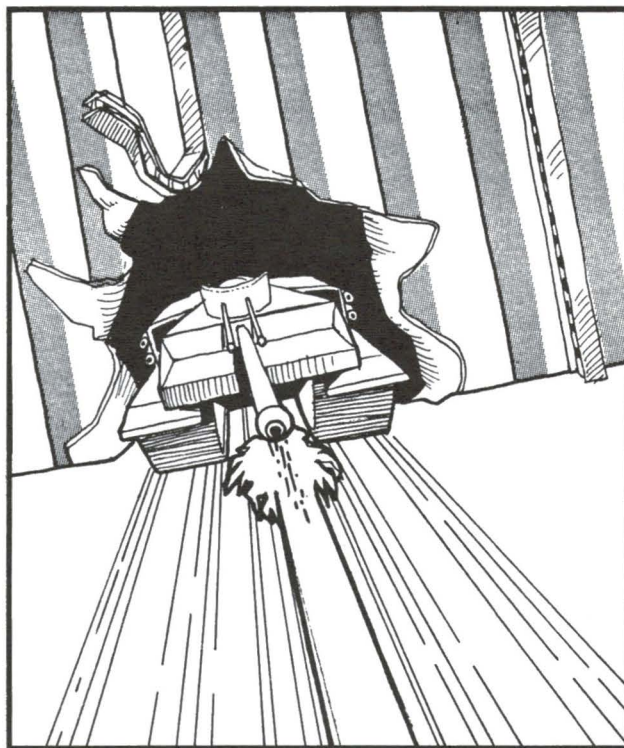
Getting in to the truck stop (installation #1) is a trickier proposition. For one thing, it's patrolled and manned, and loud noises such as gunfire and explosions would be noticed and acted upon by the guards.

If the team decides to go in the hard way, guns blazing and engines humming, then they might not mind making a lot of noise. Of course, they will have to fight their way through the defenses. The heavy pulse lasers on the walls can't traverse to shoot at targets inside the walls, but the tank gun mount has no such problems. If the TG has LOS to a target, it can shoot, directed from the office in the Security building. Furthermore, the armory in the Security building has a large supply of Laser LAWs, bazookas with AP ammo, hand grenades of all sorts, HAVRs, grenade launchers, a few MGs, lots of assault rifles and heavy pistols, and a great deal of ammunition for these weapons. If hostile intruders are discovered, Red Alert is immediately sounded: All doors are locked, the main gate is shut, all weapons are manned and all security guards arm up to repel or destroy the intruders.

Should they decide to sneak in, use normal sighting rules in *Car Wars Tanks*. The security cameras and sensors count as Computer Spotters (searches all arcs, but at -2). If there are no disturbances (missing security personnel, etc.), then the security guards monitoring the sensors and cameras are pretty happy letting the computer do all the work. Naturally, if they plan to sneak in, buying IR-shielding and radar-shielded equipment (at 10 cents on the dollar, remember) is a must. Silenced weapons and needle guns are very handy, too. Of course, once they get the

tank and move out, secrecy is out of the question, but tanks don't have to be stealthy.

Lying a way in isn't really a viable option. The security forces here are quite paranoid and instantly suspicious of anyone knocking on the front gate and asking to be let in. If a visitor can convince the security guards that he's in dire need of a power charge, food or facilities, the guards will let a visitor in long enough to acquire what he needs, heavily guarded all the time, of course. Any suspicious or hostile action on the visitor's part will signal a lot of security gunfire.



What's So Special About This Mission?

When the team examines the Manta Ray tank, it appears to be a stock Manta Ray from the outside, with a coaxial HMG fitted in the turret. Inside, there's a difference — the tank holds only two gunners, not three, and is fitted with the Gold Cross computer link-up system. Each seat has a large "hair-dryer" helmet above it, and a hunk of computer occupies the space that used to be the other gunner seat.

Unless any of the characters have the Link-Up skill (highly doubtful and very, very rare), activating the link-up system and putting on one of the helmets is dangerous. If anybody does so, roll 1d and refer to the table below:

- 1 — Character panics and rips helmet off his head; no effect.
- 2 — Character overwhelmed by cyberspace and will remain in a state of near-catatonia until the helmet is removed.
- 3 — Character stunned for 2d seconds.
- 4 — Character shocked into unconsciousness for 1d minutes.
- 5 — Character stunned for 1d seconds.
- 6 — Character establishes a momentary interface; roll 1d.
1-2: tank moves forward, 3: tank fires coax HMG,
4: tank rotates turret, 5: tank fires main gun,
6: tank moves backwards.

Pursuit

Once the mercenaries have stolen the tank, pursuit forces will be called in. First, if the Duster hovercraft wasn't disabled or stolen, it will follow the tank, stopping when in range to toss missiles at it. None of the other vehicles from the truck stop will be used in pursuing the tank, since that would be suicidal.

The main pursuit force consists of two *Hunter*-class helicopters that arrive in fifteen minutes after the alarm is sounded. They follow the tank and try to destroy it rather than allow its theft. For full statistics on the *Hunter*, see the *Vehicles* section.

The team must take the tank and the MMSDs ten miles over rough terrain to reach the pick-up point. If, by some chance, there is still pursuit when they reach that point, appropriate missiles (Heavy missiles for ground pursuers, AAMs for aerial pursuers) arrow out and destroy the following vehicles. A tank transporter and a heavy truck wait to haul tank and MMSDs away. The truck crew has the teams' money. If the mercenaries try to attack the truck or transport, or refuse to give up their stolen prizes, a quartet of heavy helicopters appear over a distant rise, weapons leveled on the team, and they're asked to reconsider. Since the helis literally bristle with the latest anti-tank armament, the adventurers have a choice of exchanging prizes for payment or dying.

Vehicles

Manta Ray — 50-space hull, large power plant with PCs and SCs, driver, 2 gunners, AC with magazine F, military radio, image enhancement, watertight hull, NBC shielding, telescopic optics, IR, thermograph, IR shielding, 5 TG 10 magazines (1 APFSDS, 3 HE, 1 Beehive), Gold Cross Link-Up system. 17-space turret, TG10 with long barrel, weapon and auto-stabilizing, coaxial HMG with magazine, IR laser rangefinder, 2 linked hot smoke projectors. Hull slope 20%. Metal/plastic laminate hull armor: F15/150 (20%), RF10/100, LF10/100, RB10/60, LB10/60, TF(turret T), TB7/20, UF8/20, UB8/20. 4 4-point LR metal tread skirts. Metal/plastic laminate turret armor: F15/70, R10/45, L10/45, B10/30, T12/37. Top speed 65, 50,360 lbs., \$1,000,000.

Duster — Large hover, large boat power plant with PCs, driver, gunner, extra-heavy skirts, 3-space universal turret with AC, ML F (with AP ammo and 3 rocket magazines of reloads), radar, vertical stabilizer, 2 hi-res computers. LR armor: F35, R20, L20, B20, T25, U15. Acc 5, HC 2, Top Speed 120, 10,485 lbs., \$74,561.

Patrol Jeep — Midsize, x-hvy chassis, OR suspension, large power plant with PCs and SCs, driver, 2 passengers, OR solid tires, HMG in universal turret, target computer, light trailer hitch, brushcutter. 3 spaces and 1,390 lbs. for cargo when fully loaded. Metal armor: F3, R2, L2, B2, T2, U2. Acc 10, HC 2, Top Speed 125, 4,370 lbs., \$16,370.

Hunter — Standard helicopter, standard helicopter power plant with PCs and SCs, pilot, gunner, HAC F with APFSDS ammo, VMG and IRTL in universal turret U, 2 4-space rocket EWP's with 4 linked Super Rockets (LGL and AP) per EWP, fire extinguisher, ejection seats, radar, light-amplification, long-dis-

tance radio, 1 pair maneuver foils, 2 hi-res computers. Metal/plastic composite armor: F10/30, R5/30, L5/30, B5/30, T0/20, U15/30. Acc 5, HC 2, Top Speed 160, 14,120 lbs., \$128,050.

