

Summer 2034

Vol. 2, No. 2

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Autoduel Quarterly

THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION

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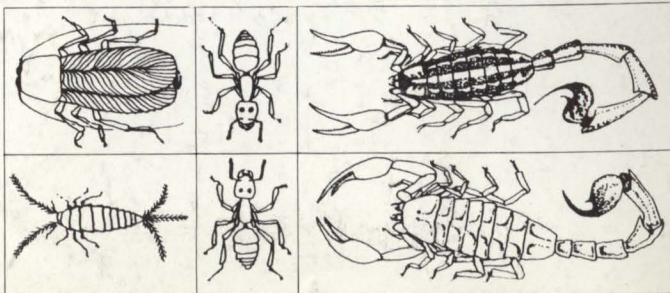


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Here are some counters in *Car Wars* scale which will lend an offbeat flavor to any autoduel. They might even be useful for *Badlands Run* in this issue — or maybe we're joking. (Joking? Us? Would we joke?) Only your referee knows for sure . . .



Reader Survey Answer Sheet

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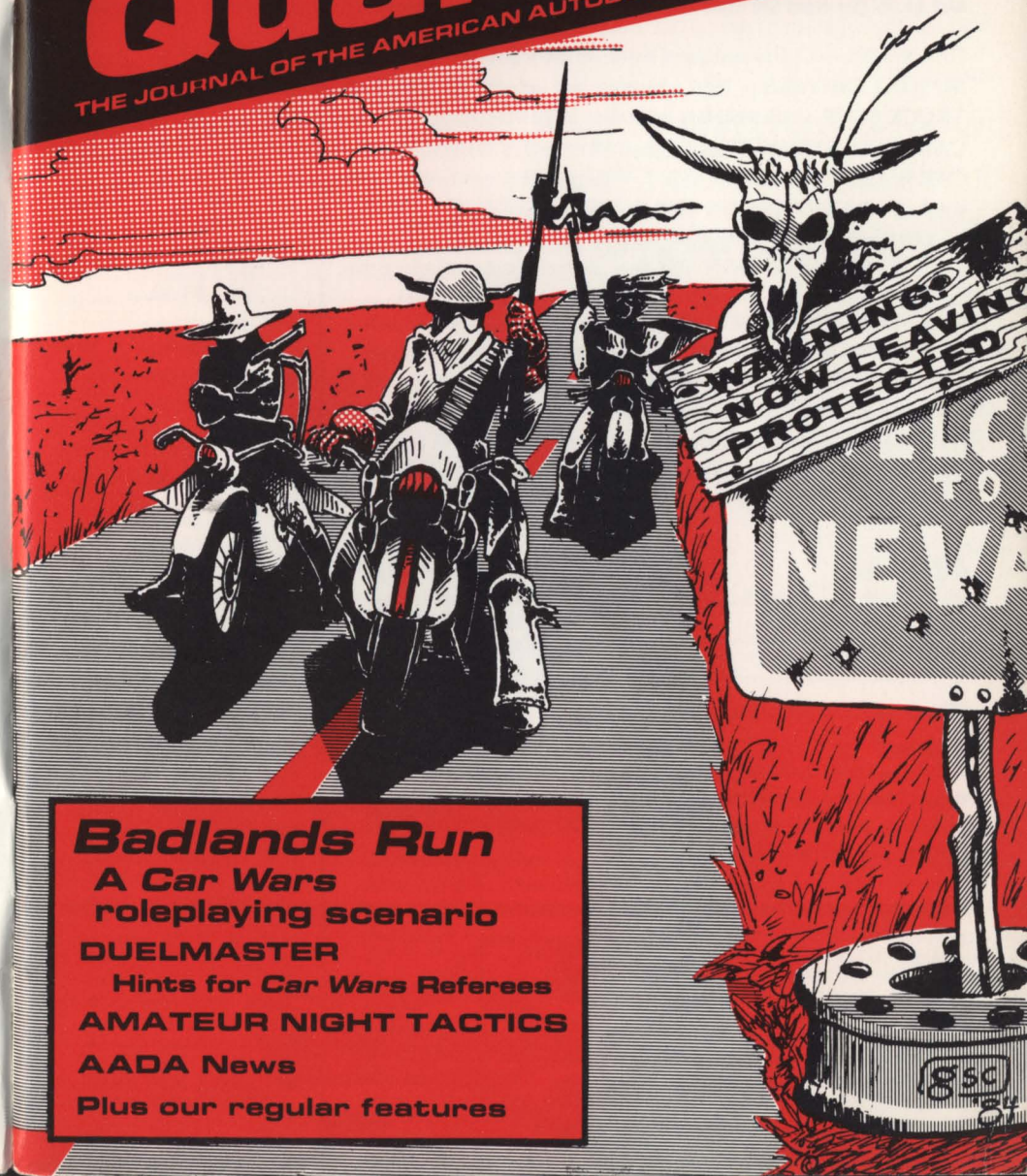
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Badlands Run

