

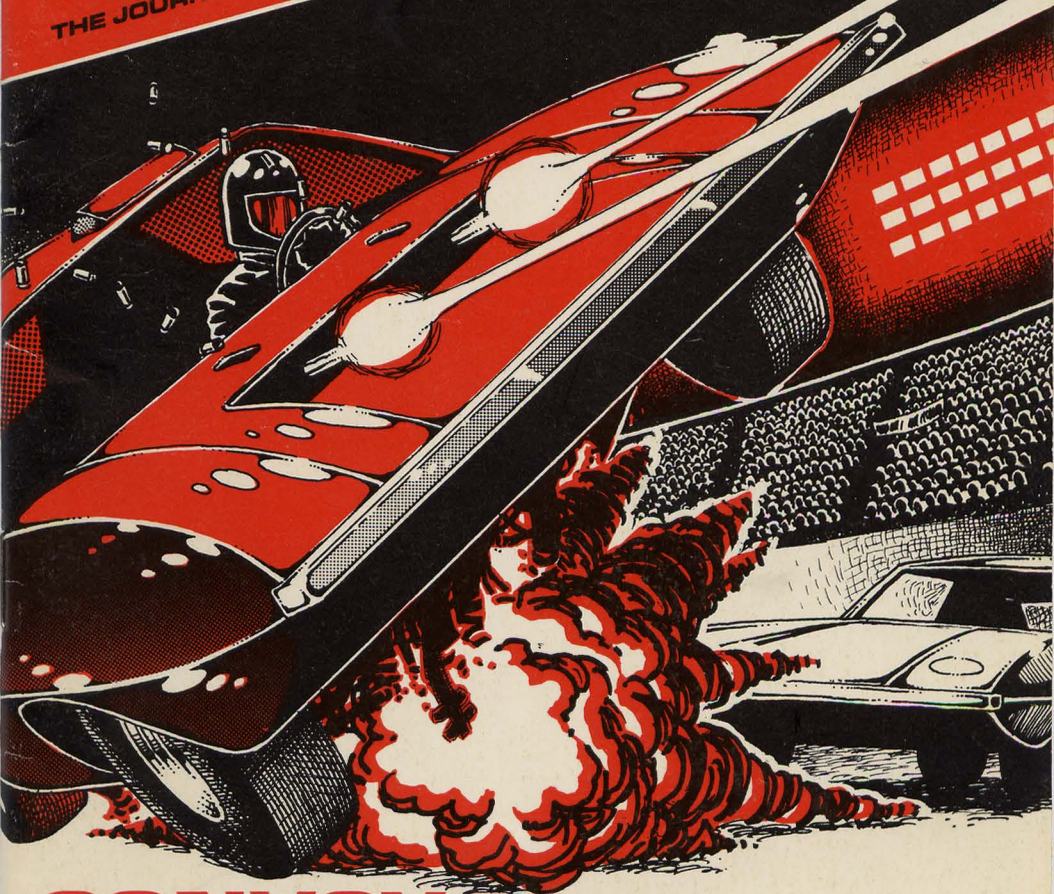
Spring 2033

Vol. 1, No. 1

\$2.50

Autoduel Quarterly

THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION



CONVOY

A *CAR WARS* Role-Playing Scenario
by Steve Jackson and David Ladyman

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Vol. 1, No. 1

Autoduel Quarterly



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THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION



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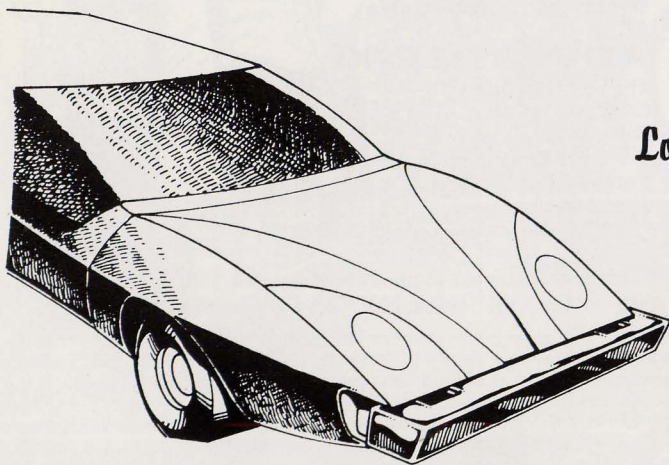
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(At present, we can only install a Ram Plate on the front of your vehicle, but watch this space for updates!)



Artful Dodger

Do tacky tagtails get you down, picking on your weak back armor? Are your oil slicks just not slick enough to shake a persistent pursuer? Then why not torch that oil while you're at it?

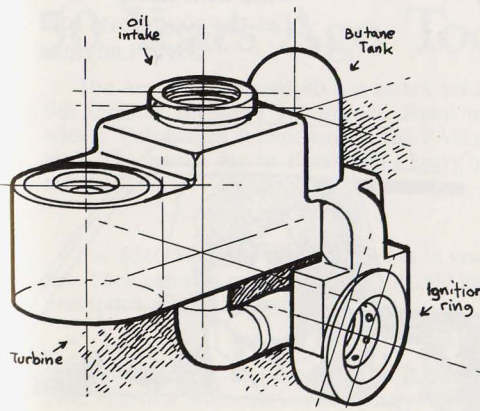
With our special, high-grade mix of inflammable oil (only 35 CPS), the ARTFUL DODGER igniter/sprayer will shake even the closest shadow! It looks and acts like a normal slick until the second phase after you dropped it — then it ignites! It flames (+D3 hazard) and acts as a Smoke Screen until the tenth phase of the fifth complete turn after dropping, and then disappears.

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You can burn out your shadow with this handy device — his underbody and tires each take d6-2 damage!

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**from the
Publisher**

Welcome to *Autoduel Quarterly*.

Since the original *Car Wars* game was first published in mid-1981, it has grown tremendously in popularity. Articles and reviews have appeared in *The Space Gamer* and other magazines — and *Omni* named it one of the ten best games of the year! There's an increasing demand for more *Car Wars* material. We can't fill that demand in *The Space Gamer*; TSG subscribers want to read about other things some of the time. Therefore: ADQ — a magazine devoted entirely to *Car Wars*.

Actually, ADQ will be as much a quarterly "supplement" as it will a magazine. We'll try to hold "magazine stuff" (i.e., editorials, ads, and columns like this) down to a minimum. The only regular columns will be about new vehicles or locations for your game world. The one purpose of ADQ will be to help you get more fun out of your *Car Wars* material.

David Ladyman, your editor, and the rest of the ADQ staff will be working to bring you more material, every issue, about a consistent "future history" for autoduellists. Whether you look at *Car Wars* as a role-playing game or as a set of rules for miniature battles — or both — the American Autoduel Association's maps, vehicle data, and road alerts, presented here four times a year, will keep you in touch with your fellow duellists.

Enter, then, the world of the future . . . where men and cars fight it out on the road and the arena, and the right of way goes to the biggest guns. Welcome to *Autoduel Quarterly*.

—Steve Jackson

Making a better world for autoduellling

Greetings, and welcome to a world 50 years in your future. We don't have a total view of this world as yet, although we do know that autoduelling, with all of its causes and effects, plays an important part in it. Four times a year, we'll be bringing you news of this world, from *your* point of view. We'll have updates from the *North American Road Atlas and Survival Guide*, news briefs, design strategy from the masters (and near-masters), simulations of recent events to help you sharpen your skills, answers to your questions on how autoduelling works and, always, lots of new product advertising. We hope to include occasional news from our sister organizations abroad, such as the London update in "Westway" (TSG 57), and interesting glimpses of other possible worlds, similar to the "Magic in Car Wars" articles in TSGs 51 and 55.

To make it work, we need an active Association. That means you. (It won't work if it depends on just us. Given a choice between writing and driving, we'd rather be on the road.) If you don't fill us in on the details of that new targeting device or grenade launcher you've just developed, how can we share it with the rest of the Association? Have you devised an effective vehicle for smuggling fruit? Tell us. We rely on observer reports to help us update the *Road Atlas and Survival Guide*. Have you visited an interesting Fortress or run into a particularly obnoxious cycle gang recently (and survived)? Let us know the details so we can inform and forewarn others. And any time you notice anything of interest in the news, pass it along. Someone might be able to turn that report into an interesting simu-

lation of the actual events. All contributions are credited and paid for, of course. For more information on that, check the Writers' and Artists' Guide in the back.

You'll notice an expanded recent history on the next page. We're filling in details, but we're not sure of all of them. Just what has happened with the U.S., or with our neighbors to the North and South? Is there an active rail system? Where? Do planes still fly? Using what power? How strong is the peace (read: disarmed autos) movement? Where is it based? Is no-fault insurance still required for vehicles? What is life like in a walled town? Around an abandoned city? What are relations between the Free Oil States of Texas, Oklahoma, and Louisiana, and the rest of the U.S.? Do space colonies exist? Has California fallen into the ocean? We don't know yet. Maybe you can tell us. We won't take every suggestion, of course — we're working toward a consistent, interesting picture of the autoduellists' world of 2033, and beyond.

Finally, what else do you want in ADQ? We're considering running "opponents wanted," announcements of *Car Wars* tournament convention dates, and possibly a register of AADA local clubs. This is your quarterly — let us know what you want in it.

Until next issue,
Let the good times roll!
David Ladyman



NEWSWATCH

- ca. 2000: Federal government moves to nationalize dwindling supplies of oil and natural gas production. Legislatures in Texas, Oklahoma, and Louisiana react by seceding, and move to nationalize these resources themselves. Pitched battles with federal forces follow, resulting in the destruction of several oil field sites on both sides of the newly-established border.
- 2012: Grain blight breaks out in Nebraska, spreading rapidly to neighboring areas. A simultaneous blight seems to have taken root in the Ukraine. Accusations fly, charging deliberate biological warmongering, followed by nuclear warheads. To everyone's surprise, satellite defenses soak up virtually everything that can be dished out, dissipating most of the fallout above the atmosphere, and causing little resulting disturbance on the planet below. Meanwhile, the world's stock of grains, excluding barley and sesame, have been utterly devastated. Severe food shortage world-wide. The U.S. is in better short-term shape than most, since the blight apparently has no effect on foods with preservatives in them.
- 2013: The newly convened Congress abandons nuclear warfare appropriations.
- 2016: The Food Riots. "Fortress" towns develop. National government fails to keep order throughout much of the U.S.
- 2018: Cycle gangs rule most of the U.S. outside fortress towns. Country real estate becomes nearly worthless; algae farming makes up lost food production.
- 2020: Many large cities totally abandoned. National government regains authority, but enforcement decentralized. Economy weak but stable, with food rationed and unemployment at 37%.
- 2030: Statistics show "smash-and-grab" cycle and car gangs much reduced. Country real estate begins to rise in value. Law-enforcement officials credit vehicular weaponry of private citizens, but point out that "the gangs that are left are now better-armed than we are . . ." Autoduelling now legal in 39 states.
- 2031: *Car Wars* released to the general public.
- 2032: July — National attention focuses on Midville, Ohio, when the events detailed in *Sunday Drivers* occur. November — "Massacre at Midville" takes place (related in TSG 58).

50 Years Ago Today

The Army has ordered 80 fast attack vehicles (FAVs) from Emerson Electric Company for the 9th Infantry Division's 3rd Brigade. Based on the Chenoweth off-road racing vehicles and fitted with a Volkswagen Rabbit engine, the FAV can achieve cross-country speeds on the order of 70 mph. The vehicle can be fitted with a heavy machine gun, automatic grenade launcher, or antitank missile.

—Army Magazine, 1/83

For \$240-300, you can add a jacket to your wardrobe that will deflect rain, bullets, knives, and fire. Each garment comes with a \$500,000 insurance policy that will be paid if the jacket or vest is penetrated and the wearer killed.