New Equipment

Needle Gun — To hit 6, 1d damage, \$100, 2 GEs. Holds 20 shots (\$20 per magazine). The needle gun is a compressed-air rifle firing a drugged needle at the target. It is silent and flashless. Needle guns do no direct damage to the target; the 1d damage is penetration ability. When a target is hit, roll the 1d. If the die roll is more than the total DP of armor on the target, the needle penetrates to deliver its drug. The needle "damage" does no harm to either the target or the target's armor.

The real effect of the needle gun depends on the drug in the needle. The most common drug is a fast-acting soporific, putting the target to sleep for 1d × 10 minutes. Less common drugs include powerful hallucinogens (triple ammunition cost) and neurotoxins (double ammunition cost) that incapacitate almost instantly and kill in a few seconds.

These drugs spread quickly when the target is hit. The drug does "1 DP" of damage to the target per turn once it hits. When the target's DP is down to 0, the target is fully under the influence of the drug. This "damage" is only permanent when using toxin needles. Soporifics (sleep needles) only require that the target's DP be reduced to 1 (unconsciousness). For instance, a man with 3 DP hit by a toxin needle would lose 1 DP that turn, another DP the next turn (unconscious) and his last DP on the third turn (dead). The same target hit by a sleep needle would "lose" 1 DP the turn the needle hit and "lose" another the next turn — unconscious and asleep in two seconds! Drug DP loss occurs at the end of the turn.

Needled targets can attempt to act when needled. Most only notice a sting and act too late. Until the target is unconscious, he may roll 2d for a 7 or better each turn to act normally. Target hit by sleep needles subtract 2 from this roll, since the drug also has paralyzing side effects. Needle pistols are also available: To hit 7, \$50, 1 GE. Identical to a needle gun in all other ways.

Anti-Toxin Kit — \$25, ½ GE. The anti-toxin kit is a one-use ampule of anti-toxin, usable against neurotoxin gasses and drugs. Using the anti-toxin kit is a firing action and the user can't move that turn. Using the kit counteracts and nullifies the effects of poison gas and drugs, although the user does receive 1 DP of damage from the poison. For instance, a man is hit by a toxin needle. The toxin does 1 DP of damage at the end of that turn, before the target can do anything. He manages to react and applies his anti-toxin kit, stopping the toxin's progress. He still has 1 DP of damage. In another example, a target hit by a toxin needle is on his second turn of poison (2 DP) and is unconscious. His partner applies an anti-toxin kit before the end of the third turn and the poison is counteracted, rolling back the damage to 1 DP. The needled man wakes up and is still wounded but alive.

IFF Sender — \$100, no weight or space/0 GE. This is a small radio transmitter unit (about the size of a pager) which sends out a signal that triggers pre-tuned IFF units to respond. Any signal responding is pre-tuned, therefore it must be a Friend. A handy device for security forces.

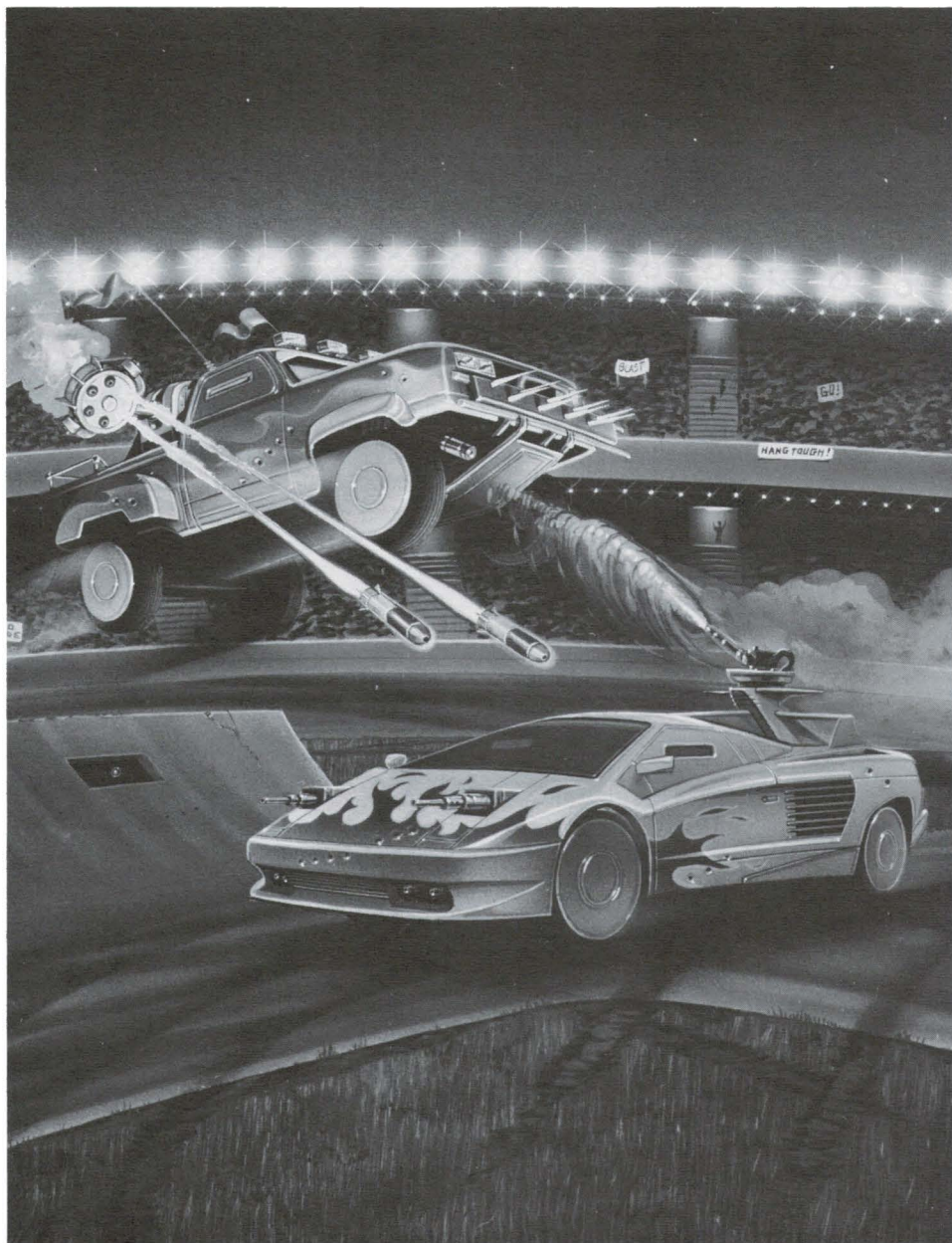
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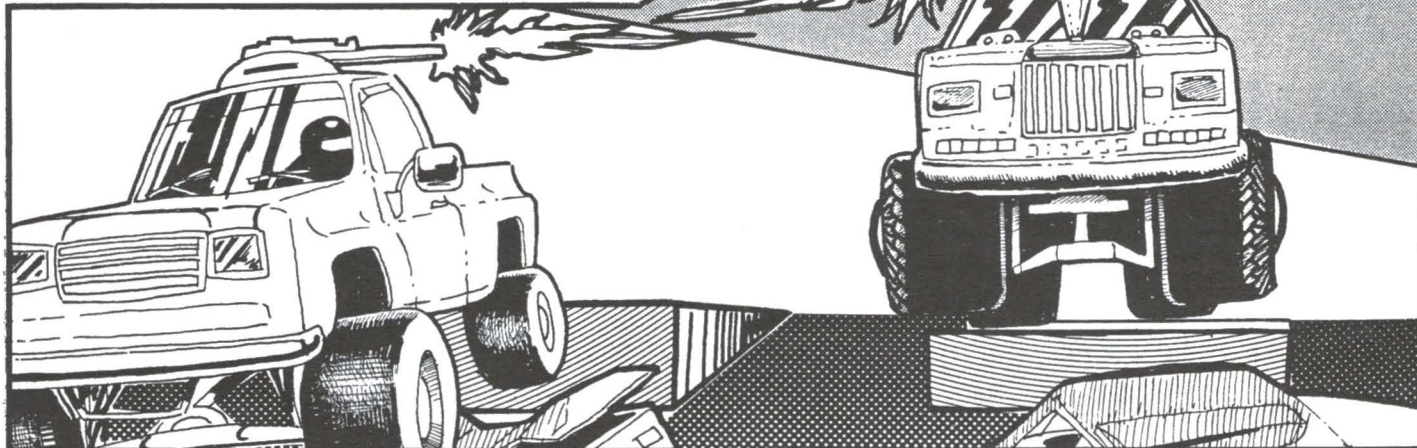


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Monster Trucks in *CAR WARS*

by Gary L. Privitt



In the year 2038, a wealthy Texas businessman decided to revive an old love — the monster truck. His first attempts were unsuccessful because the power plants available at that time were not able to provide the car crunching, airborne action that these monster vehicles were known for in their pre-short war heyday. So he turned to the recently re-introduced gas engine. Now, in 2040, the Monster Trucks are beginning to be seen around the country's arenas in exhibition matches before the regular duels. Most trucks are owned by corporations, although a few are owned and operated by (extremely) wealthy individuals.