A Car Wars
roleplaying scenario

DUELMASTER

Hints for Car Wars Referees

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Autoduel Quarterly



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the Driver's Seat

My, how time flies when you're having fun. This is the very busiest time of the year for me, since in addition to being editor of *Autoduel Quarterly*, I'm also the convention manager here at Steve Jackson Games. By the time you read this, we'll have just gotten back from Origins in Dallas and what I hope was a very successful AADA World Championship (details in the Fall 2034 issue).

Still ahead are trips to OKon (Tulsa, OK, July 20-22), GatewayCon (St. Louis, MO, July 27-29), GenCon 17 (Lake Geneva, WI, Aug. 16-19), and the World Science Fiction Convention (Anaheim, CA, Aug. 30 - Sept. 3). The season winds down after that, though we may make some more trips in the fall.

We do have some clubs started already — for a complete listing, consult the "AADA News" section in this issue. But we don't have nearly enough. Some groups have sent in their charter applications right away, but others have complained that asking all members of a club to be subscribers is unfair. "We share all our gaming materials," the reasoning goes, "why should we all subscribe just to belong to the same club?" If being allowed to join or form an official AADA chapter was the only benefit provided by AADA membership, that might be true. But don't forget the free window sticker and membership card that all subscribers get (if you're a new subscriber with this issue, don't worry, it's on the way), and don't forget the opportunity to get "AADA Only" items such as t-shirts, caps and other goodies (starting with next issue).



Of course, for some strange reason, I'm of the opinion that *the magazine itself* is well worth the \$10 a year, and the rest of this stuff is just icing on the cake. And our alternate offer still stands: If you absolutely refuse to subscribe, you can still join the AADA. Membership costs \$10 a year, and one of the benefits is a free subscription to *Autoduel Quarterly*. So there.

GETTING HEFTY

I hope you noticed one nice thing as soon as you picked up this issue of *ADQ*: We've gained weight! Eight pages of weight, to be exact. With the addition of "AADA News," an even longer scenario, and a few other new items, the eight extra pages are much-needed. I'm happy to provide this extra value to *Car Wars* fans, but we can't get much bigger than this. Which leads to an interesting question: Would you pay \$3.00 for a 56-page *ADQ*? I don't think we're going to do anything like this any time soon (the jump to 48 took about three issues before I got up the courage to try it), but it would be nice to know what you think on the subject. If you have any reason to write us about something else — like maybe an article submission (hint, hint) — let me know what you think.

Another opportunity to let us know what you think will be found elsewhere in this issue. The Reader's Survey is being done in conjunction with *Space Gamer*, *Fantasy Gamer*, and *Fire & Movement* magazines, which are all publishing similar surveys. We hope to get an idea of what sort of folks read our magazines, and what we can do to better serve you. If you subscribe, a handy form for answering the questions can be found on the inside back mailer cover. If you don't (tsk, tsk . . .), you can copy the form on page 43 and send it in. Remember, three one-year *ADQ* subscriptions will go to three respondents picked at random, so make sure you include your name and return address. We want to hear from you, and we're willing to pay you to hear your opinions! Who could ask for more? So send those surveys in, OK?

Steve Jackson, publisher of this esteemed magazine (and my boss) found a few more problems with *ADQ* 4's "Trucking Economics" article, mainly in the Cargo Contents Table. By dividing the "Value/Space" factor of any item by its "Pounds/Space" factor, we get a value for value per pound. By doing this, Steve found a few funnies. Like Precious Metals having a value of \$100 per pound. That's low, but close, for silver — but totally out-of-line for gold or other valuables. Transplant organs are worth \$1.25 per pound — cheaper than fresh meat! (Which leads to a really disgusting thought that I won't print.) There are some others — live cattle are \$1.00 a pound, live swine are 10¢ a pound, and live poultry are \$4.00 a pound — but I hate to go into details, especially embarrassing ones.