—AP, Los Angeles, 3/15/82

Fights, assaults, and shootings on Houston's freeways have increased up to 400% in less than a year. Houston motorists are so angry about minor traffic accidents and people pulling in front of each other that they are resorting to firearms and to using their cars as battering rams on the automobiles of their fellow citizens.

—Austin American-Statesman, 1/14/83

Midville, Ohio

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

by Aaron Allston

Midville, OH, located just northwest of the intersection of US 36 and US 250, is a small town which has received a great deal of publicity in the last several years. With its history of survival against pillagers during the Food Riots, cycle and raider gangs in the 15 years since, and recentralized government even today, Midville has emerged as a town representative of the new American spirit: clever, determined, independent, tenacious, and occasionally vicious.

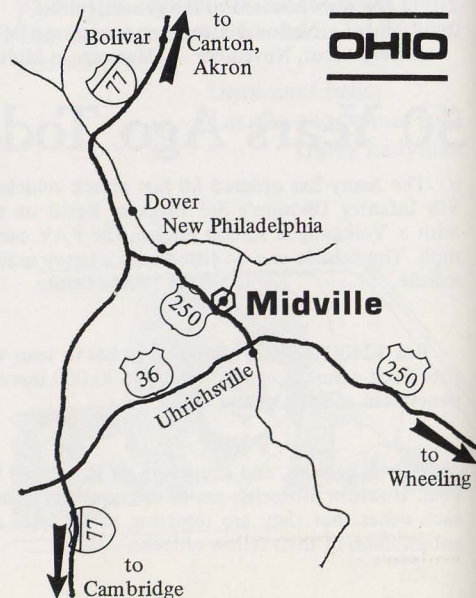
HISTORY

Before the Food Riots, Midville was a fairly typical small community serving the local agricultural area. With the advent of the Riots the town, under the leadership of mayor Al "Shiner" Cordray, organized into the equivalent of a military command center, linking its immediate environs with a series of short-wave radios and observation posts. An armaments raid on the local Army base just prior to its abandonment is also "credited" to Cordray; while this has never been proven, history shows that the first raiders to venture into Midville territories met with resistance ranging from pitchforks to genuine heavy artillery.

To counter the growing cycle gang menace, Midville formed its own guerrilla security force in 2018. The Midville Security Regulars (affectionately known as the

Mashers), were precursors to the contemporary MONDOs. The Mashers were responsible for the development of now-common anticyclist tactics such as the Barbed Wire Howdy, the Trench Foot Opening, and the Kamikaze Oops. Their activities were responsible for Midville's categorization as a Fortress Town, the first such AADA classification granted to an unwallled, multiple-access urban area.

This, too, was the time Midville began to get extensive media coverage, as the flamboyant Shiner Cordray, in his renovated APC, the *Sarah Bellum*, began his series of assaults on regional raider headquarters and fortifications. (The ruins of the *Sarah* and an associated monument can be viewed from I-77 three miles south of Bolivar.)



Autoduel Quarterly

AUTODUELLING IN MIDVILLE

Cordray's successor as mayor, Danielle "Let 'Em Eat Lead" Adair, viewing the rise of autoduellling in California, introduced the sport to the Midwest by renovating the old regional racetrack into the Midville Duel Arena and offering attractive deals to duellists willing to relocate. Within a short amount of time, Midville locals not only had another weekend pastime, but had also improved their defensive posture enormously. (Danielle Adair later left politics and is currently on the American Northwest "Trailblazers" duelling circuit.)

MIDVILLE TODAY

Midville is still a fairly typical small community serving the needs of a large agricultural area. Citizens within the city limits number about 550, but some 2500 individuals from the immediate area consider themselves Midville residents.

Facilities. The Midville Truck Stop, in the block at the southern end of Kazango, possesses the normal facilities of a fortified rest stop, and serves as the community trading area for vehicles. The city hospital, at the northern end of Kazango, is capable of extended medical care and usually has at least one genuine, certified M.D. on the staff. The police station, near Second on Elm, conducts monthly auctions of impounded vehicles and weaponry.

Organizations. The city administration is based out of the City Hall at Second and Elm, just north of their enforcement arm, the city police. Police strength is approximately 15 patrolmen plus 10 armed administrative staff, in 3-6 vehicles – usually moderately armed two-man cruisers, yellow and black with red and blue flashers. The Midville Operatives for

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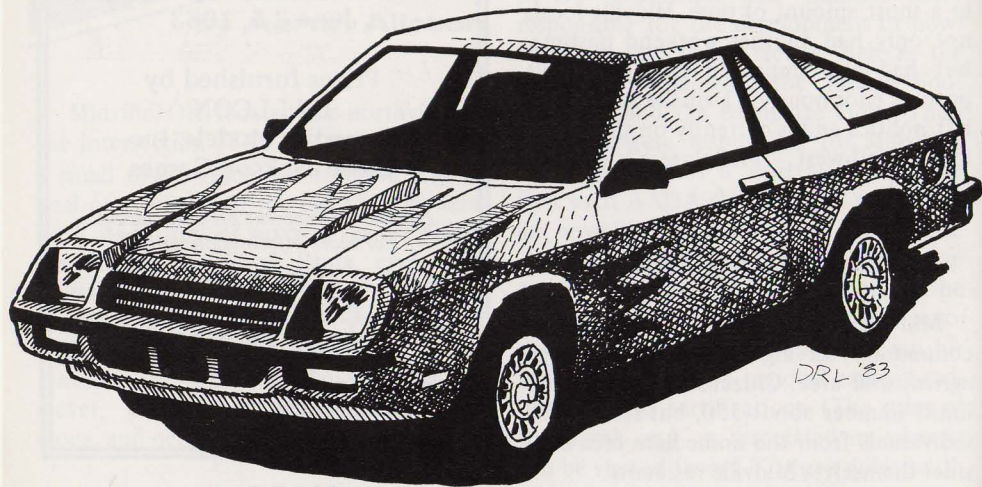
Neighborhood Defense Ordnance, civilian successors to the Mashers, number from 20 to 35 well-trained and heavily-armed actives, and can be reached c/o the Bar None, a pedestrian bar at Third and Elm. The regional autoduellist service, a division of the AADA, can be reached through the Wrecked Edsel Bar at First and Oak. Other organizations, such as the Merchants' Protection Society, the Harshman Memorial Pep Club, and the Boy Scout Commando Training School, can be contacted through City Hall.

Hazards. Cycle gangs, especially the Crusaders (q.v.), but also lightly-armed unaffiliated gangs, frequent Ohio roads. Some commerce raiders and traveling roadblocks are encountered, especially along I-77 at night. Organized attacks are uncommon within Midville's 40-mile patrol area. Informal duelling, of course, is likely at all times.

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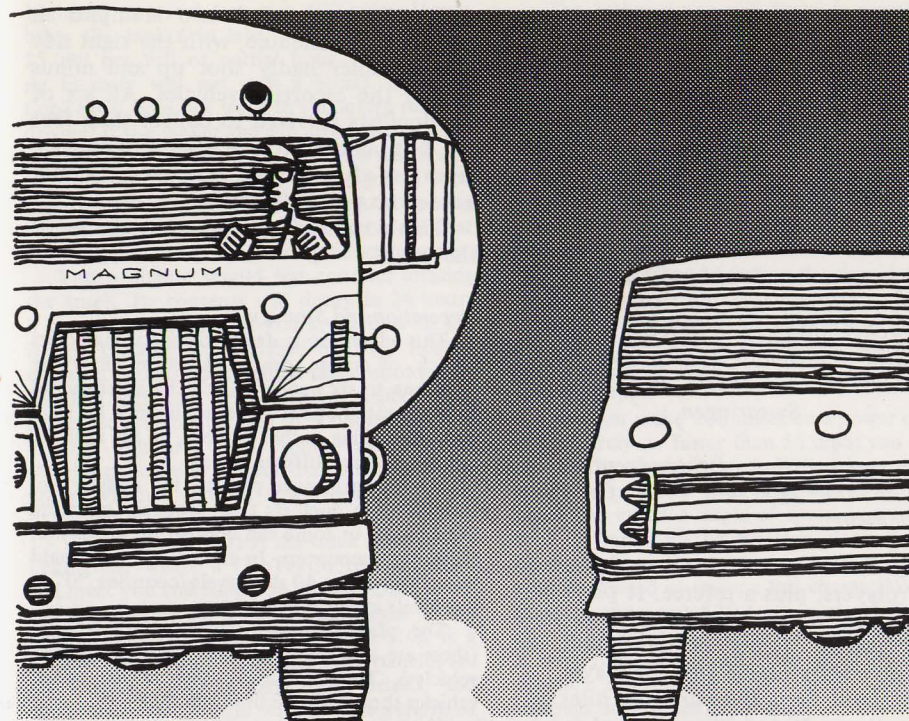
The cars of 2033 – available in 1983.

Grenadier is proud to announce that it has acquired the exclusive license to produce Steve Jackson Games' "AUTODUEL" miniatures – designed for use with all CAR WARS products.

Luxury vehicles, vans, pickups, station wagons, mid-size cars, compacts and subcompacts, cycles, and more . . . high-quality metal castings to put the third dimension into your combats.

Shown above: the Grenadier "HOTSHOT" – featuring flamethrowers to both sides and the rear, and machine-guns in front (see page 3 of the CAR WARS rulebook!) Take it for a drive – and burn up the road.

All the AUTODUEL miniatures are available at better hobby shops everywhere (for the full-sized vehicles, check out your local duel arena). For more information, contact Grenadier Models Incorporated, P.O. Box 305, Springfield, PA 19604.



CONVOY

A CAR WARS Role-Playing Scenario

by Steve Jackson and David Ladyman



CONVOY

Playtesters: Jim Gould (over and over), Aaron Allston, Norman Banduch, Jim Crouchet, Elton Fewell, Kelly Grimes, David Heiligmann, Jessica Irsei, Pat Mueller, Chris Smith, and Chris Swearingen.

An early version of this adventure was used in the TexCon: 1982 Car Wars tournament.

This is a *Car Wars* adventure for one to eight players, plus a referee. It plays best with three to six players. If you have fewer people, that's all right; you can even play with referee and one player.

You will need the *Car Wars* rules and road sections. Material from several supplementary sets (road sections from Expansion Set 1, cycles from *Sunday Drivers*, and truck rules and counters from *Truck Stop*) are also called for in this scenario — but if you don't have them yet, you can work around them. In particular, if you don't have *Truck Stop*, you can copy and/or cut out the truck counter on the back cover of this magazine. (In *Truck Stop*, trucks are two-piece counters with special movement rules . . . if you don't have those rules, use this one-piece counter and don't worry about it.)

Players' Information

On Thursday night, January 27, 2033, a team of six autoduellists left Lexington, Kentucky, bound for Memphis. They weren't rallying, or even salvage-hunting; they had been hired to deliver a valuable cargo . . . and to save a city. The convoy was advised to take the shortest route: the Bluegrass Parkway to I-65, I-65 to Nashville, then down I-40 to Memphis. The encounters described, therefore, took place along that route.

The convoy pulled into Memphis an hour behind schedule, with the right side of the trailer badly shot up and minus one of the escorting vehicles. All six of the duellists survived to collect their fees . . . but, as they told AADA reps and TV reporters after the run was over, it could have gone a lot differently . . .

This adventure recreates the events of that night.

Preparation and Strategy

This adventure is designed for six characters (which, of course, can be played by anywhere from one to six people). Each character should have advanced about three levels since he took up autoduelling — that is, he is, on the average, Level 1 in three different areas.

If you have more players, the convoy can include more duellists (but probably no more than eight), or some can control the NPCs that the party encounters. In any case, there should be no more than 40 skill levels (counting "0" as one level) in the convoy.