Although the AADA does not officially sanction monster trucks, they have become extremely popular as pre-duel warm-up shows at AADA events, particularly in the South and Midwest.

Monster Truck Construction

A monster truck (MT) is built using normal construction rules with the following additions and changes:

Body Style: mid-size, luxury, sedan, station wagon, van and pick-up bodies have all been seen on the MT circuit, although the van and pick-up are the most common body styles used.

Chassis: weight modifier + 25%, price is 150% base cost. Pick-ups and vans with a MT chassis do not use 6 wheels.

Suspension: price = 750% of body cost. This includes special HD shocks, modifications for monster tires, and special modifications to the steering to allow the front and rear wheels to work in opposite directions for better handling. HC is 3 for any monster vehicle.

Power Plants: gas only, no oversize. It is possible to mount an MT engine in cargo space. This will reduce the vehicle's total spaces by 10% (round down) due to frame modifications as well as modifications to the drive train.

Monster Truck Tires: there are two sorts available: heavy duty, used for shorter one- and two-jump runs, and puncture resistant, for longer races and any cross country or off-road events. MT tires are targeted at -2 — they're big, but the truck is usually bouncing.

HD Tires	\$350/90 lbs./15 DP
PR Tires	\$700/110 lbs./25 DP

Weapons: weapons normally legal in MT events are MG, VMG, RR, AC, Rockets (all types and delivery systems), FT and lasers. Smoke and paint may be used. Turrets are permitted within normal guidelines. A referee may allow or disallow any weapon for a specific event.

Acceleration: figure in the normal manner. As with dragsters (*Car Wars Compendium, 2d Ed.*, p. 75) if the power factors are more than twice the weight of the vehicle, the acceleration is 20 mph.

Control Rolls: +1 over 50 mph; crash table 1 with a +1 to all rolls.

Characters: The Trucker skill is needed to operate a monster vehicle. Drivers come in two types: "good-ol'-boys," 60 pts., with 40 pts. max in any one skill, and pros, 100 pts., with 60 pts. max in any one skill.

The Monster Truck Air Force

One of the thrills of a monster truck event is seeing these huge vehicles become airborne after a jump. Of course, it's even more fun if they don't land just right.

The most common event is the side-by-side monster truck race. The standard set up consists of a short acceleration strip, a ramp, a set of junk (preferably) cars, and a deceleration strip. A second set of wrecks is sometimes added to the course. Each lane should be 1" wide and separated by about 1". A standard track piece will do nicely for this. The *acceleration strip* should be about 6 to 8 inches, including the ramp. Assuming 10 or 15 mph acceleration per turn, this should be enough distance from a standing start to allow for some decent jumps. For added fun, most events impose a 1, or sometimes 2 turn delay of weapon fire, putting it just before a jump. *Ramps* are normally hard-packed dirt at an angle of 30 to 35 and about 2 to 3 feet high, assuming a wrecked, crushed vehicle is 2 to 3 feet high. *Wrecks* are any normal vehicle counter placed side by side out from the

end of the ramp. Wreck counters are more visually appealing here, but not necessary. Five to seven counters should be used. In a two-jump event, the sets of wrecks should be about 4 to 6 inches apart (second ramp is optional), and the *finish line* should be 6" from the last counter. Naturally, the first functional vehicle to cross the finish line is the winner of the event.

After each jump, roll 1d. On a 1 the vehicle swerves toward the other lane, and on a roll of 6 it swerves in the opposite direction. Any other result has no effect. If a swerve occurs, assess a D1 hazard and roll 1d after every full 1" movement thereafter. On a roll of 5 or 6 the driver regains control and straightens out the vehicle. A roll of 1-4 is an additional D1 hazard and the vehicle continues on its erratic path to possible catastrophe.

All normal hazard and difficulty modifiers apply except that landing from a jump is an extra D1 because the monster trucks

tend to bounce. Driving over wrecks is a D1 hazard and does tire damage as debris. On a jump, then, tires take normal damage from landing plus debris damage. Then you apply debris damage to the tires every turn the vehicle has at least one tire on the wrecks. Did I mention that this sport can be hard on tires? As common sense suggests, use the width of the wreck rather than the width of the counter when deciding whether to assess tire damage.

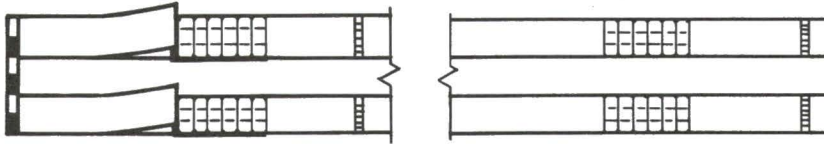
Other Stuff

Water: normal rules for water apply, except that a monster truck can usually handle water up to 5' deep with no real problems. Standing water deeper than 1 foot is a D2 hazard for a monster truck instead of the usual 1/2 foot depth.

Monster Truck Track Diagrams

1) Basic events: one- and two-jump events

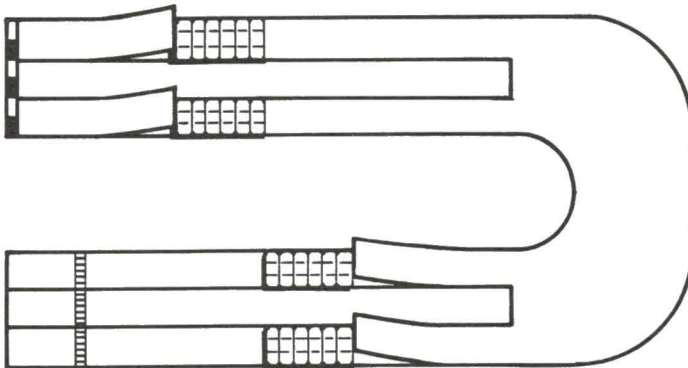
Lanes should be 1" wide and separated by approximately 1". A straight road piece works nicely.



A variation on tracks 1 (straight) and 2 (half-oval) is to have the vehicles turn and return on the opposite lane they finish on (again changing lanes at point A).

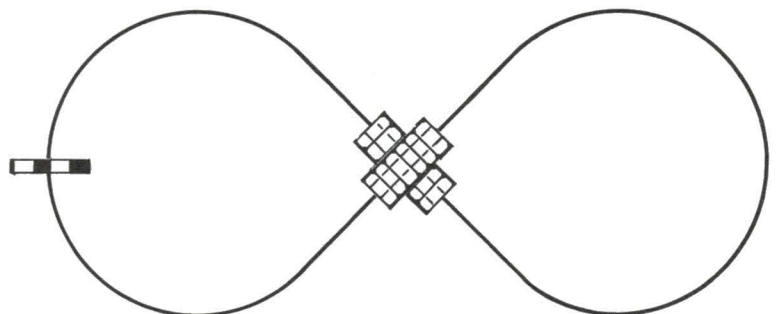
2) Half-Oval

Vehicles *must* switch lanes at point A on Oval and Half-Oval tracks, or be disqualified.