The upshot of all this is that players and referees are encouraged to check the values on the Cargo Contents Table, and if they seem unreasonable to you — change them.

Also, be on the lookout for issue 69 of *Space Gamer* magazine. It has a neat cycle gang shootout called *Junkyard Hogs*, and it's highly recommended to all autoduellers junkies.

That's it for right now. Enjoy this issue, and keep on duellin'!

— Scott D. Haring



NEWSWATCH

History of Autoduelling in Australia

- Ca. 2000: With oil and natural gas supplies dwindling worldwide, Australian motorists increasingly turn towards ethanol fuels derived from Queensland sugar cane. Liquid coal and shale oil projects are abandoned, as they prove too costly to be practical.
- 2006: Australian cars are now designed and built to use cane alcohol as fuel. Cane alcohol is exported overseas in large quantities, particularly to Japan and the United States.
- 2012: The grain blight that wipes out agriculture in the Northern Hemisphere does not affect the Australian wheat crop due to stringent quarantine restrictions. The sugar cane crop suffers only a 20 percent loss. Then-Prime Minister "Greedy" Vince Stanley demands — and gets — exorbitant prices for Australian grain and cane alcohol sold overseas.
- 2016: The Food Riots. Australia is spared the rioting due to an adequate supply of un-blighted grain. Large numbers of refugees from the Northern Hemisphere start pouring into the "Lucky Country."
- 2017: Australian coastal waters are constantly patrolled by the Royal Australian Navy to turn back refugees and prevent the growing sport of "Boat Hunting." The "sport" involves the hunting, tracking and sinking of boats filled with refugees fleeing blighted countries. Many Australian coastal towns are converted into fortress resorts which Boat Hunters use as bases.
- 2025: The number of refugees coming to Australia slows to a trickle. Bored Australian citizens take to autoduellin'.
- 2028: Autoduelling on country roads becomes legal in New South Wales, Victoria, and Western Australia. The sport is tolerated in the other four states.
- 2029: American-style high-performance power plants first introduced in Australia.
- 2030: Media recognition of autoduellin' is boosted by Terry Backer's World Series Cup presentation of Test Autoduelling.
- 2031: *Car Wars* released to the general public.
- 2033: The Royal Autoduelling Association of Australia (RADAA) is formed along similar lines to the AADA. Full reciprocal benefits are available to visiting autoduellists in either country. The first Australian Test Tour is held in America.
- 2034: The AADA announces that the Australian National Champion, as recognized by the RADAA, will be eligible to compete in the AADA World Championships for the first time.

50 Years Ago Today

Killer Truck Turned Back by .357

Nikki Rasmussen, already tired from a night of driving through snow and ice, thought the worst was over — until he had to defend his family against a pickup truck apparently bent on destruction.

After Rasmussen swerved to avoid the truck as it backed out onto an East Texas highway, the truck driver sped up and caught up with Rasmussen's Pinto. "He pulled alongside us and then rammed the side of our car, trying to force us off the road. I was amazed," Rasmussen said. Eventually, the Pinto was forced into a ditch and the truck disappeared.

Rasmussen limped the Pinto 10 miles into Frankston, where the truck reappeared, driving head-on toward the Pinto. "He kept coming after us, so I got out of the car with the gun and told my wife to keep going," Rasmussen said. He fired the .357 pistol four times at the late-model GMC pickup, hitting a tire and the driver once in the right wrist.

"I had to jump out of the way; he missed me by inches," he said.

Rasmussen then drove his damaged car to a service station, where another driver was already calling police. The pickup's driver was arrested after a gun battle with police outside of town. Several tablets and pills "of controlled substance" were found inside the pickup truck, Frankston Police Chief Jay Parker said.

— Austin American-Statesman, 12/30/83

DUELMASTER:

Hints for *Car Wars* Referees

by Steve Jackson

The job of refereeing a multi-player *Car Wars* scenario can be exhausting — if not fatal. But the referee's job is important. A good referee can make the game better for everyone. A poor referee can slow down the game and irritate the players.