The players must provide escort vehicles (these are assumed to be their personal duelling vehicles). The combined value of the escort vehicles should not be over \$80,000.

If characters from a continuing campaign are using vehicles whose current total value is less than \$70,000, the referee should allow some ConTexCo expense account money toward improving their vehicles.

Combat will almost certainly be necessary at some point in the adventure. However, if you treat every situation as a combat situation, you will run out of time and ammunition very quickly. Planning, teamwork, and common sense will pay off. Cowardice and hot-headedness will be equally fatal.

Your Assignment

A mutant bacteria has contaminated an algae farm in Memphis, rendering inedible a major source of Memphis' food supply. Memphis has enough food to last two days, about the time necessary to cultivate a new brew of algae. Your job is to deliver a tanker full of disease-resistant algae to Memphis before 9 a.m. tomorrow. For reasons having to do with company politics, the algaculture company, ConTexCo, cannot supply its own personnel and escort vehicles. They will, of course, supply the tanker, fully equipped and with fully-powered fuel cells, but it has no marking identifying it as a ConTexCo vehicle. (You sense that they want no word of the Memphis foul-up to leak.)

Your team will be paid \$100,000 upon the timely completion of your mission; you have

13 hours to travel just over 400 miles. If you bring the tanker in late, you will be docked \$5,000 per full or partial hour. Bringing the rig in early will not earn a bonus, however; ConTexCo does not want to encourage reckless driving! If the tanker and cab arrive without significant damage (less than 10 points damage to any side of armor and no wheels gone), each survivor will receive a \$3,000 bonus. It is also understood (as always, on the open road) that anything you can pick up along the way is yours.

You probably should not consider pirating the truck. Its contents will decay in 24 hours if not removed, none of you know how to sell it, the trucking Brotherhood has very rigidly-enforced prohibitions against sale and/or use of hijacked rigs, and you strongly suspect that, like most valuable cargoes, it is booby-trapped. Though this will deter some bandits from attacking, you may expect that others will not know, will not care, or will shoot at you just to see the truck go up.

Your time will start at the truck stop outside Lexington, where a ConTexCo representative will meet you and hand you the keys and \$1,000 for expenses. Your own vehicles begin in the truck stop parking lot. (The truck stop is a fortified "safe area." You and your vehicles are safe inside; you can buy food, drinks, and equipment, and mingle with a wide variety of people.)

Your first choice: Do you take the keys and go, or do you spend some time mingling at the truck stop? Your team was recruited some 300 miles away, for ConTexCo's security reasons; you drove here in broad daylight this afternoon, along fairly decent roads, and had no problems. This truck stop is considered by people in your home area to be the "edge of civilization," and you know little about conditions between here and Memphis.

Road Data

This is information that any experienced road driver would know. Since at least one of you will have the Trucker ability, you all know this now . . .

There is not really a lot of combat on the highways. Most of the crazies get killed quickly. However, anybody who uses weapons now is probably professional about it, and dangerous. It is bad manners to point a weapon at somebody to "cover" them. It doesn't always provoke a fight if the insulted party is (a) sensible, or (b) in a bad position, but it is dangerous.

It is good manners to get over to the far right if faster traffic comes up from behind. It is bad manners to tail somebody at less than a quarter-mile or so unless you're trying to pass and they won't let you.

The highway you will travel is mostly old interstate and tollways. It was good road once, but less so now. The southbound side will be two or three lanes; the northbound side is separated by a 50-foot, overgrown median. There are dense trees and lots of kudzu on both sides of the road most of the time. Often, you won't even see lights of oncoming traffic. You can't cross over except at exits. There are the usual underpasses and overpasses along the way. The shoulders are not very reliable. Any maneuver which involves driving on the shoulder adds +1 to the maneuver; any movement phase in which *all* wheels are off the road is a D1 hazard, even if no maneuver is attempted. Any maneuver in which all wheels are off the road at any time is at +3.

You can make 200 miles on a power charge if you rarely go faster than 55 mph; you might be able to stretch that to 220 if you average about 50 mph or less. Subtract 20 miles of range for every 5 mph of speed you average over 55 mph. All truck stops along the way have power stations, of course. Two vehicles can be charged at once; a full charge takes ten minutes and costs \$20 for a cycle, \$50 for a car, or \$100 for an oversized vehicle. Each time a laser fires, it subtracts two miles from that vehicle's range. Each time a heavy laser fires, subtract three miles from range.

The Truck

Your rig is an almost-new Magnum Motors "Middy" cab towing a heavily-armored liquid bulk tank. The cab/tank combination has HC 1 and 2.5 mph acceleration. When the rig is at or above 25 mph, it has 5 mph acceleration. It totally ignores spikes and debris, because of its solid tires. It does quadruple damage whenever it collides with anything, due to its great mass. When rammed by anything less than 11,000 lbs., its position does not change (though it takes damage). When ramming anything on wheels less than 11,000 lbs., it continues unchecked, taking normal damage but bouncing the other vehicle.

The cab has driver and gunner seats, each with hi-res computer; RL in turret; one extra RL magazine; one MG to right and left, and two linked MGs in front; two AP flechette grenades each on top, right, and left, and one each front and back; armor: F45, R45, L45, T35, U40, B30; and 10 solid tires with permanent 10-point wheelguards. By itself, the cab has HC 0 and 5 mph acceleration.

The tanker has 4 AP flechettes each on top and sides, one each front and back. It has 12 solid tires with permanent 10-point wheelguards; oil spray, spikedropper, and smokescreen to back; and one smokescreen to each side. All are

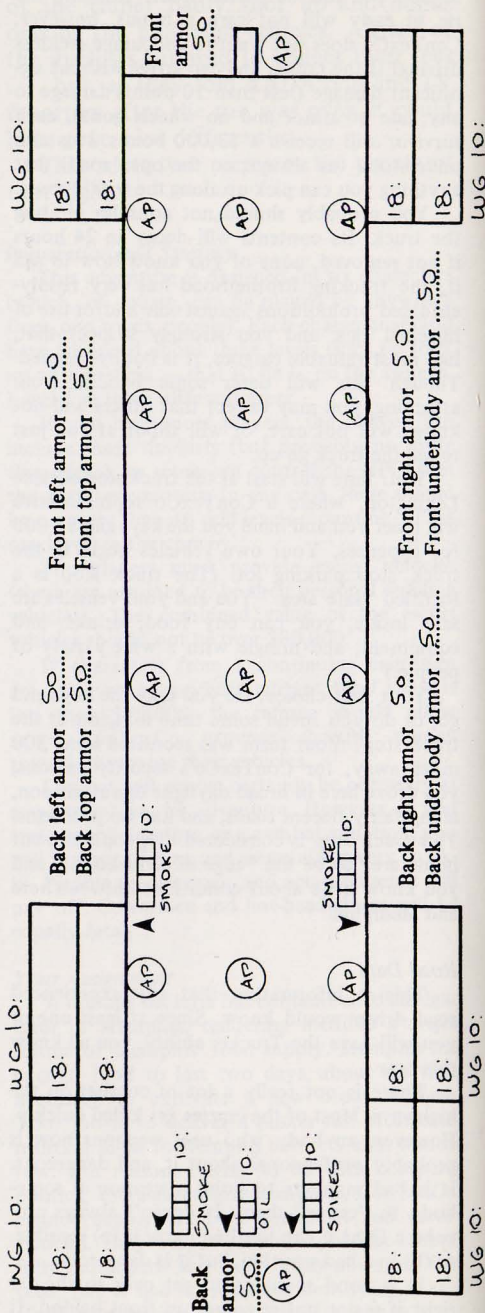
controlled from the cab. There are three links: one links the three smokescreens; one, the three back weapons; one, all five. The tanker has a quick-release kingpin. Armor: F50, B50, FR50, BR50, FL50, BL50, FT50, BT50, FU50, BU50. (The 50th point of damage breaches the tank.)

Special Systems

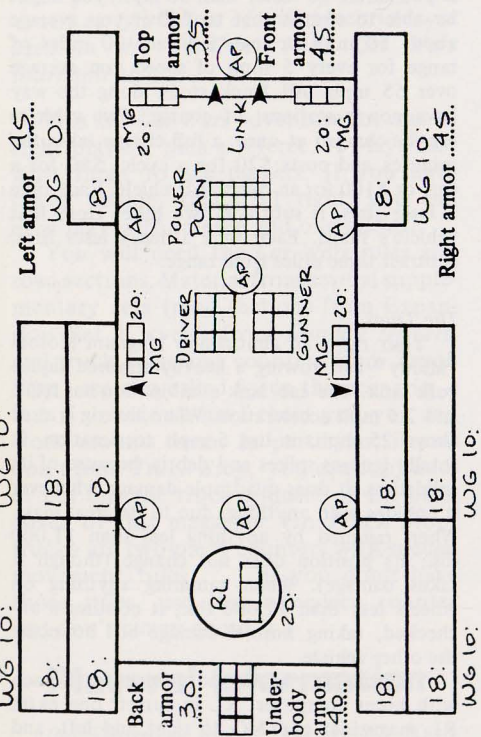
The quick-release kingpin will immediately release the tanker from the cab. The trailer can be reattached afterwards in 30 minutes.

AP flechettes are designed to discourage pedestrians from climbing the truck. Treat them as grenades, but their plastic splinters affect only pedestrians and cyclists.

TRAILER



TRACTOR



TRACTOR - Magnum Motors "Middy" cab
 Handling class: 0. Acceleration: 5.
 Extras: 2 hi-res computers, RL in turret. Extra RL magazine. 2 MGs linked (F). 2 AP flechette grenades each on top, R, and L, and 1 each F and B. 10 solid tires with permanent 10-point wheelguards.

TRAILER - Liquid bulk tanker.
 Extras: Quick-release kingpin, Fire extinguisher, 4 AP flechettes each on top, R and L, 1 each F and B. 12 solid tires with permanent 10-point wheelguards. Oil spray & spikedropper to B. Smokescreen to R, L, and B. Three links: 1) all smokescreens, 2) all back weapons, 3) all weapons (besides AP grenades).

CAB/TANK COMBINATION
 Handling Class: 1. Acceleration: 2.5 (5 at/above 25 mph).

New Equipment

The following items first appeared in *Truck Stop* (tool kit and portable shop) or *Sunday Drivers*, and are reproduced here for the benefit of those who do not own those supplements.

Tool Kit. A standard box of mechanic's tools; a character is assumed to have this when rolling on the Repair Table, given in "Creating a New Character" elsewhere in this issue. Includes all normal hand tools, plus spare light bulbs, fuses, sheets of armor plastic, welding epoxy, miniature torch, etc. Costs \$600 and takes up one space; weighs 40 lbs. and counts as a pedestrian's full load if carried. If a tool kit is part of a vehicle's cargo and takes damage, it has 2 DP. The first hit damages the case; the second hit breaks the case, ruins most of the contents, and scatters the rest. Get a new kit.

Portable Shop. Everything a full-scale garage would have, except the overhead lift and the soft-drink machines - in miniaturized form. Includes a variety of jacks, heavy-duty cutting torch, thermite, plastic fabrication equipment, lubricants, battery parts and fluids, electronic testing gear, fire axe, and several drop-lights and beams that will run off any vehicle power plant. Weighs 300 lbs. (four cases of 75 lbs. each). Each case takes up one space and has 2 DP. The first point of damage mars the case; the second destroys the contents. If a mechanic is trying to use a portable shop with (for instance) only two cases left, there is a 50% chance that he won't be able to find what he wants, and the shop will do him no good. Each of the four cases costs \$1,000.