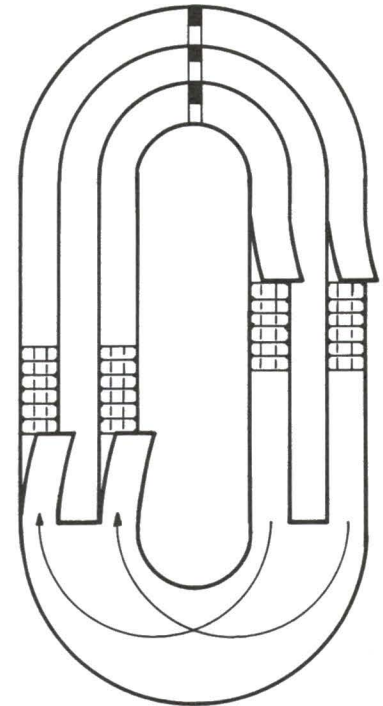


4) Figure 8

A figure-8 variation is to place wrecks at the ends of the loops instead of the middle cross. Vehicles may start in the same direction or opposite directions. On either figure-8 variation, vehicles may or may not change lanes as the referee or players desire.



3) Oval



Ditches/gullies: normal rules are used (*CWC II*, pp. 12-15), but all hazards are reduced by one for a monster truck.

Collisions (and driving over cars): front end collisions will usually propel the monster vehicle into the air. If the MT is doing 30 mph or less there is a good chance it will land on the target vehicle. Damage is based on the weight of the MT. For every 500 lbs. of MT weight, the target vehicle takes 3 pts. of damage. Apply 20% of this to the front of the ramee, and the rest to the top. Round down to the nearest whole point.

Example: the Crashpactor weighs 8,120 lbs. This results in 48 pts. of damage. Of this, 10 goes to the front and 38 goes to the top. Let's hope the unlucky vehicle has that much armor up there. If not, apply remaining points according to normal damage allocation rules.

Rear end collisions are treated in the normal manner. *Side collisions* use the T-Bone rules and the damage rules for front collisions above. The monster truck will automatically pivot 15° in the direction the target vehicle is traveling for an extra D1 hazard.

In all of the above cases, apply hazards and difficulty penalties in the normal manner as well as the rules for speed changes and conforming. A monster truck may overrun all normal vehicles except vans, those with OR suspension, and of course other monster trucks and oversize vehicles. Treat these in the normal manner.

Monster Truck Scenarios

As mentioned earlier, these vehicles are expensive. For this reason their occurrence in the *Car Wars* milieu should be limited. The Corporate Duelling ideas in *ADQ* 4/4, p. 14, are a good way to use these massive monsters. A few wealthy individuals might also build one and put a team together.

A monster season should be 16 weeks (16 duels/events). Each event is a single-elimination type tournament, with the winner of each contest advancing to the next round until the final confrontation between the two top vehicles. The winner of each duel receives 5 pts. and the loser gets 2 pts. Ties split the 5 pts. At the end of the "season" the high-point leader is declared the season champion, and benefits from all the attendant prestige, sponsorship, etc. Vehicles are paired for the first contests at random. Normally, once a vehicle is on the starting line, or "staged," the opponent has five minutes to reach the line or face disqualification. Unrepairable damage is usually the chief cause of a vehicle not being able to reach the line on time. After each event, roll 2d. A roll of 2 or 12 indicates that the monster truck has sustained some sort of critical damage. Roll on the Critical Damage Table (*CWC II*, p. 53). If the damage cannot be repaired before the next scheduled event the vehicle is disqualified. The opponent vehicle gets a "Bye Run." This is an unopposed run on the track, and should be played out, because at times this can result in critical damage to this vehicle as well. Weapons fire can, of course, also cause critical damage.

Generally, a monster truck should *not* be allowed to repair all damage between scheduled duels; even the best crew cannot repair all the damage a vehicle might take unless it is extremely light (or the crew is extremely lucky).

Most MT events are driver only, but gunners are not officially prohibited. The winner of each duel has choice of lanes in his/her next event.

For a change of pace scenario, a gang might hijack the monster vehicle and use it for whatever nefarious purposes they might devise. No gang should ever be able to acquire more than one such vehicle. The players may be attacked by the monster truck, or they may be attempting to recover the vehicle from the gang. Just be sure that there's a trucker among the PCs to drive the recovered vehicle.

There's also the Stalwart Lone Hero with his faithful monster truck (see Chuck Norris in *Lone Wolf McQuade*). Or combine different aspects of these ideas . . . just remember not to let monster trucks become too common.

Remember, these rules are just about as unofficial as you can get (at least for the moment). If you like them have fun with them, and if you don't then please feel free to ignore them. Happy Duelling!

Sample Vehicles

Most of the following monster trucks are built for standard competition events. Monster truck competition is usually non-division, so the prices of competing vehicles do not have to be evenly matched. As in racing, a major concern in monster truck duelling is acceleration. The price of each vehicle includes a full tank of gasoline and body armor for the driver.

Texas Two-Stomper: Pickup, monster truck chassis, monster truck suspension, 400 cid blueprinted engine w/tubular headers, 2 gal. racing tank, 4 HD monster truck tires, driver, turreted VMG w/incendiary ammo, 2 linked LtR, front, Hi-Res computer, safety seat. Armor: F30, B40, L35, R35, T25, U30. Accel 15, top speed 125 mph, base MPG 15 (at 70 mph), HC3, 6,552 lbs., \$39,940.

Georgia Firefly: Van, monster truck chassis, monster truck suspension, 450 cid engine, 5 gal HD tank, 4 HD monster truck tires, driver, turreted RL/incendiary ammo, TL in turret, 2 FT, 1L-1R, w/incendiary ammo, LGL for RL, targeting computer, safety seat, roll cage, IFE. Armor: F23, B22, L22, R22, T10, U15, Accel 15, top speed 122 mph, base mpg 13 (at 70 mph), HC3, 7,496 lbs., \$41,545.

Rebel Rouser: Pickup, monster truck chassis, monster truck suspension, 300 cid blueprinted engine w/tubular headers, 5 gal racing tank, 4 HD monster truck tires, driver, FP suit, 2 linked RR, front, FT w/hi-temp ammo, back, 2 VMG/incendiary ammo, 1L-1R, Hi-Res computer, safety seat, roll cage, IFE. Armor: F39, B38, L34, R34, T25, U25. Accel 10, top speed 86.5 mph, base mpg 22 (at 50 mph), HC3, 8,120 lbs., \$46,000.

Sidewinder: Luxury, monster truck chassis, monster truck suspension, 400 cid blueprinted engine, 5 gal. duelling tank, 4 PR monster truck tires, driver, turreted RR, TL (turret), 3 HR w/LGL, 1L, 1R, IF, 2 linked MG w/ HD ammo, front, Hi-Res computer, roll cage, IFE. Armor: F30, B30, L30, R30, T20, U23. Accel 15, top speed 120.5, base mpg 15 (at 70 mph), HC 3, 6,870 lbs., \$45,910.

Gila Monster: Pickup, monster truck chassis, monster truck suspension, 450 cid engine w/tubular headers, 3 gal HD tank, 4 monster truck tires, driver, turreted RL w/ LGL, TL in turret, AC w/ HD ammo, front, 2 VMG w/HD ammo, 1F, 1B, roll cage, IFE. Armor: F30, B31, L30, R30, T15, U20. Accel 15, top speed 120.5, base mpg 13 (at 70 mph), HC 3, 8,122 lbs., \$51,737.