Nobody *wants* to be a poor referee . . . so here are a few suggestions, culled from hard-earned experience, to improve your refereeing style. If you duelmasters out there have more ideas, send them to *ADQ* and help improve the game for everybody. In the meantime, here are some things you can do to make play smoother and more fun . . .

Before The Game

Organize your game material. Your own scenario notes should be legible and comprehensive. If you're refereeing away from home, make *sure* that your own copies of the rulebooks, etc., are packed and traveling with you. It's a good idea to have one specific notebook or box for your game material. I have a whole briefcase devoted to *Car Wars* refereeing, and it's always stocked with extra copies of the latest edition of each book.

Your game counters should also be organized. *Car Wars* scenarios use a lot of different kinds of counters . . . smoke, paint, debris, obstacles and barriers, pedestrians, breach and fire markers, mines, spikes . . . and, of course, cars. And now that a "wreck" counter is available for each of the vehicle counters, you may want to make sure that a

wrecked purple car is represented by a purple wreck, and so on. How? There are several ways. Some referees keep their counters in a tackle box; others use plastic counter trays of the sort SPI used to sell (Close Simulations is making counter trays now, and they're quite good). Or you can just stock up on small zip-lock bags. Whatever you do, any sort of counter-organization will speed up play tremendously.

Have a good supply of duplicate record sheets. It is legal to photocopy all *Car Wars* record sheets for your own use — do it! If you are running a tournament or scenario with pre-planned vehicles, fill out the record sheet for each vehicle in advance. Make copies and hand them to the players, ready to use; keep the originals in your notebook for reference.

Announce the scenario rules well in advance. The more pre-planning your players have to do, the more time you need to allow them. Otherwise, you can find half of a four-hour play session eaten up by the fellows who have to design a new car . . . This is a nuisance. But it's not the players' fault, if they didn't know what to prepare for. If you are planning a scenario where players are given preplanned characters and vehicles, you should allow 30 minutes or so for them to familiarize themselves with the characters and cars, and to plan strategy. If they have to design cars from a pre-set budget, allow a *minimum* of one man-hour per vehicle to be designed — and remember that you, as the referee, will have to check each design when it is

finished, to make sure it is legal and stays within the budget! When I'm running a scenario, I like to announce the vehicle budgets the day before, if at all possible — and then require the players to give me their finished vehicle designs at least two hours before the game starts, so I can check their designs. I don't always do this — but every time I fail to do it, I'm sorry.

Choose a scenario that's appropriate to the players. If you are refereeing for your local AADA, and the players know the rules as well as you do, then you can play a long, free-wheeling battle through downtown Midville (or Houston, or Baltimore, or whatever . . .), using *Sunday Drivers* and *Truck Stop* rules. You can even throw in helicopters. Your players can handle it. But if you're dealing with novices, *don't confuse them* by hitting them with all the rules at once. Set up some road sections from the basic *Car Wars* game, or put them in a simple arena, and let them drive and shoot. They don't need to worry about sidewalks, building breaches, overshoots, and all the advanced things. They'll have much more fun with a simple scenario — and so will you.

Sometimes you'll have a mixed group. What I do in that case is provide a fairly simple scenario, and tailor the roles to fit the players. For instance, if you have several inexperienced players and two aces, you can divide the group into two teams, with an ace in charge of

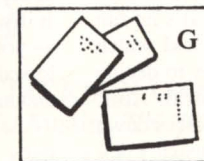
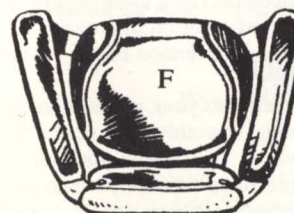
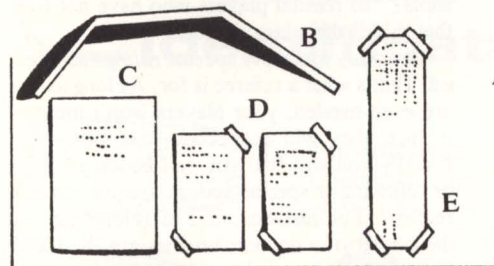
each. Put them into an arena for a team melee. The aces won't mind the fact that it's a simple scenario. They'll be having a ball helping their novice drivers design cars, planning their strategy and barking out orders over the radio as their team charges into the battle. And the new players will be able to learn as they play — because they'll have their experienced captains to help them.