Wheelguards. These are permanent or retractable armor flaps which help guard wheels. Normal wheelguards for any vehicle cost \$10, weigh 4 lbs. per point of armor, and can have 10 points of armor per guard. Any shot directed at a wheel will be taken by a

guard on a roll of 1-4 on one die until it is blown away. Retractable wheelguards are as above, except add \$250 and 50 lbs. per wheel, and 1 space taken up per wheelguard. Retractable guards are useless but invisible while retracted. They are activated before segment 1 of any turn, and fall "in place" on segment 1 of the next turn. They can be retracted after segment 10 of any turn. Wheelguards subtract 1 from the HC of any vehicle shorter than 20 feet when they are in place. (If they are blown away, they are not in place.)

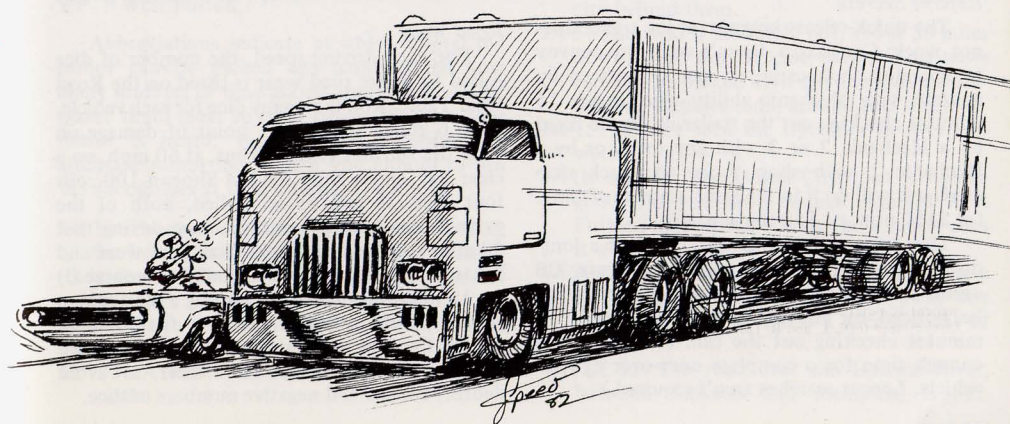
LAW (Light Antitank Weapon). \$500, 10 lbs., two grenades if carried. This is a one-shot disposable rocket launcher. Base to-hit number is 8, it does two dice damage with a one-inch one-die burst radius; there is no sustained fire bonus.

VLAW (Very Light Antitank Weapon). \$200 lbs., 10 lbs., one grenade. Base to-hit number is 8; it does one die damage with a one-inch one-die burst radius.

Recoilless. \$1,500, 65 lbs., five grenades. This is a tripod-mounted, high-tech, rapid-fire weapon. Base to-hit number is 7, it does two dice damage, and has 2 DP. It holds three shots at \$35 per shot. An extra clip costs \$50 (plus ammo), holds three shots, weighs 20 lbs. when fully loaded, counts as two grenades to carry, and takes two seconds to load into a recoilless.

Tripod-Mounted MG. \$1,000, 65 lbs., five grenades. Base to-hit number is 7, it does one die damage, and has 2 DP. It holds 20 shots at \$25 per shot. A spare clip costs \$50 (plus ammo), weighs 55 lbs. when fully loaded, counts as two grenades, and takes two seconds to reload.

Laser-Targeting Rifle Scope. \$500, no weight, no cost to carry. Adds +1 with all handheld or tripod-mounted ballistic weapons, but may only be mounted on one weapon.



Referee Data

The following information should only be read by the referee. He may tell the players about it, a little at a time, as their characters go through the adventure. The referee should not just read each encounter aloud as it is reached; he should play the part of the non-player characters. Likewise, players should not be told exactly what they are facing. They may see that they are about to pass a turreted pickup; they can't tell what weapon is in the turret or what skills the driver may have.

When your players have a choice of routes, they must tell you their decision. The original drivers took the southern route. If your team takes the northern road, you can devise new encounters . . . or use the ones given here, regardless of the route taken. (Alternate encounter locations are given in parentheses, next to the original locations.) Similarly, the referee should feel free to modify, add to, or delete any of the encounters given. Trees felled by the storm, a meeting with the notorious Cyclones, detailed truck stop encounters, or a driver's license check by legitimate state troopers . . . all are possible. The route can be changed, too; maybe the Hatchie River bridge is more or less intact.

We hope to expand the notes on this particular stretch of highway within the year. Let us know what you like and don't like, and what you want to see added.

Referee Secrets

The quick-release kingpin on the trailer does not work; ConTexCo doesn't want the convoy to abandon their cargo! It can be noticed by anyone with Mechanic ability who spends 15 minutes checking out the trailer. It can be fixed by a Mechanic 2 or 3 with any tools, or by a Mechanic 1 with shop tools. (A truck stop mechanic will do it in the same amount of time, for \$150 now, or \$50 tomorrow.)

The radio antenna is out. The cab's long-distance radio is only as good as a regular CB unless a new \$50 antenna is purchased. It can be noticed by any Mechanic who spends 15 minutes checking out the cab. (15 minutes is enough time for a complete once-over of each vehicle. Longer searches aren't required.)

RECORD-KEEPING AND ROAD WEAR

Record Keeping

Every 50 miles:

- calculate time elapsed by adding Driving Time (see chart below) to time taken for stops
- figure current time and road conditions
- have convoy set speed for next 50 miles
- figure road wear at that speed, and apply it.

Driving Time

(For each speed in the left column, the time required to drive 50 miles is listed in the right column.)

30 mph	100 minutes
35 mph	86 minutes
40 mph	75 minutes
45 mph	67 minutes
50 mph	60 minutes
55 mph	55 minutes
60 mph	50 minutes
65 mph	46 minutes
70 mph	43 minutes
75 mph	40 minutes
80 mph	38 minutes
85 mph	35 minutes
90 mph	33 minutes
95 mph	32 minutes
100 mph	30 minutes

Breaks

Each stop for a power charge will take at least ten minutes (the time it takes to charge one vehicle). Two vehicles can be charged at once. Of course, a stop may take longer if the drivers want to mingle, pick up rumors, etc.

If the team wants to stop along the road to investigate a stopped vehicle or something similar, this will take at least ten minutes. In this time, any loose equipment can be picked up and tossed into one of the team's cars. It also takes ten minutes to change a damaged tire. Other salvage will require a die roll for success, as described in *Truck Stop*, and will take longer.

Road Wear

For each driving speed, the number of dice rolled to figure road wear is listed on the Road Wear Table. Roll that many dice for each vehicle. Each 6 rolled indicates 1 point of damage on each tire on that vehicle. Thus, at 60 mph, on a clear day and a good road, a Shogun 100 rolls four dice. If two 6s are rolled, both of the cycle's tires take 2 points damage during that 50-mile stretch from incidental road wear and hazards. (The roads are *not* well-maintained!) At 35 mph on a bad road, during a light rain, a vehicle would roll two dice (-1 for 35 mph, +2 for the bad road, and +1 for the decreased visibility, which makes it harder to avoid debris.) Do *not* roll negative numbers of dice.

Road Wear Table

No. of Dice		No. of Dice	
Speed	Rolled	Speed	Rolled
15	-5	60	4
20	-4	65	5
25	-3	70	6
30	-2	75	7
35	-1	80	8
40	0	85	9
45	1	90	10
50	2	95	11
55	3	100	12

Modifiers

Road Quality. These numbers assume a fairly decent road. For mid-quality roads, add one die. For bad roads, add two dice. (All roads in *Convoy* are good roads, except the Alamo-Union City stretch, which is bad [+2 dice].)

Visibility. These numbers assume good visibility. For moderate visibility (drizzle, dusk, etc.), add one die. For limited visibility (night, rain, etc.), add two dice. For poor visibility (downpour, fog, etc.), add three dice.

Driver Skill. Subtract one die if the driver has the appropriate skill for his vehicle (Driver, Trucker, or Cyclist) at Level 2 or better.

AT TRUCK STOPS

If the characters take the keys and leave, start the adventure. It is 8 p.m.

If they indicate that they want to stay and mingle, give them rumors according to the following timetable, both here and at other truck stops. If you have the *Truck Stop* map, show it to the players to provide "color" — they should not start any fights here, though!

LE = Lexington	EL = Elizabethtown
BD = Beaver Dam	BG = Bowling Green
ED = Eddyville	NA = Nashville
JA = Jackson	UC = Union City
WF = West Fulton	

Abbreviations indicate at which stop(s) the rumor can be picked up; numbers tell how many minutes of time asking around for rumors (game time) must be spent before the particular rumor is heard. Parenthesized locations are alternate rumor locations if you choose to run the encounters at their alternate locations.

LE 10: Phony hitchhikers have been working the Lexington-Memphis runs. They're usually female. They try to flag down a ride, and then their friends open up from cover.

LE 20: Some of the bandits in the area have prices on their heads.

LE 25: A bad storm is coming in from the south.

LE 30: A new cycle gang has gotten organized — real organized — and has started working the area around Memphis. Everybody dresses in pink; they're called the Cyclones.

LE 40: I heard a friend say that someone told him somebody was running the barrier scam again. You know, set up a roadblock, charge a fee to pass.

LE 45: West Fulton is on its high-horse again about truckers tearing up the roads.

LE 55: A couple of guys bought it in a semi around Eddyville last week. From the tracks, they just blew a tire and lost control.

EL 5: That storm is really bad.

EL 15: The Cyclones are all in red, and there's over 100 of them.

EL 25: A couple of goons just trashed each other about ten miles down I-65 — one of them's going up in a big ol' fire.

BG (BD) 5: What's the country coming to? A trucker can't make an honest living any more, what with low fees and toll booths every ten miles up and down the highway. (When pressed, he can't provide any specific info, but he's sure they're there.)

BG (BD) 15: Somebody tried to drop a grenade on me just this side of Nashville (Eddyville).

BG (BD) (if asked): Yeah, I heard something about some new gang. Haven't seen anything of them yet. What'd you say they're called?

NA (ED) 10: I hear these Cyclones are as bad as the Crusaders, up north. They'll blow you away for sure, if you just look cross-eyed at them.

NA (ED) 15: Somebody lost 15 cases of cigarettes between here and Jackson. Just blew out the back of their pickup. Can you imagine how much those would bring in Chicago?

NA (ED) 30: Rain is causing a lot of problems beyond Jackson.

NA (ED) 35: Those West Fulton cops are making a killing tonight. They got the whole city behind them.

JA 5: The road is definitely out, about 30 miles down, over the Hatchie River. (This news can also be picked up if anyone uses a working long-distance radio around Jackson.)

JA 15: Haven't seen the Cyclones in over two weeks.

JA (if asked): The Union City road is not so good. Do you have enough cash for West Fulton? (He doesn't know how much cash it will take.)

WF/UC 10: Haven't seen the Cyclones in over a week. I'm glad. I hear they blew away one civilian because he threw a beer can out of his car.

WF/UC 15: The road over the Hatchie River, between Jackson and Memphis, is out.