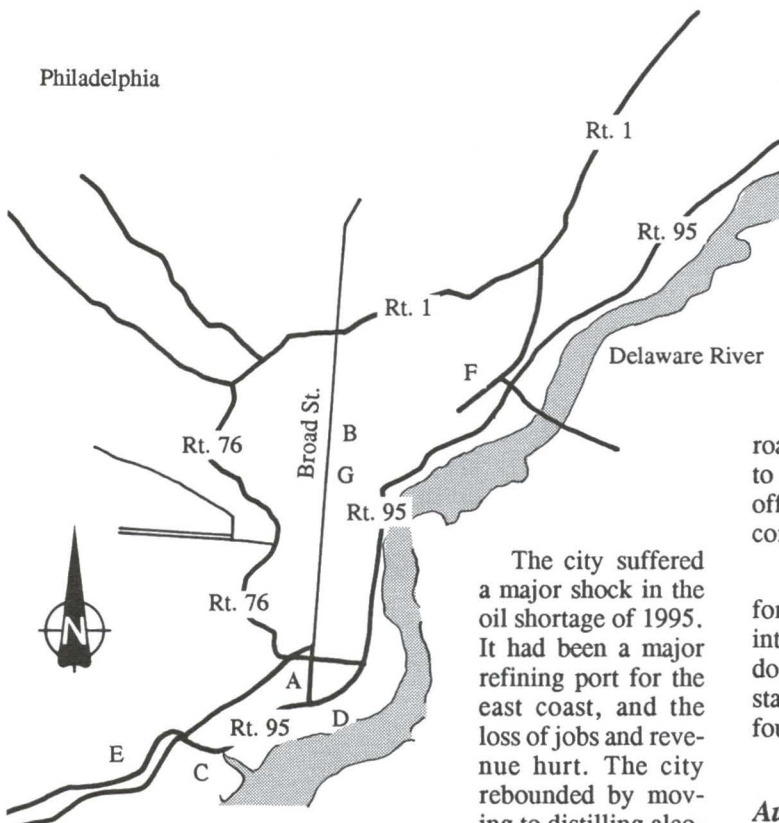
**Excerpts from the
AADA ROAD ATLAS
AND SURVIVAL GUIDE**

by Robert Bost

History

Philadelphia was founded in 1624 by William Penn and has been a major city nearly from its beginning. A major objective during the Revolutionary War, many major battles were fought in and around this city. Following the revolution, Philadelphia was the first capital of the new republic.

A large seaport and ready access to the interior made the city wealthy during the next 100 years. A major U.S. Naval base (A) has been located here since 1784, and it has been headquarters of the Naval reserve fleet since World War I.



The city suffered a major shock in the oil shortage of 1995. It had been a major refining port for the east coast, and the loss of jobs and revenue hurt. The city rebounded by moving to distilling alcohol fuels.

2009 saw Philadelphia introduce hack hockey, which quickly gathered a large fan base. The Broad Street Bullies were national champs for three of the first four years of the league and are still major competitors. Temple University's (B) Owls field impressive teams for Contact Basketball and Combat Football.

When the Grain Blight hit in 2012, Philadelphia was able to survive more comfortably than most cities of its size. The city council quickly confiscated the food stores ready for shipment. Several entire neighborhoods were evacuated and razed to provide farmland.

In 2016, the city annexed the naval base and used the ships' guns to defend everything from roving cycle gangs and the

Philadelphia, PA

hordes of refugees from less-prepared areas. Fort Mifflin (C), a Revolutionary War fort and memorial, was reactivated and armed with artillery and ordered to shoot at any boats trying to cross from New Jersey. Some quick negotiations brought the planes and helicopters from Willow Grove Air Station to the main base. Several mothballed carriers were activated to use as extra bases.

The fate of the Nightwind motorcycle gang served as a warning for all others. The 300+ strong Nightwinds had raided Newark, Delaware, and were moving north. In the Battle of Tinicum, they were met with shells from three reactivated battleships while copter airwings prevented their retreat. Philadelphia had four casualties and lost one copter, while the Nightwinds were totally wiped out. Since that time, cycle gangs give a wide berth to the city and stay out of the way of its guns.

Today, Philadelphia is again a thriving port city of slightly more than one million people. Many large trucking firms use the city as their base, and this allows citizens to buy most car parts and ammo at 10 to 15% discounts. Telling a Philadelphian that you are from north Jersey is a quick way to start a duel.

Facilities

Kennedy Stadium (D): This converted football stadium is a small arena where ranges seldom exceed 100'. The number of deaths, of both drivers and spectators, has resulted in AADA probation.

Tinicum Mudflats (E): This is one of the most popular off-road arenas in the northeast. Excellent driving skills are needed to avoid getting stuck in the swampy areas. A full schedule of off-road events is held here. The specialty of the venue is a combination event that pits cars against swamp boats.

Philadelphia Complex (F): This arena was built specifically for autoduelling and racing. The racing track is of particular interest. It has a number of steel gates that open and close randomly, constantly changing the track as the race is in progress. A standard duelling arena and a boat-duelling arena can also be found here.

Autoduelling

Duelling on the Pennsylvania Turnpike is strongly discouraged, and duellists may find themselves under attack from helicopter gunships. On I-95 and I-76, duelling is an accepted part of life, but use of any dropped weapons is illegal and strictly enforced. Because of the large number of trucks on these roads, it is recommended that duellists aim their weapons with care. A missed shot which hits or alarms a trucker can result in the duellist's vehicle being reported as "hostile" to all members of the Brotherhood in the region.

Philadelphia is one of the few major cities retaining complete control of the downtown area (G), and it is normally safe to travel there. However the areas immediately north and west of this area are gang-infested and should be avoided at all costs.

ARENA WATCH

Pershing Arena, Lincoln, Nebraska

by Timothy Jacques

When duelling was legalized in Nebraska in 2027, many businesses sprang at the opportunity to make a quick buck on the new sport. A group of investors in Lincoln were the first to take advantage of the new law. The Pershing arena was finished on September 2028, and was built in the same location as the old Pershing Civic Auditorium, a Lincoln landmark of the 20th century named for WWI General John Pershing, a Nebraska native. Like its predecessor, the Pershing arena is known for the dramatic mosaic murals on its exterior, depicting autoduellists in action.

The Pershing arena runs the usual AADA events from divisions 5 to 30, and team events. Many duellists and sports writers have called Pershing a shining example of a first-rate midwestern AADA facility. With such a reputation, Pershing is a host to several AADA tournaments and corporate-sponsored duels.

Arena Notes

Walls: The outside arena walls have 50 DP each and are 15' high. Inside obstacles have 100 DP and are fixed in place. The six bunkers are 4' high and block weapons fire except from turrets. The other obstacles block all types of fire and are 10' high.

Gates: Each gate has 25 DP and slides open from left to right. It takes two seconds for the gate to open or close.

Turrets: On each side there is a protruding wall mounting a universal turret with a blast cannon. The turrets are only used for duellists who flaunt the arena rules, and to discourage outside interference.

Arena Events

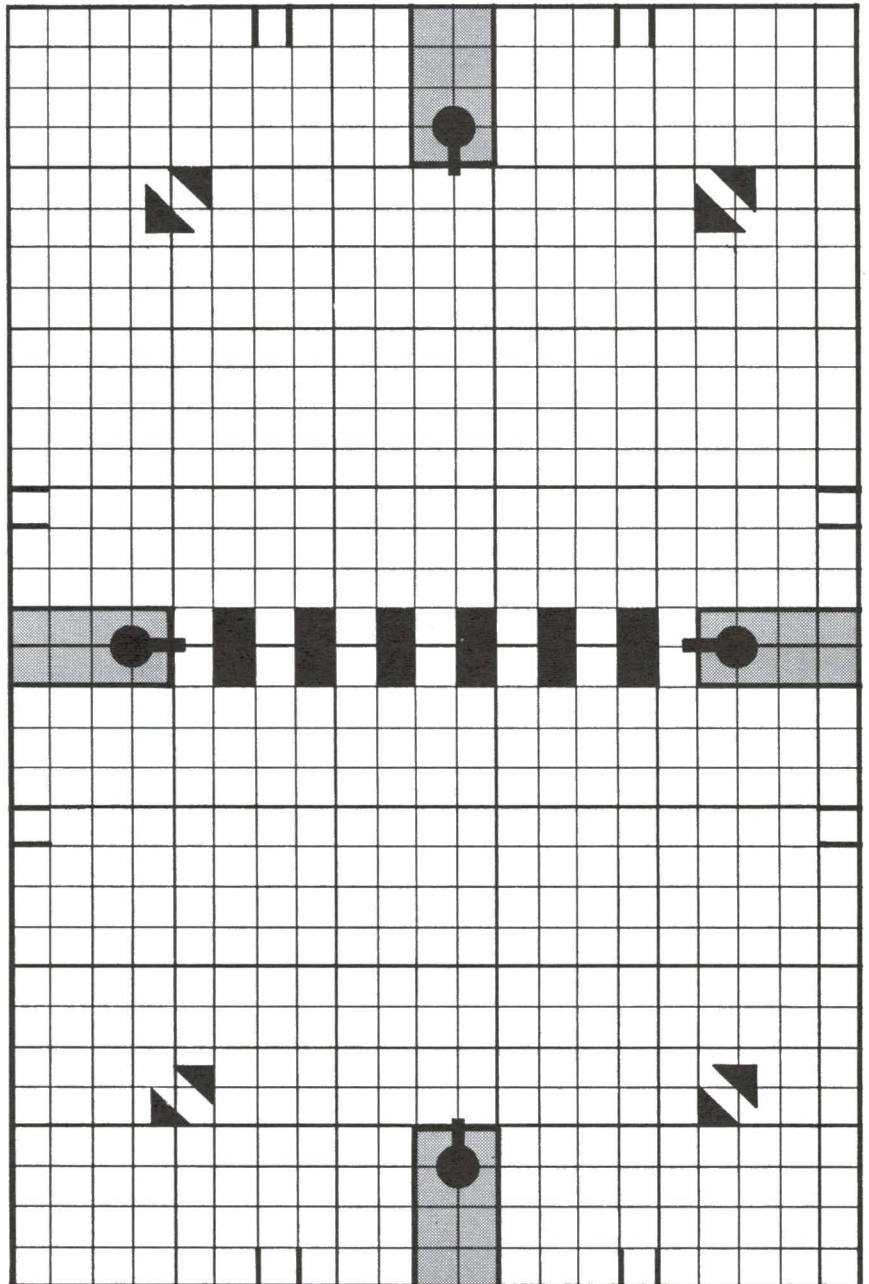
Besides regular AADA events, the arena runs one special event.