If most of your players are experienced, and a couple are novices, you have a different problem. You can still divide the novices equally between teams — but if the aces outnumber the new fellows two or three to one, the novices may feel left out. One thing you can do is to let the novices handle a "third force" between two larger sides — like the police in *Sunday Drivers*, or a gang of pedestrians (or a single big truck) in the neighborhood of a cycle war. Give them one experienced player to lead them. Then the novices won't feel left out — because the other two forces will try to negotiate with them, to win them over.

As The Game Starts

Tape down the Movement Chart on the table in front of you. That way, it's immune to stray breezes, elbows, etc. Nothing is more distressing than to have all the record counters go flying in the middle of a hot battle — unless

Ideal Referee Setup



- A: Game table. The play map is taped down.
- B: Reference screen, placed so it will hide your notebook most of the time.
- C: Your own notes on the scenario.
- D: Record sheets for NPCs and/or their vehicles, taped down.
- E: Movement chart, taped down.
- F: Your own chair.
- G: Extra chair or table, holding counter box, rulebooks, etc.

it's to have somebody knock over the map. So while you're at it . . .

Tape down the map, too. I try to use drafting tape rather than ordinary cellophane or masking tape; it peels up afterwards without destroying the paper.

Organize your game material on the table in front of you, or on a chair beside you, so you can reach it easily. This includes all the rule-books you're using, your own scenario notes, and the record sheets for any NPC characters or vehicles. You don't want to have to interrupt play every few minutes to scabble for a rule.

Make up special marker chits for each driver. This little trick makes games go a lot faster, especially if you don't personally know all the players. Instead of using the little marker counters from the game set, take light cardboard and make up your own, about the same size. On each one, write the name of the player controlling that car — or, better yet, the name of the character driving it! Beside the name, write the number (or numbers, if there was a tie) for that driver's reflex roll; this will help you when you have to decide who moves first. Now, instead of saying "Red car," or "Car 26," you call out "Fast Eddie, move!" "Killer Konarsky, move!" People react better and faster to their names than they do to a number or color — and a name cuts through noise much better. *And it's more fun for the players when the referee calls their characters by name.* If you make a point of remembering the characters' names and using them, your players will get more into role-playing, and you will have more fun watching them.

During The Game

Make players move quickly. Using their names will help make sure they hear you when you tell them to move. Don't let them take too long to decide what to do — after all, each phase represents 1/10 of a second. It's no fun for the rest of the players to sit and watch while one driver takes four minutes to decide whether to go straight ahead or to drift. Also, to encourage people to keep their voices down and their minds on the game, I usually tell them "If I call your name twice, and you don't move your car, I'll move it for you!" I always move the car straight ahead, unless it is actually about to collide with something; then I make

the obvious move, and if the player has to make a control roll, too bad . . .

Use the reference screen and turning key. I'll keep this paragraph short, because I don't want to sound like I'm just trying to sell stuff. But both those little pieces of cardboard are handy. If you don't believe me, borrow them from somebody else and try them out. 'Nuff said.

Use the numbers at the top of the Movement Chart to record phases and seconds. I usually put a yellow counter at the top of the chart, and move it along from one phase to the next. I call out "Phase 1," "Phase 2," and so forth, even if nobody moves during that phase; it helps players keep track of time.

I also put another counter — red or green, depending on what comes to hand — above the "phase" counter on the chart. This one keeps track of *seconds*. At the end of Phase 10 each turn, I move the "seconds" counter up by one. This helps keep track of multi-second actions (calling for help, getting into a car and starting it, etc.). Therefore, it eliminates a lot of arguments.

Call for combat at the beginning and end of each phase. At the very beginning of each phase, I ask "Anybody pulling the trigger?" This gives all players an opportunity and reminder to start the turn with an attack, if they so desire. I treat all such "opening attacks" as simultaneous; it's not strictly according to the rules, but it works. Likewise, at the end of each turn, I ask "Any final shots?" to remind players who have not fired that this is their last chance.

Be ready to supply special rulings as needed. That's what a referee is for. As long as you are even-handed, your players won't mind — in fact, they will appreciate your flexibility. Usually you will find yourself bending a rule, or allowing a special action, for the sake of realism. For instance, if I'm refereeing and the corner of a counter brushes a wall, I look at the car. If it was a luxury car, it sideswiped. If it was a compact or a cycle, I say "Watch it — you scraped paint on that one." I even allowed divine intervention once . . . but that's another story.