RECORD CHART

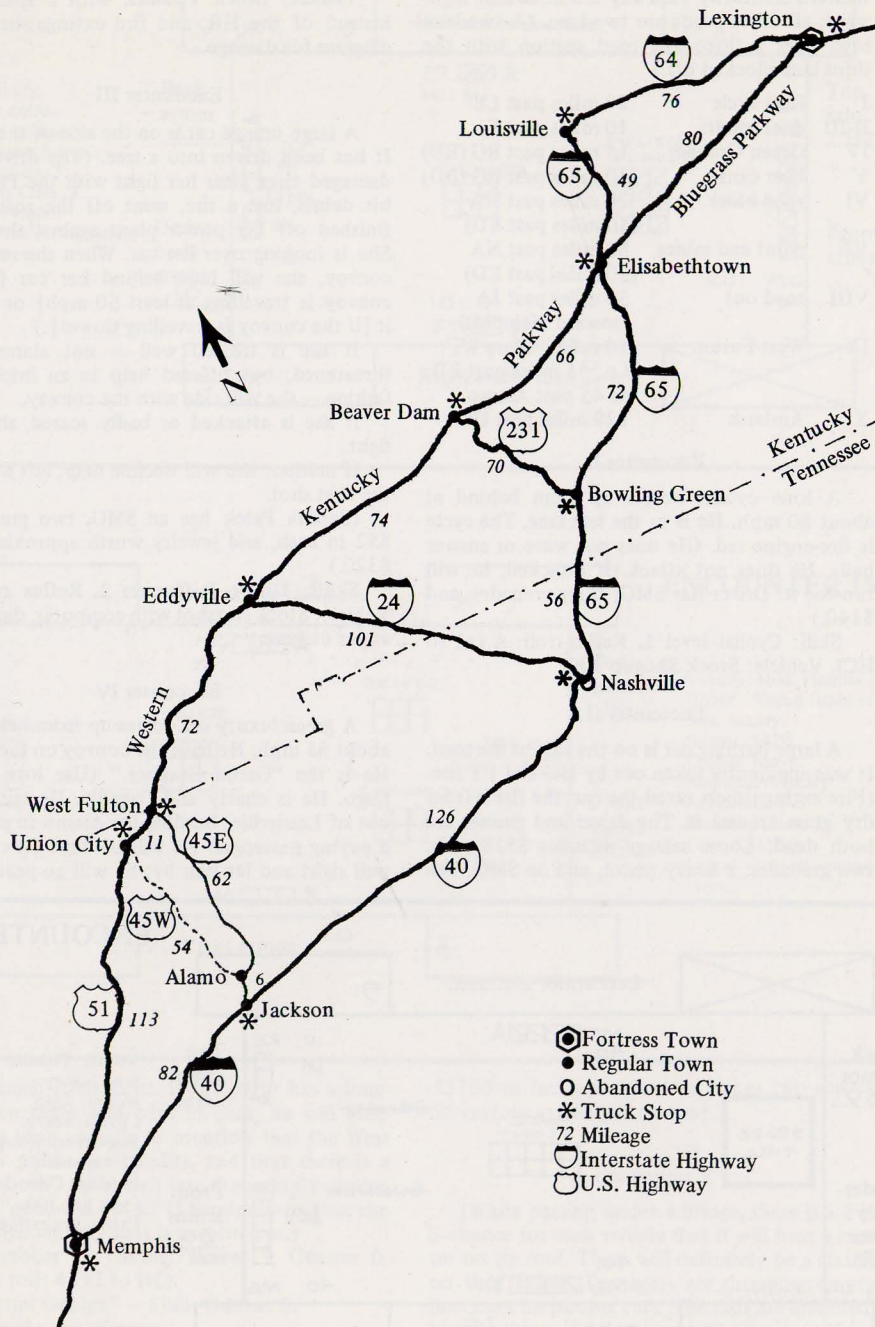
Time	Mileage	Notes on travel and stops
Time: 8 p.m.	0	
driving time:		
time stopped:		
Time:	50	
driving time:		
time stopped:		
Time:	100	
driving time:		
time stopped:		
Time:	150	
driving time:		
time stopped:		
Time:	200	
driving time:		
time stopped:		
Time:	250	
driving time:		
time stopped:		
Time:	300	
driving time:		
time stopped:		
Time:	350	
driving time:		
time stopped:		
Time:	400	
driving time:		
time stopped:		
Time:	450	
driving time:		
time stopped:		
Time:	500	
driving time:		
time stopped:		

Weather Forecast

From 8 p.m. until dawn, it is dark and overcast. Figure dawn at the beginning of the 50-mile stretch during which 6 a.m. will occur. There is drizzle during the 50-mile stretch in which 7:30 a.m. occurs. There is heavy rain during the next 50-mile stretch.

To-Hit Modifiers

- 3 for nighttime, heavy rain
- 2 for light rain
- 1 for drizzle or dusk/dawn



ENCOUNTERS

I-64, I-65, the Bluegrass Parkway, and the Western Kentucky Parkway are three-lane highways; all other roads are two-lane. (A two-lane road uses a three-lane road section with the third lane blocked off.)

I	lone cycle	20 miles past LE
II-III	duel results	10 miles past EL
IV	Green Grabber	15 miles past BG (BD)
V	beer cans	40 miles past BG (BD)
VI	road block	20 miles past NA (10 miles past ED)
VII	paint and mines	80 miles past NA (30 miles past ED)
VIII	road out	30 miles past JA (toward Memphis)
IX	West Fulton	10 miles before WF; i.e., 55 miles past ED, or 45 past Alamo
X	Ambush	120 miles past UC

Encounter I

A lone cyclist comes up from behind at about 80 mph. He is in the left lane. The cycle is fire-engine red. (He does not wave or answer hails. He does not attack. If attacked, he will run for it. Driver has SMG, three grenades, and \$140.)

Skill: Cyclist level 1. Reflex roll: 4 (+1 to HC). Vehicle: Stock Shogun 100.

Encounter II

A large burning car is on the side of the road. It was apparently taken out by MG and FT fire. (Fire extinguishers saved the car; the fire is from dry grass around it. The driver and gunner are both dead. Loose salvage includes \$518 cash, two grenades, a heavy pistol, and an SMG. The

car is fully driveable if the destroyed wheel is replaced with the spare.)

Vehicle: Stock Piranha, with a spare tire instead of the HR, and fire extinguisher. See diagram for damage.

Encounter III

A large orange car is on the side of the road. It has been driven into a tree. (The driver had damaged tires after her fight with the Piranha, hit debris, lost a tire, went off the road, and finished off her power plant against the tree. She is looking over her car. When she sees the convoy, she will hide behind her car [if the convoy is travelling at least 60 mph] or get in it [if the convoy is travelling slower].)

If she is treated well – not alarmed or threatened, but offered help in an intelligent fashion – she will ride with the convoy.

If she is attacked or badly scared, she will fight.

If neither, she will decline help, but not fire the first shot.

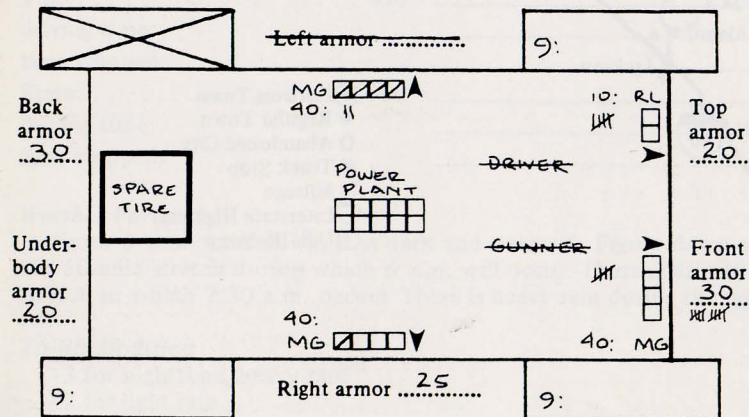
(Sandra Patek has an SMG, two grenades, \$52 in cash, and jewelry worth approximately \$320.)

Skills: Driver 1, Gunner 2. Reflex roll: 3. Vehicle: Stock Hotshot with computer, damaged as per diagram.

Encounter IV

A green luxury car comes up from behind at about 85 mph. He hails the convoy on the radio. He is the "Green Grabber." (Use lots of CB lingo. He is chatty and friendly. He says he is out of Louisville, heading for Alamo to pick up a paying passenger. He will ask that the convoy pull right and let him by; he will go peacefully

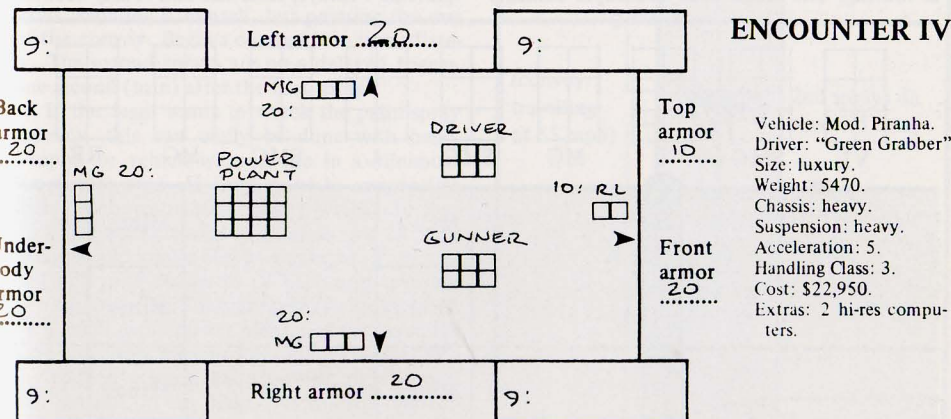
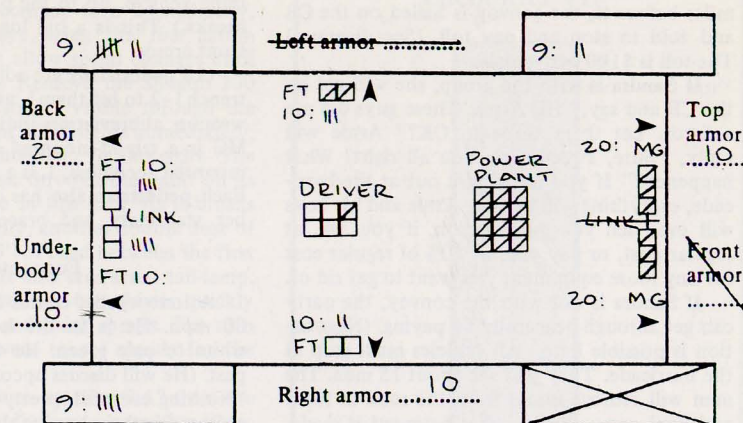
ENCOUNTER II



Vehicle: Piranha.
Size: luxury.
Weight: 5945.
Chassis: heavy.
Suspension: heavy.
Acceleration: 5.
Handling Class: 3.
Cost: \$16,200.
Extras: fire extinguisher.

ENCOUNTER III

Size: luxury.
Weight: 6600.
Chassis: ex. heavy.
Suspension: heavy.
Acceleration: 5.
Handling Class: 3.
Cost: \$14,600.
Extras: fire extinguisher, computer.



Vehicle: Mod. Piranha.
Driver: "Green Grabber"
Size: luxury.
Weight: 5470.
Chassis: heavy.
Suspension: heavy.
Acceleration: 5.
Handling Class: 3.
Cost: \$22,950.
Extras: 2 hi-res computers.

and vanish from sight. If the party has a long-distance radio and tries to chat, he will keep talking long enough to mention that the West Fulton police are bandits, and that there is a "toll booth" up ahead, but the group manning it are "good old boys." If Sandra hears this, she will laugh and say that is no problem.)

"Grabber" – Skills: Driver 3, Gunner 0. Reflex roll: 4 (+2 to HC).

"Quiet George" – Skill: Gunner 2.

Vehicle: see diagram.

(They have eight grenades, \$212 cash, \$500 more if car is searched for an extra ten minutes,

\$5700 in factory cigarettes [takes two spaces: 95 cartons at \$60 per carton].)

Encounter V

(While passing under a bridge, there is a 2 in 6 chance for each vehicle that it will hear a clatter on its roof. There will definitely be a clatter on the tanker. Teenagers are dropping empty beer cans on passing cars. The kids are unarmed, have nothing of value, and will run away if the convoy stops or fires on them. Nuisance encounter only.)

Encounter VI

There is a barricade across the road. Two miles before it, the convoy is hailed on the CB and told to stop and pay toll. (See diagram.) The toll is \$100 per vehicle.

If Sandra is with the group, she will get on the CB and say, "Hi, Arnie. These guys did me a favor. Let them through, OK?" Arnie will reply, "Sure, sweetheart. You all right? What happened?" If you let Sandra out at the barricade, everything will be fine. Arnie and his boys will even sell you ammunition, if you ask, at regular cost, or pay cash at 80% of regular cost for any loose equipment you want to get rid of.