Cycle Jousting: Contestants use special motorcycles and are equipped with 15' lances. Their improved body armor has a medieval design, including shields, and the cycles use foot controllers. Opponents start in the same lane (A-G) at opposite ends of the arena. At the sound of a horn, both opponents charge at each other. The object of the game is to knock your opponent off his cycle.

A lance does 1d damage for every 25 mph of collision speed, up to three dice maximum. However, the faster the cycle, the greater the chance of a lance breaking. A lance will break on a roll of 1 or 2 on 1d at speeds up to 30 mph, on a 1 to 4 at speeds up to 50 mph, and on a 1 to 5 at greater speeds. Most other medieval-type weapons do 1d-2. If a lance breaks on impact it will do 1/2 damage that round and be useless thereafter. A driver with a broken lance may surrender or continue to fight using any other medieval-style weapons he may choose to carry.

If the driver is hit by a weapon, he may deflect the blow with his shield on a roll of 9 or better. If that fails he takes damage, and must roll a 7 or better to stay on the cycle. Drivers reduced to 1 DP or less are unconscious and will always fall off their cycle. The medium cycles used have no weapons. The event continues on a single-elimination basis until there is only one fighter left. Contestants are allowed only one change of armor during a tournament of two to five rounds.

The arena has also sponsored team free-for-all with medieval weapons.



CAR WARS CLASSIC

Re-Creating the "Small Box" Car Wars

by Steve Jackson

Without a doubt, the most-heard *Car Wars* comment of the past couple of years, from retailers *and* players, has been "Bring back the Pocket Box!" At \$25, the Deluxe version of the game isn't a starter set. We had lost one of the best things about the game — its accessibility to new players.

Unfortunately, the plastic Pocket Box is no longer feasible. Plastic is too expensive! But it *was* possible to do a basic, or "Classic," version of the game for \$9.95. So we did. By the time you read this, the game will be on the shelves.

The purpose of this release is to create a "starter set" that players — and clubs! — can use to bring new people into the game. We hope it'll become a product that retailers can recommend to new players, as well! And we'll probably be running some "Classic" events at conventions, so new players can compete on a (more or less) equal footing.

What? Only 64 Pages?

In late August, we finished editing the rulebook and sent the last components to the printers. This was an interesting job. I started with the text of the second edition *Compendium*, cutting out everything (boats, 18-wheelers, aircraft, weird weapons and so on) that didn't seem necessary to a "basic" version of the game. Then we went back and added things like scenarios, referee procedures, etc., that weren't in the *Compendium*, but *were* needed for someone just starting out. Then I went through again, looking for more things to cut.

And we *still* had a 64-page rulebook.

The new rules are effectively a subset of *Compendium*. They get back to the "feel" of the original game, especially as far as vehicle design goes. But someone who learns from this edition will have no trouble moving up to a full-scale *Compendium* campaign — there will be nothing to unlearn.

★ ★ ★

In the process of editing and playtesting the new version, we found several little things that called for clarification, new rules, and so on. And here they are:

Pedestrians

Dropping Prone, Crawling and Hiding

This new subsection was added to Pedestrian Combat:

A pedestrian can drop prone instantly — this takes no time. A prone pedestrian can be in the open (an extra -1 to hit), completely safe (behind a wall, for instance), or covered but not completely safe (if he is prone in rubble, he is at a -5 to be hit). A pedestrian can fire from prone position. Being immobile gives him a +1 to hit. A pedestrian who is in safe cover (such as behind a wall) but sticks his head out to fire is at a -2 for cover.

A prone pedestrian can crawl, moving in phases 2 and 4 only. He cannot fire while crawling.

It requires a full second to stand up from a prone or crawling position.

Jumping and Falling

Falling Off the Edge

This was the only actual rule change introduced. Formerly, a vehicle which dropped two wheels over an edge would automatically fall. Now there's a chance to stay in control.

If a vehicle skids, fishtails or drifts so that both corners of one side (not the front or back) are unsupported, a Control Roll is required. On a successful roll, the vehicle takes collision damage to the underbody but doesn't fall over the edge! It decelerates at 30 mph per turn. Under most circumstances, the services of a wrecker will be required to get it onto flat ground again.

On a failed control roll, the vehicle will roll over the edge! *From this point, the rule is unchanged.*

Weapons Fire While Airborne

Weapons fire while a vehicle is jumping or falling is at -2.

Weaponry

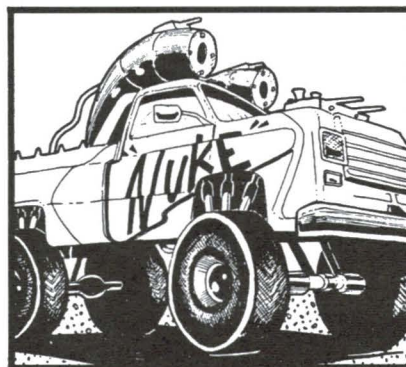
Foam Grenades

Expand this entry to read as follows:

Foam Grenade — \$30. If this grenade is thrown within 1/2" of a fire, it puts out all fire in a 1" square area on a roll of 1 on 1 die. If it goes off successfully when inside a car, it puts out all fire in that car, but only in that car. The foam grenade can also be used offensively, because it blocks visibility like paint when used on a target vehicle.

Hand Weapons

It takes one turn to get a grenade out of cargo space.



Assorted Small Catches

On p. 8 of the *Compendium*, the first line on the page mentions the acceleration/deceleration phase — which no longer exists. That line should say simply "a vehicle must start the turn at between 20 and 35 mph."

Likewise, on p. 26 under *Climbing and Diving*, the last sentence in the third paragraph should end "... picks up 5 mph of forward speed immediately."

BACKFIRE

Could we please put to rest the controversy regarding X-ray lasers?

(O.K. We'll start by not printing the rest of your comments on that subject. — CWM)

Now, Aaron Jenkins of Anchorage, AK, mentioned in ADQ&A that it takes a nuclear reaction to produce an X-ray laser. You said, "we don't care." I think the point he was trying to make was, how can a 3 (5 for the heavy X-ray)-space weapon produce enough of a nuclear reaction to fire the thing? My answer: well, this *is* the future, after all. Who knows, maybe cold fusion has been perfected and miniaturized. What does "State of the Art" have to say? (I mean, besides "it's only a game?")

Next item: first there were alternate encumbrance rules. Great. I was getting sick of "grenade equivalents," anyway. (It was conjuring up some *strange* images in my mind: "Don't move, or I'll pull the pin on my radio!") Then *Aeroduel* introduced cubic feet to replace "spaces," and now *ADQ* 8/3 has that article on character size (pp. 16 and 17). Is it me, or is *Car Wars* beginning to look like *GURPS*?