As the referee, your job is to keep everything moving smoothly. It's really not hard. Plan ahead . . . work with your players . . . interpret the rules creatively when you must, but always be fair to both sides . . . and they'll ask you to referee again and again.

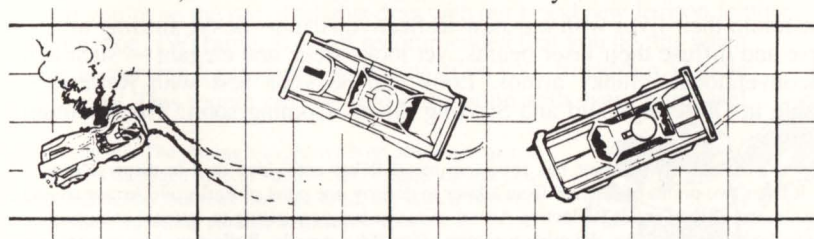
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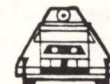
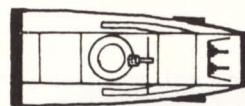


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Coming Soon! AADA Vehicle Identification Guide



The official guide to the road combat vehicles of 2034. Contains complete *Car Wars* descriptions of hundreds of vehicles and helicopters. Plus: Complete rules for three-wheelers, off-road driving, and combat.

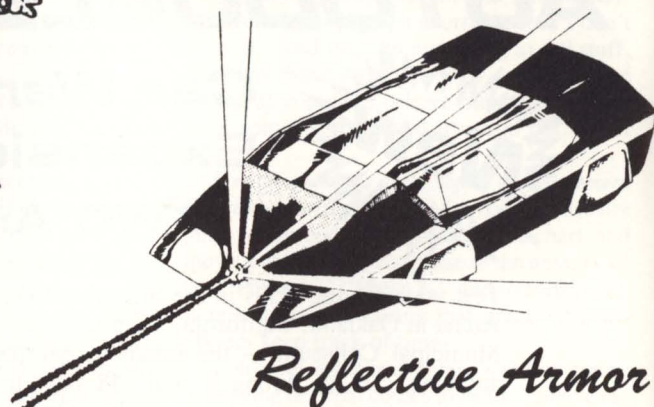
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Reflective Armor

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Reflective Armor: This armor has reflective metal flakes embedded in it to disperse and diffuse laser beams. It takes two points of damage from a laser to destroy one point of Reflective Armor (round down). In addition, lasers will never set Reflective Armor afire. Lasers penetrating to internal components do normal damage and set fires normally. All other weapons affect RA normally. Reflective Armor costs and weighs 10 percent more than normal armor (add the 10 percent to the total cost and weight, rounding up to the nearest whole number), and costs twice as much to repair as regular armor. Reflective Fireproof Armor costs 2½ times normal armor, weighs 10 percent more, and costs four times as much to repair.

Dazzling Devices for the Discriminating Duellist

Tinted Windows

There you are, out for a lovely evening cruise with your best girl, when it happens. Wham! The old searchlight in the face! By the time you get your sight back, the battle's over, and so are you. But it doesn't have to happen. Get those windows tinted at Uncle Albert's, and you'll be ready for action any time, day or night.



Tinted Windows: These special windows contain a fast-acting polarizing agent that allows the owner to ignore searchlight effects after only one turn of exposure. The effects of the searchlight are at full for that first second, though. The protective polarization lasts for five seconds after the searchlight ceases to hit the vehicle, but the penalty for firing at night is increased by one at any time that the windows are polarized. Costs \$500, no space, no weight.