If Sandra is not with the convoy, the party can get through peacefully by paying. (Negotiation is possible here.) All vehicles must stop at the barricade. They will see about 15 men. The men will remove mines from the road in front and haul away the log after payment is made. They will not double-cross the convoy.

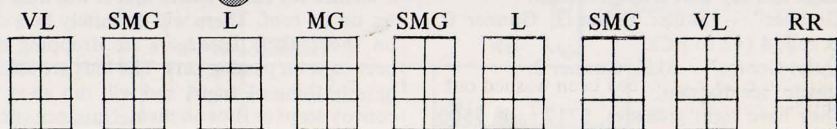
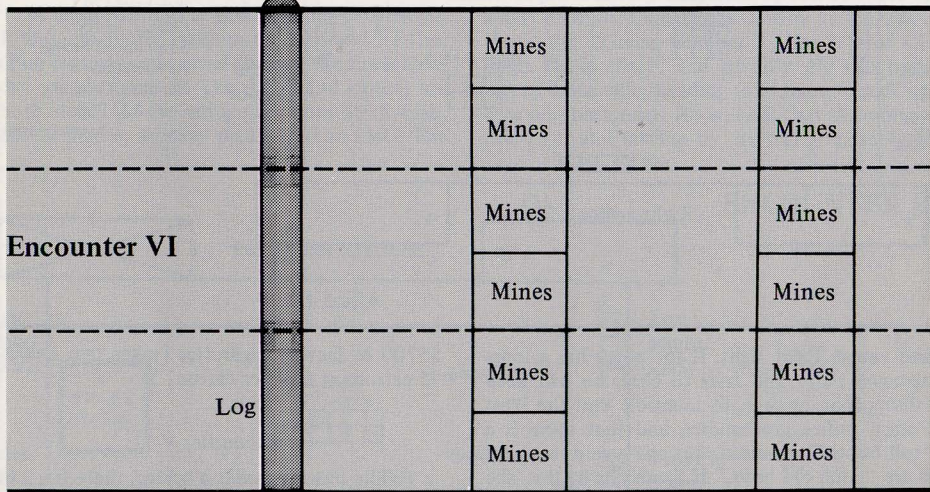
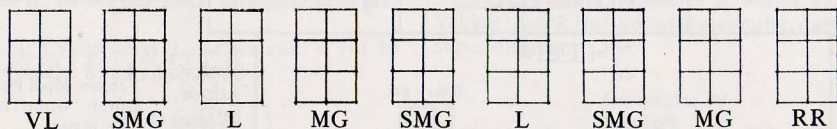
If the party tries to fight their way through, treat the log as a 10-point barrier. It takes 10 points of damage to break it. The log takes 1 point of damage for each 5 mph the vehicle is moving. The truck does quadruple damage,

but sustains only normal damage. (1 point of damage per 5 mph is also sustained by a ramming vehicle, up to the point at which the log breaks.) This is a big log; damage is taken to front armor.

(18 pedestrians are adjacent to the road in a trench [-2 to hit them], nine on each side. Each weapon abbreviation indicates one pedestrian. MG is a tripod-mounted M60. RR is a tripod-mounted recoilless. L is a LAW, VL is a VLAW. Each pedestrian also has one grenade. Remember stationary and braced "to-hit" bonuses.)

Encounter VII

A lone cyclist comes from behind at about 80 mph. He is in the left lane. The cycle is white or pale green. He waves, and speeds on past. (He will discuss upcoming road conditions: "Nothing eventful, pretty boring.") When he is at least 5 inches ahead of the lead convoy vehicle, paint sprays blossom from both sides of the road right behind him, totally blocking the road. The near edges of the sprays are ahead of the lead vehicle by 1" less than the vehicle's speed. If the convoy is travelling at 55 mph, place two sprays, crosswise and totally blocking



the road, with 4.5" between the front of the vehicle and the near edge of the sprays. (See diagram.) Begin a combat turn immediately, with the paint sprays being the first action of the turn. Do not allow speed changes until the end of the turn. Remove the Shogun 200 counter, as it is no longer visible through the paint at night. It turns off its lights immediately, and exits off the shoulder, to the right. The lead vehicle will break through the paint on its last movement phase in this turn. As it breaks through, it sees, foggily, another double dose of spray erupt, with 4.5" of road between the first and second sprays. It also sees a red tail-lamp, about 10" straight ahead, but this is quickly obscured by the second paint sprays. The turn is ending; allow drivers to set speeds for the next turn.

(There are six mines, starting 2.5" from the far edge of the second sprays, alternating lanes, and occurring every inch. Just beyond them is a red reflector on a small stand, about the size and height of a cycle's taillight. The first sprays are triggered by a small electric eye that the Shogun passes.) If the cycle has been shot down, the lead convoy vehicle will trigger the paint, avoiding it himself, but painting the rest of the convoy. Begin a combat turn immediately. The second sprays are on a delayed trigger, one second (turn) after the first sprays.

If the team wants to wreck the paint-spray systems, this can easily be done with hand-weapon or vehicle-weapon fire in a minimum ten-minute stop. If they want to appropriate them, each paint-spray gadget weighs 30 lbs., including stand, and is as good as new (a paint spray would cost \$400 at a garage). Each unit takes up two cargo spaces. The paint sprays were powered by a small cycle power plant, but the team will have to follow power cables some 200 feet into the bushes to learn this. However, the strippers will not put up any fight, but will run immediately if the convoy stops, no matter what the convoy drivers do to their gear.

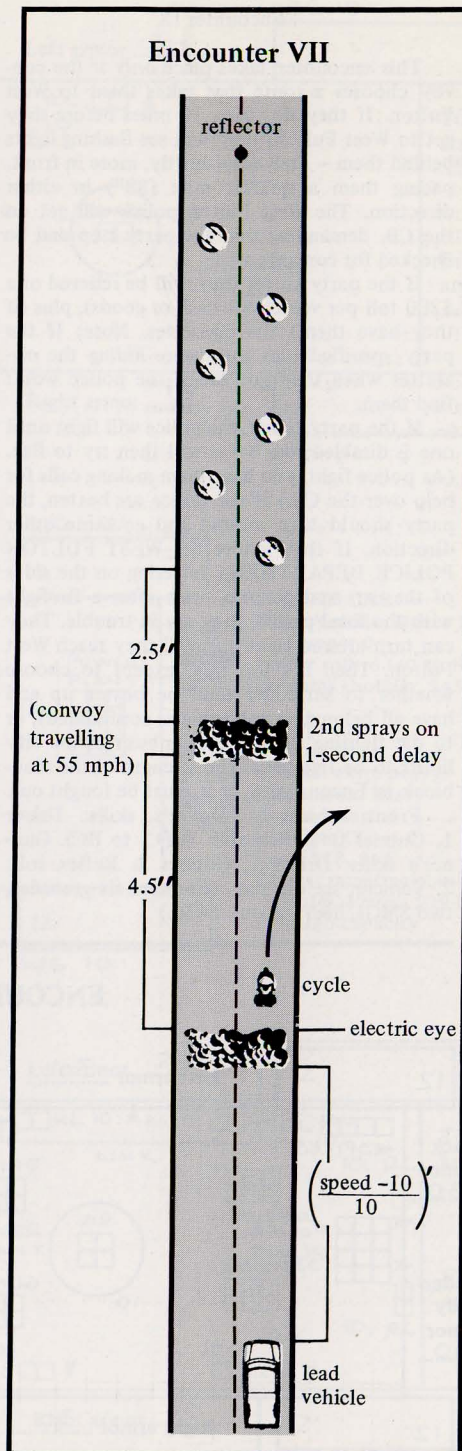
(The cyclist and his two henchmen [skill: Gunner 0, SMG each] will not appear unless they think all survivors have left. They will not try to stop the convoy from taking the paint spray system. They will then strip any wreckage left behind.)

Skills: Cyclist 3, Gunner 0. Reflex roll: 4 (+2 to HC). Vehicle: Stock Shogun 200, with body armor.

Encounter VIII

30 miles along the road from Jackson to Memphis the road has indeed been washed out. (The bridge over the Hatchie River has finally collapsed.) Turn back.

Encounter VII



Encounter IX

This encounter takes place *only* if the convoy chooses a route that takes them to West Fulton. If they do, then 10 miles before they get to West Fulton, they will see flashing lights behind them – and, very shortly, more in front, pacing them a quarter mile (88") in either direction. The West Fulton police will get on the CB, demanding that the party stop and be checked for contraband.

If the party stops, they will be relieved of a \$200 toll per vehicle (in cash or goods), plus (if they have them) the cigarettes. Note: If the party specified that they were *hiding* the cigarettes when they got them, the police won't find them.

If the party fights, the police will fight until one is disabled; the other will then try to flee. (As police fight, you hear them making calls for help over the CB.) If the police are beaten, the party should turn around and go some other direction. If they ignore the WEST FULTON POLICE DEPARTMENT lettering on the sides of the cars and go into town after a firefight with the local police, they are in trouble. They can turn around right up until they reach West Fulton. Then it's too late, except to choose whether to surrender (and be beaten up and have all belongings and vehicles confiscated), or to die fighting. Figure the ambush at the city limits to be five times the strength of the roadblock in Encounter 6, if it must be fought out.

Front vehicle – Driver's skills: Driver 1, Gunner 0. Reflex roll: 4 (+1 to HC). Gunner's skills: Driver 1, Gunner 2. Reflex roll: 2. Vehicle: see diagram. (Contains six grenades, two SMGs, heavy pistol, \$420.)

Rear vehicle – Driver's skills: Driver 2, Gunner 0. Reflex roll: 5 (+2 to HC). Gunner's skills: Cycle 1, Gunner 1. Reflex roll: 3. Vehicle: same as front vehicle. (Contains two SMGs, eight grenades, \$56.)

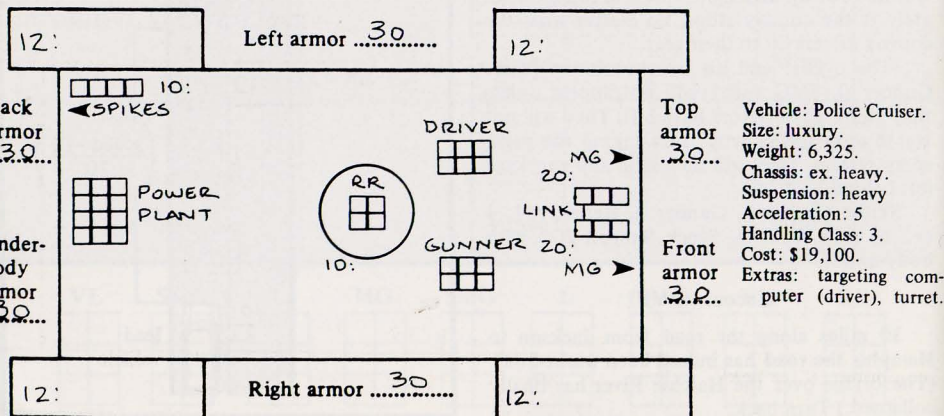
Encounter X

(This is the one encounter that *has* to be fought out. If the party survives, you may assume that they have gotten to their destination safely.)

The convoy approaches an entrance ramp on their right. Three vehicles, with lights off, enter the freeway from the ramp, matching speed with the convoy and firing at the tanker. The cars are about 1" apart, but don't run them in single file; damage to the first car could destroy the entire ambush. There is a concrete embankment separating the freeway from the entrance ramp; the lead ambusher will be seen as soon as his line of sight is no longer blocked by the embankment. (He will also start firing at that point.) Use a merging-lane road section (from *Car Wars* Expansion 1) or place a straight section slantwise underneath the section on which the convoy is travelling to simulate the entrance ramp. The ramp is only one lane wide; use the center lane for this, with the outside lanes as shoulder and the white borders as the concrete embankment. Once you have announced the ambush and have started setting it up, don't allow any immediate change in the convoy's driving order; this encounter takes them by surprise.