Actually, I'm *not* complaining. I'm really glad to see the old arbitrary measurements disappearing and becoming more realistic, even if it means *Car Wars* becomes just a supplement for *GURPS*. (And now, here come the nasty letters, right?)

Which brings us to *GURPS Autoduel II*. Isn't there *anything* you can tell us? Any morsel of information would be appreciated. I'm serious, I'm desperate, I'm still wondering whatever happened to the mailing cover from *ADQ* 8/3, I'm

— Bruce Morton
Utica, NY

Sorry I interrupted earlier, Bruce. But I've received several letters about the X-ray laser controversy, and they all say the same thing — "kill it." So there'll be no more discussion on that topic here, at least for a while.

About *GURPS Autoduel II*, OK, a hint. It's starting to look like we'll be able to schedule *GURPS Vehicles*, the comprehensive (chariot to space shuttle) vehicle-design system for *GURPS*, for release sometime in 1991. This theoretically clears the way for someone to do *GURPS Autoduel Second Edition* in '92. This is

all completely unofficial so far, however, so keep it under your hat, OK?

—CWM

NOVA would like to launch an official protest of this year's world championship. The event has basically turned into a team event as past champs (from RCADA) get a free ride to the finals. Also, the tournament should have more attention on vehicular kills than on fancy driving (or jumping).

No one should get a free ride to the final round! Let them earn their way! Can you show me an organized sport (other than boxing) that allows a champ to keep coming to the championship? It's very unfair as the past champ(s) only have to compete in one event while the rest have to scrap and scrape for the other final positions.

— Norman McMullen
President of NOVA
Omaha, NE

Norman, Norman, must we do this every year? Nobody who actually attended this year's championships had any complaints (at least that I've heard), so what are you complaining about?

First of all, only the sitting world champion is seeded into the final round. There's a reason for this: the sitting champ is target numero uno for the whole tournament. Allowing him to skip to the final doesn't give him an unfair advantage, it just gives him a fair shot at defending his title. Former champs don't get seeded, despite your insinuation to the contrary. Regional champions and the previous year's finalists are seeded in the semi-finals, club champions (and now official SJG tournament refs) start in the quarter-finals.

Second, the RCADA keeps winning because they've been duelling longer and better than anyone else. Period. Your on-

going and unjustified innuendoes of favoritism are an insult to everyone who competes in or helps administer the Worlds.

Finally, how much weight is given to jumps and driving as opposed to vehicle kills is a judgment call. Your opinion has been noted.

— CWM

I am almost apprehensive about asking my question, because the last time I saw a similar question your answer was a curt, "Why should there be?" I will try to answer that and give possible statistics related to my question.

"Why are there no mini-wagons, mini-vans or mini-trucks in the *Car Wars* world?"

Why should there be?

1. These vehicle types are very prevalent in our society, and with gasoline harder to obtain in 2040 these vehicles are naturally suited for that time.

2. Overseas competitors mainly build smaller vehicles. Leaving these types out of the game eliminates a segment of vehicle types.

3. Subcompacts, after all, are really mini-cars.

4. There would be many advantages to adding these types, some of which include: 1) since sub-compacts have +1 to HC, these vehicles could also, 2) cost effective for those beginning duellists on a budget.

Here are possible statistics for this variation (see table below).

— Stuntz Waldorf
Ava, MO

We get all kinds of people asking question here, Stuntz, but very few are polite enough to provide their own answers. Thanks for your input.

— CWM

TYPE	PRICE	WEIGHT	MAX. LOAD	SPACES	ARMOR cost/weight
Mini-wagon	\$500	1,500	4,200	11 (+3)	14/7
Mini-truck	\$500	1,500	4,200	10 (+5)	16/8
Mini-van	\$700	1,700	4,700	18 (+3)	24/12

Regarding *Car Wars: The Card Game*:

1. When an autocannon shot is made with a tire shot, and the target plays Autocannon Backfires!, where should the firer take the damage? Do Armor cards protect against the damage done by Autocannon Backfires!?

2. Do Armor cards protect against the damage caused by Skid cards?

3. Does Dud Missile! work against Called Shot: Missile? Does Machine Gun Jams! work against Called Shot: Machine Gun?

4. These Cards say "Play Immediately" in boldface: Spin, Autocannon Backfires!, Dud Missile!. Does this mean that they must be played as soon as they're drawn? Shouldn't you be able to choose when to play these cards?

— Dave Autzen
Springfield, IL

1. Take damage to the side indicated on the cards. Yes, Armor cards protect.

2. Yes

3. Yes and Yes.

4. You do not have to play these cards as soon as they're drawn. The "Play Immediately" means they must be in your hand when you want to use it, just like an Armor card. You can't play it later to reduce or modify damage taken.

— Creede Lambard

1. When is a rocket platform destroyed?

2. Can MFRs be placed in rocket EWPs?

3. What are the firing arcs for top- and bottom-mounted weapons?

4. Does anti-vehicular ammo still exist?

5. What do you need to run tripod lasers? What is the number of shots?

6. Please list all the places an EWP can be placed?

— Scott Martin
Fresno, CA

1. Either when the rockets on it are destroyed, or (if empty) when the vehicle top armor takes damage.

2. No.

3. The target must be at least 45 above the horizontal plane of the firer — if he's higher in the air than his distance from you horizontally, he's in your top arc. Turn it over for the bottom arc.

4. No, it's gone.

5. You need a laser battery, and you get the normal shots for running a laser off a laser battery.

6. Matching pairs on the sides of vehicles, as per chart on page 82. Land-based vehicles may place a single one on top (including in a pickup bed). Copters may place a single one on the bottom. For other aircraft, see *Aeroduel*.

— KS

1. Can laser-guided rockets follow either beam of a linked pair of targeting lasers?

2. Do IR lasers go through paint and flame clouds?

3. In a collision, would bumper-triggered dischargers go off or be destroyed?

4. Can slicks use tire chains?

5. If thrown or launched grenades can be set for one second, to go off when they land, why the impact fuse?

6. Are HD shocks \$400 for each wheel or \$400 total?

7. Can plastique be detonated by a deadman switch?

8. If plastique or a kamibomb are detonated inside a vehicle, is damage reduced for objects outside?

9. Can plastique be thrown or dropped from a vehicle like a grenade?

10. If a dragster has both a spoiler and an airdam, can it perform a 30 bend?

11. What happens when a ped climbs on a maximum-weight vehicle? What if a car lands on top of the same vehicle?

— Geoff Prairie
Chicago, IL

1. Yes, but you must buy an LGL for each laser meant to guide rockets.

2. Yes.

3. Any bumper-triggered weapon is set off before collision damage is figured.

4. No.

5. Impact-fused grenades don't bounce.

6. \$400 for each wheel.

7. Yes.

8. Plastique and kamibombs are two different things. A kamibomb is a car bomb. It's designed to damage things outside the car, so damage is normal. Plastique is designed to blow up buildings and bridges. If you're going to make a car bomb, use a Kamibomb.

9. Yes. Only 1/4 bricks can be used like grenades.

10. No.

11. If, during combat, the vehicle picks up an extra ped or two there's no effect. If another car lands on top of that vehicle it will bottom out and the chassis will break. It's a ref's call exactly where the breaking point lies. Remember, however, that if the vehicle design is overweight by even a pound, that vehicle is illegal and should not be allowed in the game.

— KS

1. How much does a turbo-supercharger cost and weigh?

2. Can rocket boosters, sound systems, etc. be put in cargo?

— Ronnie Wachter
Topeka, KS

1. There's no such thing. Buy a turbo-charger and a supercharger and put them both on the same engine.

2. Yes. But you can't use them unless you take them out of cargo and install them.

— KS

1. Can you build a turbo-supercharger with a VP turbo?

2. Can a handgunner sit in the cargo space of a pickup and fire hand weapons? Tripod-mounted weapons? Would this be legal for tournaments?

3. Can hubs and guards be sloped?

— David L. Zielinski
Downers Grove, IL

1. Yes.

2. Yes. No — use pintle mounts. Most AADA-sanctioned tournaments don't allow passengers.

3. No.

— KS

1. When I get a price discount on a new car because I have high prestige, does that count for AADA cost divisions? In other words — suppose my prestige is 25. I can buy a \$40,000 car for \$20,000. Can I enter it in a Division 20 duel?