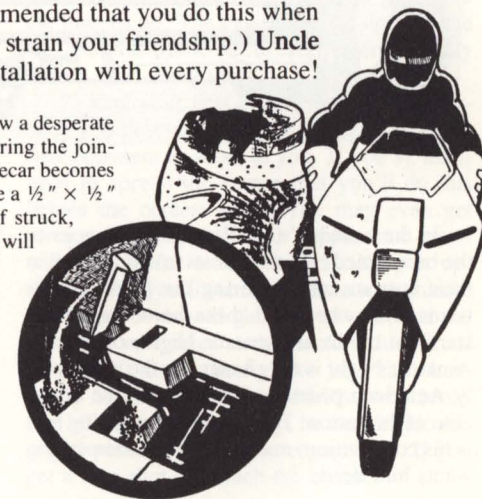
Autoduel Quarterly

Uncle Albert is Putting on the Ritz

Jettison Joinings

Desperate men in desperate times do desperate things. When your sidecar takes damage and you're on the run, ditch that drag with our brand new Jettison Joinings. Give it a blow and go, Joe. (Warning: It is not recommended that you do this when the sidecar is carrying a passenger, as it may strain your friendship.) **Uncle Albert Special!** This month only — free installation with every purchase!

Jettison Joinings: The joining's explosive bolts allow a desperate cyclist to ditch a damaged sidecar on the run. Triggering the joinings is a combat action, but once they are fired, the sidecar becomes a separate vehicle travelling parallel to the cycle (place a ½" × ½" counter next to the cycle to represent the sidecar). If struck, treat the loose sidecar as an obstacle. The sidecar will decelerate 5 mph per turn, but must roll once per turn on Crash Table 1 with the appropriate speed modifiers. Vehicular weapons on a detached sidecar may not be fired, but hand weapon fire is still permitted. Firing the joinings is a D2 hazard for the cycle, and the cycle's HC may be permanently reduced in addition, but the cycle's acceleration may improve. Jettison Joinings cost \$300, take no space and no weight.



Cycle Wheelguards

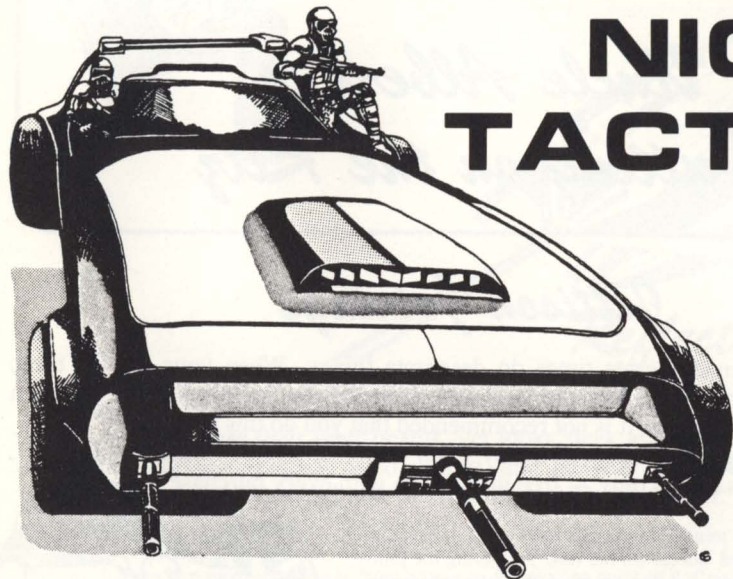
While everyone knows a good biker keeps going on the love of his woman and his mom's apple pie, a good set of wheels always helps. Keep yours in good running order with Safeteeepro™ Cycle Wheelguards. Safeteeepro™ has designed these wheelguards so they can provide up to ten points of protection from any direction — a plus in any battle! And, of course, guaranteed!

Cycle Wheelguards: These handy items cost \$10 per point of armor and weigh only 2 pounds per point. Each wheel requires only one wheelguard, and 10 points of armor is the maximum. The wheelguard functions on a roll of 1-5 on 1d6. Sidecar wheelguards are identical in all respects. Note that cycle wheelguards *do not* lower HC.



Summer 2034

AMATEUR NIGHT TACTICS



by
**Jim
Gould**

In the world of *Car Wars*, victory goes to the best armed. Most duellists cruise around in their custom cars, ignoring the lowly pedestrians. But where did these heroes get their start? At the local Amateur Night, of course. Amateur Night is the chance for the most lowly American pedestrian to become one of the elite of the nation. The only thing stopping him is his competition, and in 2034 the competition wants him dead.

As You Walk In

You've finally got up the nerve to go for Amateur Night. As requested, you show up early, to get a chance at fixing up your car. The management is pretty choosy about who gets to drive, but you're a shoo-in. You can drive (a little) and shoot (some). Of course, you have the quality that all TV directors look for: a brazen flair for showmanship that borders on psychosis. Bizarre and persistent win the duel, as they say.