(All surviving ambushers will flee if the tanker is breached or two of their vehicles are disabled.)

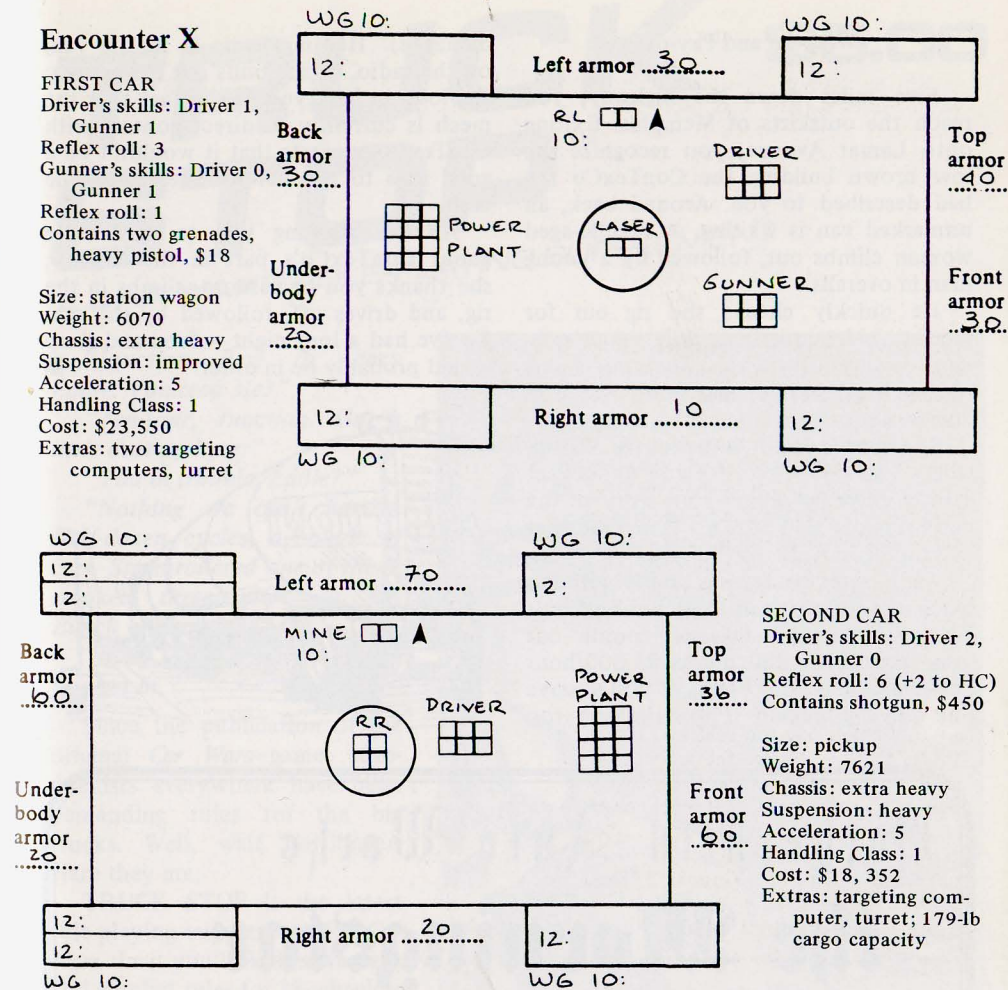
ENCOUNTER IX



Encounter X

FIRST CAR
Driver's skills: Driver 1, Gunner 1
Reflex roll: 3
Gunner's skills: Driver 0, Gunner 1
Reflex roll: 1
Contains two grenades, heavy pistol, \$18

Size: station wagon
Weight: 6070
Chassis: extra heavy
Suspension: improved
Acceleration: 5
Handling Class: 1
Cost: \$23,550
Extras: two targeting computers, turret



THIRD CAR
Driver's skills: Driver 2, Gunner 1
Reflex roll: 3 (+1 to HC)
Gunner's skill: Gunner 3
Reflex roll: 1
Contains SMG, light pistol, \$45

Size: van
Weight: 7190
Chassis: extra heavy
Suspension: heavy
Acceleration: 5
Handling Class: 2
Cost: \$23,750
Extras: two targeting computers; three links; each pair of left RLs linked, all four linked

Wrap-up and Pay-off

Five miles down the highway, you reach the outskirts of Memphis. Exiting onto Lamar Avenue, you recognize the low brown building the ConTexCo rep had described to you. Around back, an unmarked van is waiting. A middle-aged woman climbs out, followed by a young man in overalls.

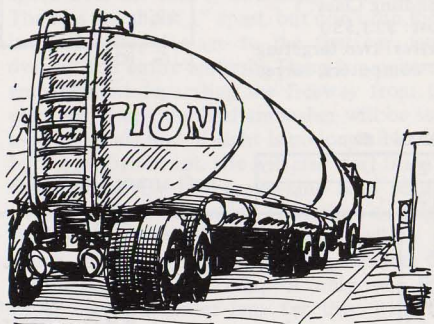
He quickly checks the rig out for damage and tampering, while the woman chats with your truckers. She, too, is part of the Brotherhood, and is interested in any noteworthy events of the trip.

She directs you to a decent truck stop, where you know you can rest up, collect a little extra by selling your story to the news services, and possibly find a job that will take you back north again.

Then, after conferring briefly with her mechanic, the woman pulls a roll of bills from her belt-pouch and counts out your pay (\$100,000 minus \$5,000/hour past 9 am) and your bonus, if you deserve one (\$3,000/person if the rig isn't too

damaged). Her mechanic is in the van, on the radio, as she pulls out the money; the look in her eye and the fact that the mech is currently in direct contact with ConTexCo suggests that it wouldn't be a good idea to roll her for the rest of the cash.

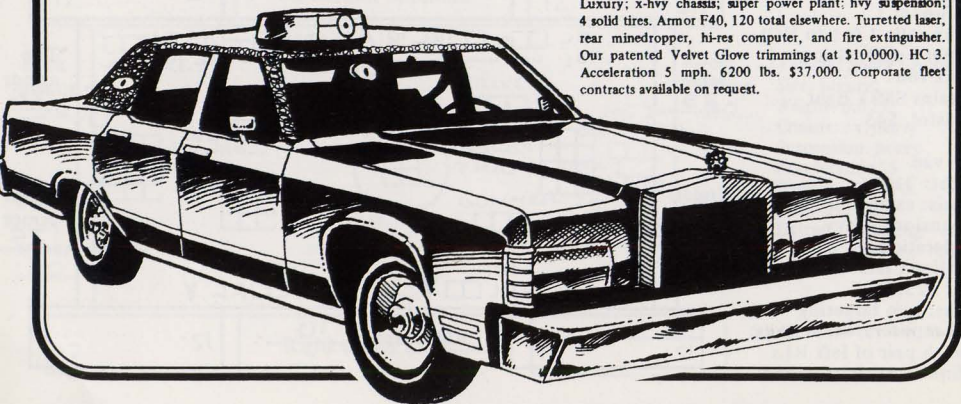
After cautioning you to stay mute about ConTexCo's part in the convoy, she thanks you once more, climbs in the rig, and drives off, followed by the van. You've had a long night — food and sleep would probably be in order. ■



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"Junction Base to Crazy Eddie. You read Me?"

"Ten-four, Junction. Got a little dust-up here."

"You in trouble, Eddie?"

"Nothing we can't handle. Half-dozen cycles, a couple of cars. Steamrolled one of them; smoked three more so far. Bunch of amateurs."

"Okay, Eddie. See you when you get in."

Since the publication of the original *Car Wars* game, auto-duellists everywhere have been demanding rules for the big trucks. Well, wait no longer. Here they are.

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TRUCK STOP is a *Car Wars* supplement; you will need the original *Car Wars* rules to play.



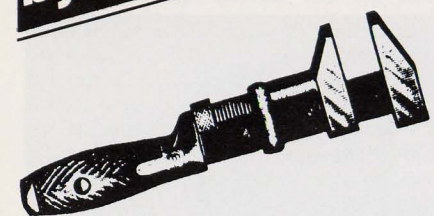
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Creating a New Character

by David Ladyman and Steve Jackson



Level 2 gunner. This fellow is a dead shot with any vehicle weapon, but not good for much else.

Learning New Skills

A newly-created character can never have more than 3 skills. If he wants to add any of the other skills, he can try to earn them in the usual way. This can be risky; for instance, a character without Gunner skill will probably get killed before he learns it in combat. The alternative is to take six months off (game campaign time) and go through a training course! This will cost \$1,000 for the skill of your choice. At the end of that time, the character will have the skill at Level 0. Further levels may only be attained through combat experience. Courses are available for Driver, Gunner, Cyclist, and Trucker. A character who wants to learn Mechanic will take longer, but can get paid for his time — see below under “Mechanic.”

Skill Descriptions

DRIVER. This is the ability to drive a standard car, pickup, etc. — anything with 4 or 6 wheels. A character without this skill may attempt to drive such a vehicle, but always subtracts 2 from his handling class. At Level 0, a character is an average driver. Each level of skill added after that (as per *Car Wars*) improves his reflex roll (but not necessarily his HC). This skill does not help a character ride a cycle or drive an oversized vehicle.

TRUCKER: This is the ability to drive an oversized vehicle: a bus, RV, or tractor-trailer rig. A non-Trucker subtracts 2 from handling class when trying to drive an oversized vehicle. Skill is gained in Trucker as for Driver, but only experience gained behind the wheel of an oversized vehicle counts. Each level of Trucker skill past Level 0 improves a trucker’s reflex roll by 1. This skill does not help drive smaller vehicles or ride cycles; some truckers really don’t know how to drive a four-wheeler!

CYCLIST: Just like the above two skills, but dealing with cycles (two- and three-wheeled vehicles). Only experience gained while on a cycle counts for this skill. It does not help a character drive a car or oversized vehicles. Anyone without this skill will have a -3 on handling class of any cycle he tries to ride.

GUNNER: The ability to use vehicle mounted weapons, as per *Car Wars*. A character without this skill will be at -3 to hit with any vehicle mounted weapon. At Level 0, there are no bonuses or penalties. At Level 1 or above, a gunner gets a “to hit” bonus equal to his level number. Note that experience firing any vehicle mounted weapon, either while driving or while serving as gunner, contributes to Gunner skill.

MECHANIC: The ability to repair vehicles and components. The time it takes to repair something (if it can be repaired at all) is a function of the character’s Mechanic skill, as well as the difficulty of the job and the tools that are available.

Repair Chart

	Skill Level				
	None	M-0	M-1	M-2	M-3
Trivial	2	1	1	1	1
Easy	11	9	7	5	3
Medium	X	11	9	7	5
Hard	X	12	11	9	7
Very Hard	X	X	14	11	11

To perform a given repair job, a Mechanic must roll two dice and get the number shown on the chart (or higher). He may try once per hour (30 minutes for a Mech-3). An “X” means the job is impossible at his skill level. These numbers assume the Mechanic has a hand tool kit. If he is working with improvised tools (pocket knife, chewing gum, etc.), subtract 2 from all rolls. If he has a portable shop but no garage, add 1 to each roll. If he is working in a regular garage, add 2. A successful roll repairs one point of damage on the item in question (3 points if armor is being repaired), or installs/dismounts it.

Any number of mechanics can work on the same vehicle, but no more than three can work on the same item at once. Each one rolls separately for success.

Difficulty of Repair Jobs

Impossible (cannot be attempted): repair damaged tires, repair computer.

Very hard: jury-rig heavy rocket or laser.

Hard: jury-rig other components; repair laser, power plant or CB radio.