— Various rules lawyers

1. Absolutely not. Furthermore, it would be reasonable of your fellow players to injure you severely just for suggesting it.

— Steve Jackson

CLASSIFIED

ATTENTION!! Recent evidence indicates that extremist groups such as BADD (Bothered About Dungeons and Dragons) and NCTV (National Coalition against Television Violence) will start a new anti-gaming campaign. Help save our hobby from these propaganda/smear attacks. Join the CAR-PGa (Committee for the Advancement of Role-Playing games)! Send a self-addressed, stamped envelope to: William A. Flatt, Chairman, CAR-PGa, 8032 Locust Ave., Miller, IN 46403, or call (219) 938-3382. Remember, only *you* can prevent censorship! Don't let the minority dictate what you can or cannot play.

ISRAEL, IS THERE ANYBODY OUT THERE? Duellists in Israel please contact Avner Bronfeld at 14 Mordey Hageatot St., Givataim, Israel, 53235, or call (03) 739801.

FT. WORTH AUTODUEL FANATICS, contact the Kestrel, I really need some new targets! (817) 249-2973.

DUELLIST IN THE SAN JOSE area seeks others interested in roleplaying, Ob-Racing and all the other weirder aspects of Autoduelling for gaming or just correspondence. Also seeking locals interested in forming a chapter. Contact Rich Pizor at 20641 McClellan Rd., Cupertino, CA 95014, or call (408) 725-8483.

P.S. High-school age preferred, but everyone interested is welcome.

FOR SALE: East Midville maps and original sheet — best offer takes all. (Tim, what happened, where are you?) Write to: Ian Knights, 92 The Rowans, Milton, Cambridge, ENGLAND, CB4 6YU.

CYCLISTS, C-64 OWNERS and other cool dudes in Philadelphia and abroad, contact: Jeff Gilbert, 2076 E. Lippencott St., Philadelphia, PA 19134. (I'm baaaaack!)

DESERET STATE DUELLISTS: Stand up and be counted. Join M.A.D.D. (Mondo AutoDuellists Deseret area). Contact: Everett Vinzant, 3136 W. 1050W, West Point, UT 84015. (801) 776-6234.

ADQ BACK ISSUES for sale: 1/1 to 5/4, extra copies of some early issues. Almost all in protective covers. \$5 each, I pay postage. David Levy, 32 Barn Rise, Wembley Park, Middx, HA9 9NJ, ENGLAND.

“MAVERICK” AND “THUNDER” seek more duellists (preferably AADA members) to join the hierarchs of GEARS. If you live in Kane or nearby counties, contact Todd White at 320 Maple Ln., Batavia, IL 60510.

P.S.: “Fireball,” your fellow cogs await immolation.

CANADIANS!: Looking for duellists to form a chapter, or just play in the Ottawa area. Contact Jamie Jackson, 9 Ratan Crt., Ottawa, On. K1V 0B2.

P.S. Any age welcome.

WANTED: Any duellists or want-to-be duellists in the Horseheads-Elmira-Corning area. I would also like to start a chapter sometime. Am looking for the protective mailing covers to ADQ 2/4, 3/1-3/4, 4/1, 5/2-6/4 and 8/1. Write to John Hollenbeck, 631 W. Broad St., Horseheads, NY 14845.

ATTENTION DUELLISTS in the Alhambra, Pasadena, El Sereno or surrounding areas who want to form a chapter, call Paul Garza at (213) 227-6274. Please don't call before 3 p.m. or after 9 p.m.

LOOKING TO FORM AN AADA CHAPTER in Fredericksburg, VA. Carl, call me and tell me how many RAGA members are AADA members. All others contact “Howlin’ Madd” Matt Sullins, 11210 Prince Ct., Fredericksburg, VA, 22401. Or call (703) 898-6228.

WANTED: Any duellist in Monmouth County to play and form southern Jersey's first club. Call or write Joe Magnotti at (201) 706-0136, or 357 Harmony Rd., Middletown, NJ 07748. Q-link users send E-mail to “JoeM70”.

LONE DUELLIST would like to find fellow duellists in Palos Verdes area. If interested: contact Ed Jones, 28752 Plainfield Dr., Rancho Palos Verdes, CA. 90274.

I'M 6' 3", wear silver and green body armor, and drive an Agincourt. I'm looking for any duellist in Tampa Bay. Please contact Phil Bowen at 2111 Lithia-Pinecrest, Valrico, FL 33594.

P.S. If anybody out there knows the current hideout of one Noah Ramon, drop me a line.

HEY YOU! Wanna join forces in Boston and rescue Charlie from the MBTA! Send mail to Bruce “Rapier” Kane, 100 Prospects ST., #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”.

Conventions

PANDEMONIUM VIII, presented by the General Staff Games Club of Toronto, will be held Jan. 19-20, 1991, at Ryerson Polytechnic Institute, Jorgenson Hall, 300 Victoria St., Toronto, Ontario. Activities include two games auctions, over 50 tournaments, miniatures painting contest and dealer's room. Registration at the door is \$10 (Canadian) per day. For information, write to: Pandemonium VIII, c/o 17B Wales Ave., Toronto, Ontario CANADA M5T 1J2, or phone (416) 597-1934.

GENGHIS CON XII, presented by the Denver Gamers Association. Held at the Sheraton Hotel of Lakewood, Feb. 15-17, 1991. Gaming of all kinds, the Puffing Billy Tournament, auctions, art contest, figure painting contest, miniature and computer events. Preregistration — \$15 for the weekend. For more information contact the Denver Gamers Association, PO Box 440058, Aurora, CO 80044, or phone (303) 680-7824.

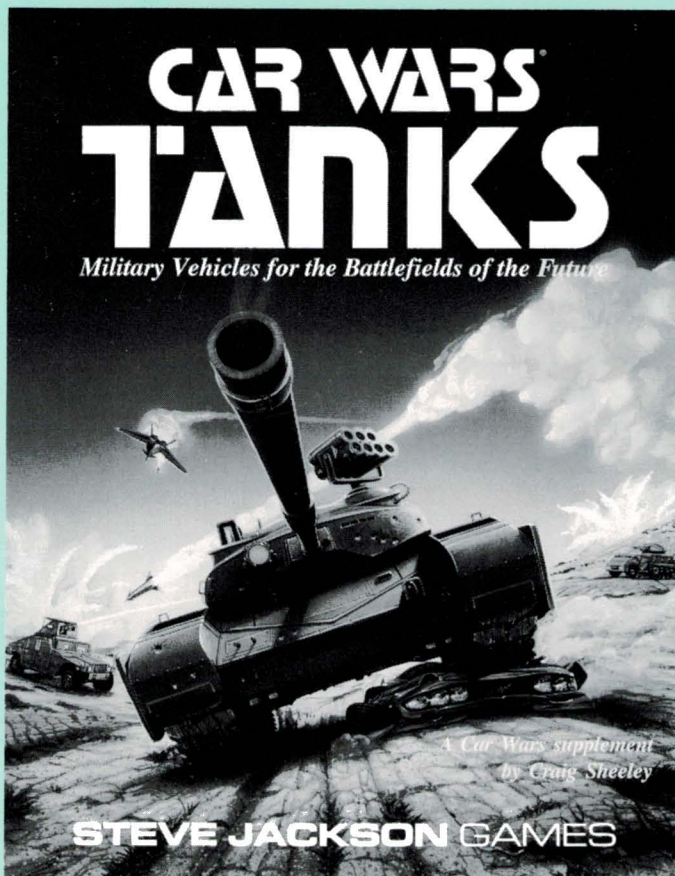
EGYPTIAN CAMPAIGN '91 gaming convention will be held at the Student Center of Southern Illinois University at Carbondale March 29, 30, 31. Events include *Car Wars*, *GURPS Fantasy*, *GURPS The Prisoner*, miniature judging and a game auction. Pre-registration \$8, one and two day passes \$5 and \$10 at the door. Friday is free for all. Send business-sized SASE to: SIU Strategic Games Society, Office of Student Development, Southern Illinois University, Carbondale, IL 62901-4425, or call Castle Perilous games at (618) 529-5317.

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