Medium: Repair any weapon except a laser or rocket, reweld or patch armor, remount kingpin, repair fifth wheel, salvage CB or computer from wreck.

Easy: replace weapon linkage, dismount weapons to salvage them from wreck.

Trivial (even someone with no Mechanic skill can do this): reload ammunition, replace or salvage tire, salvage spare magazines.

Jobs that Mechanics Can Do

Repair is the process of fixing a damaged part. Each time the appropriate roll is made from the table above, one DP is repaired (or three points of armor restored). If a component is totally destroyed (no damage points left) it cannot be repaired — only jury-rigged (below).

Jury-rigging is a temporary repair job. By making his roll, a mechanic can perform a “jury-rig” on some kinds of totally wrecked vehicle components. This gives the jury-rigged component one DP, putting it temporarily back into service. It can never be properly repaired, and if it is damaged again it cannot be jury-rigged a second time. A referee, at his discretion, may declare any item so badly smashed that it cannot be jury-rigged — e.g., anything on a steam-rollered cycle.

Salvage is the removal of a part from a wreck. A mechanic needs to make the appropriate repair roll once to salvage any given part.

Install is the opposite of salvage — putting a new part in to replace a destroyed one. The old part must first be “salvaged” (that is, removed), even if it was totally destroyed. The roll to install any part is the same as the roll to repair it — see chart, above. When the roll is successfully made once, the part is installed.

Learning the Mechanic Skill

If a character wants to learn this skill (or improve it if he started with it) the *only* way is to spend game time as a full-time mechanic at a duel arena, truck stop, or garage. Since this is not especially exciting, most high-level mechanics will be the referee’s characters, or player-characters that started by taking Mechanic at Level 2 or 3. If a character decides to drop out of duelling to become a mechanic, it takes one year (during which he also earns \$6,000 above living expenses) to get to Level 0. It takes two more years (clearing \$8,000 per year) to get to Level 1, three more years (clearing \$10,000 per year) to Level 2, and five more years (clearing \$15,000 per year) to get to Level 3. A Level 3 mechanic has a fairly safe life and earns \$20,000 per year. Other skills can reach any level, but Mechanics do not progress past Level 3.

taste; we're not insisting on rigorous adherence to our rules.

1. Is it legal for a character to tie spare tires and/or other stuff onto the roof of a vehicle to save space? If so, what is the space capacity of a vehicle roof?

2. May a character mount a small hunting scope on a hand weapon, getting a +1 on his "to hit" rolls?

—D.C. Hughes II

1. *Roof racks could be considered "illegal under strict combat rules, but reasonable for a referee to permit during a role-playing scenario." If a referee allows things to be strapped to the roof, you could probably get two spaces' worth on a compact, subcompact, or pickup cab, three on a mid-sized, and four on a station wagon, van, or luxury car. A roof rack costs \$100 and adds 25 lbs. Without a roof rack, there is a 1/6 chance that everything on the roof will fall off any time a D4 or greater maneuver is made or a D4 or greater hazard is encountered.*

2. *Rules for hand weapon scopes appear in Sunday Drivers. They cost \$500 and give a +1 to hit bonus.*

1. If a car or a cycle has had everything shot off of it, can the chassis or suspension be salvaged?

2. If a car or a cycle falls off a cliff, how can damage be determined?

3. Will anything salvageable be left after a car or cycle falls from a cliff?

4. What can you do about a character who gets so rich so quickly that he outstrips all the other players' resources?

—Thad Blanchette

1. *No, they are scrap.*
2. *Calculate drop damage as a collision at the appropriate drop speed:*

5 ft. drop — 10 mph

10 ft. drop — 15 mph

20 ft. drop — 25 mph

40 ft. drop — 35 mph

70 ft. drop — 45 mph

3. *How much damage did it take?*

4. *How does he do it? Is he an excellent duellist, or does he moonlight as an armed robber? If he's into theft, outfit a police or vigilante squad and take him out of action. If he's legit, reward him with greater challenges. (Gang up on him!) Someone has to be controlling the purse-strings — run handicapped arenas with no vehicle designs allowed over a certain price limit. If your local ground rules aren't producing balanced play, change them.*

On the rolls for reflexes: If player A rolls a 6; player B, a 6; and player C, a 5, then A and B would have a playoff. If, in the playoff, A rolls a 3 and B rolls a 5, would A's reflexes be 3; B's, 6; and C's, 5; or, after that playoff, would A have to roll off with C?

Neither! A and B still have reflexes of 6, and C still has a 5 — but B's 6 is slightly better than A's since he won the playoff. Whenever A and B move at the same time, B can choose whether he wants to go first or second.

Can you place a driver in the middle of the power plant so as to be protected on all sides by the p.p.?

No.

If a p.p. is destroyed by ramming or gunfire, does it explode?

No.

Can drivers and gunners sit in the van's or pickup's cargo areas?

No.

Can a laser or other weapon ignite the multiple fuel cell p.p.? If not, why not?

No, because oxygen poisons the catalysis reaction that drives the cells.

What would happen if about 50 pedestrians climbed up onto a vehicle that was already loaded to its full weight capacity?

The car would bottom out and not be drivable until the pedestrians got off.

Can more than one coat of paint be sprayed onto a windshield for cumulative effect?

No.

When decelerating by 20+ mph, is the control roll made at the speed the car is traveling before or after deceleration?

Make the control roll at the speed the car is traveling before deceleration. In this case your initial velocity is what might cause you to lose control of your vehicle.

Do motorcycles need to match sidecar tires with either of the other tires?

Our cyclist friends advise us that it's a good idea.

Is it possible for a motorcycle to pull two sidecars?

Go ahead, if you can manage the weight problem . . . but it will look pretty silly.

Is it possible to target individual components of a motorcycle — i.e., pick off a driver as he passes by?

We've been known to allow it as referees: assess a -4 for the special target (plus all other modifications except the -2 for a cycle, which is already taken into account). If the shooter misses, he also definitely misses the cycle.

When attempting to avoid an obstacle (debris, paint, etc.) by performing a maneuver (such as steep drift), is movement of the counter done in one step (move 1" forward and ½" to the side simultaneously, avoiding an obstacle in front of the vehicle), or is it two steps (move forward 1", hitting the obstacle, and then moving ½" to the side)?

The former. Cars do not move in jagged angles, but in straight lines. The dotted lines on the Maneuver Chart show the true path of vehicles in each maneuver. Though movement may be computed as "one inch up and one-half inch over," the car's path is actually a diagonal line.

Backfire

Please give us info (if any) on setting up a chapter of the American Autoduel Association in our town.

—Darrel A. Plant, Eugene, OR

Local AADA chapters sound like a good idea. No info right now, but we'll try to get on it soon. All those interested in local clubs, let us know.

—DL

I would like to add my congratulations for your fine work, particularly on the *Car Wars* line. I have not yet seen the 18-wheeler rules (probably because they are not out yet), but I would like to suggest you remember to include dump trucks, bulldozers, and the like. Also, perhaps you could, at some future date, include rules for tanks, jeeps, APCs, and ATVs. I mention this because a plan one of my players had is to raid an old National Guard armory in our campaign.

—Dathis Kaulenas

Is it feasible or possible to use fully-tracked vehicles or armored fighting vehicles? If so, could you please send me an example on how to use them? I would greatly appreciate it.

—Anthony Addison, Ft. Worth, TX

There are some tank rules and plans available in TSG 58. The rules for 18-wheelers are briefly given in this issue (in *Convoy*) and in expanded form in our just-released *Truck Stop*. Obviously, we need more plans and elaborations on all types of commercial and military vehicles. We're working on it, and would welcome any suggestions.

Several duellists have inquired about making contributions to ADQ. We highly encourage them; see page 31 for details.

—DL

I have some ideas for *Car Wars* I'm sure you've already heard of: air combat (no, not flying cars), like planes, helicopters, etc. — you remember *Road Warrior*, with the mini-copter. Another one was an "air cushion" instead of

wheels. The air cushion is a good idea, I think, for rich autoduellists, and a chopper scenario wouldn't be that hard to make. Have you left these areas alone for us, the players, to think up, or are you secretly working them up in your Jackson Autoduellist Mechanics Shop?

—Eric Ralphs, Pittsburg, CA

There are helicopters and planes flying around somewhere. Helicopters appeared in "Street Legal" (TSG 58). We're still busy getting loose ends tied up on the ground, although it would be interesting to see a workable design system for air vehicles. There were no air cushion vehicles on record as of the end of 2032, but I'm sure that designers around the world are working on solving the design problems involved.

—DL

Car Wars (and its offspring) has it all. Great graphics, exciting play, and a framework that is interesting and complete but leaves lots of room for my own imagination to do its thing. And to top it off, it's small, inexpensive, and easy to carry around, set up, and play.

A couple of suggestions, for what they are worth. The most worthwhile (to me) supplement you could produce for *Car Wars* would be to have the incomparable Mr. Loubet do a whole car lot. Three or four sheets of just various car designs, as I get weary of the original. *Sunday Drivers* took care of bikes pretty well, but I would love to see a whole fleet of cars. *Car Wars* also seems to be excellently suited to the solitaire game format of a certain other minigame company: specific journeys pre-programmed with map configurations set up as you encounter them. I have one in mind for a run from derelict Portland, OR, up Interstate 5 to mist-enshrouded Seattle, WA, to pick up vital medicine. On the way could be bandits, a herd of stampeding buffalo (car vs. rampaging bull), and other sorts of hazards and challenges. I would also like to see helicopters covered somewhere (*à la Road Warrior*). I am looking forward very much to *Truck Stop*.

—Marc Bridgman, Seattle, WA

Steve wants you to stop reading his mail. Additional counter sheets and "programmed" adventures are both definite possibilities. Expansion 2 or 3 will have damaged correlates for all those undented models you've been knocking around in; look for a programmed highway run later this year (maybe an expanded *Convoy* suitable for solitaire play). I'd be very interested in seeing cross-country runs documented (i.e., submitted). (Are there really buffalo on the Washington coast?)

—DL

Writers' and Artists' Guide

Writers

Autoduel Quarterly accepts articles and art from its readers. All material must be oriented towards *Car Wars*.

Payment: ADQ pays one cent a word for most copy. (That works out to 40 cents per column inch of 10-point type, or 60 cents per column inch of 8-point type.) If an article must be extensively rewritten, it will be published under both bylines. The original author will be paid ¾ cent a word; the rewrite man will be paid ½ cent a word.

Contributors may wish to apply payment to their subscriptions. Upon request, the note "CREDIT" will become part of the contributor's file, and he will receive subscription credit instead of cash payment. Credit is applied at the rate of \$2.50/issue, rounded up in the contributor's favor.

Except where noted, ADQ gives a minimum payment or credit of \$5.00 per contributor per issue (this simplifies our bookkeeping).

Subject Matter: All material must be oriented toward or related to *Car Wars*. Specifically:

Scenarios and variants — An article on a scenario or variation for *Car Wars* will always be carefully considered. Submissions should be playtested by the author; they will also be playtested by the staff.

Fiction — ADQ is a game magazine, not a fiction magazine. However, we may sometimes publish short stories related to *Car Wars*.

Humor — Keep it short.

Departments — ADQ has several departments. Submissions for these are welcome. Submissions for new product advertisements will be handled in a special manner. For each bit accept-

ed, the contributor will be credited with ½ an issue toward his subscription.

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If your article requires illustrations, draw them as well as you can. Our staff artist will re-render them if necessary.

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Payment: ADQ pays on publication. Payment for cover art starts at \$20 and goes up, depending on quality of the work. Interior art earns the artist a flat \$1 per column inch. If your check would come to less than \$5, we will round it up to \$5, as for writers.

Subjects: All art should be oriented toward *Car Wars*. Either a serious or humorous approach is acceptable — whatever fits your style.

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