Depending on the house rules, you may have to leave some of your weapons in the locker room. Most arenas are fairly

permissive, seeing anything up to an SMG as adding spice to the contest. A brace of LAWs, however, is definitely not kosher. Grenades are usually allowed, and no aspiring duellist should be without a couple. If you are totally destitute, worry not; the management will loan you a heavy pistol and ammo on request.

Once the ceremonial Frisking of the Contestants has been performed, you'll be allowed to get to your dream machine. Usually the type of vehicle for each contest is a well-kept secret, so be prepared for anything. Arena managers with odd senses of humor have been known to distribute anything from subcompacts with no armor to pickups with a different type of tire on each wheel. The most likely thing, however, is one of the smaller stock cars. Few arenas can afford to run Amateur Nights with anything more expensive than a Joseph Special, although second round Amateur contests occasionally use Vigilantes or Intimidators.

Now you've got your hands on the key to fame and fortune. The pit crew assigned to you for the night is ready to install the sheets of armor and racks of optional equipment provided by the management. You can customize the

car in several ways, but your primary concern at this point should be . . .

Staying Alive

You can't win if you're dead. The placement of your armor and the choice of your options will dramatically affect your chances of survival.

First, place your armor where it will do the most good. A very important advantage in Amateur Night is that you know exactly what is available to your opponents. If this doesn't include minedroppers, you know that the only thing that can get to your underside is a lucky grenade. Since few Amateur Nights allow mines, you can usually get away with *no* bottom armor. If you eat a grenade under you, it's your own fault; your armor is more valuable elsewhere.

A similar situation applies to top armor; unless you're running a turreted vehicle, no top armor is necessary. Let's face it, if you roll, you're probably a goner anyway, and Amateur Night is a place for risks. Even if you do have a turret, darned few folks will shoot at it for fear of destroying the most valuable components in your car, so don't load that turret up with armor.

Now you've got to make some critical choices. You can't win without weapons, so armor will have to go to the front; maybe even the majority, since ramming may be the only tactic left when the ammo runs dry. On the balance, however, most of the armor should go to the sides. Any rational player will shoot where he has the best chance of hitting, and with the low-skill bozos out after dark, every +1 counts. Balance this against the tenuous grip on reality that most duellists display; if your opponents tend to scrape their knuckles when they walk, they may shoot at your front armor out of sheer perversity. The best arrangement seems to be fairly equal amounts of armor on the front and sides, and less in the back.

Why less in the vulnerable back? Because you have to use your mobility as well as your armor. Heavy back armor is an admission that you can't out-drive your foes. The cost to front and side armor will come back to haunt you — and you may have to come back to haunt your opponents! Don't strip your back armor; just don't overdo it.

Now look at your choices for weaponry. You'll almost invariably see MGs, unless

you've been thrown a Joseph Special. That's OK; the MG is a good weapon, fairly accurate and with lots of ammo. If the armor on your opponent's car will be thick, that extra firepower can make the difference. On the other hand, check out any larger weapons that may be available. Trading for bigger weapons with worse "to hits" is risky; an RL might make your day, but it could fail in the clutch. As much as possible, tailor your options to the style of combat you want. Choose heavy, inaccurate weapons like HRs and RLs for a close and dirty fight, but pick MGs and turreted guns for a prolonged duel at relatively long range.

Doing Dirt

The car is ready. Your weapons are strapped next to you, and the crew chief gives you the thumbs up. The gate rises, the lights come up, and you whine out to face several equally crazed foes. Now what?

Picking your first opponent is very important. The best way to choose is to shoot at the first opponent to shoot at you. If you've managed to spread the rumor that you'll do this before the contest starts, you may even get away with watching your opponents brawl without you for a few seconds. Keep it up, though, and you'll stand out like a sore thumb. Your opponents will gang up on you, and the networks will sneer at the chicken duellist. If they won't carry the fight to you, take it to them. Single out another duellist who looks like he's already very busy; he may be too engaged with his first foe to engage you. If you get a rear shot, so much the better.



Don't let other duellists get away with sniping from the sidelines. You may have to break away from a tempting target, but you'll have to fight the rest sometime. Let the other players fight it out and charge the lone wolf. Above all, concentrate your fire! Anything bigger than a Killer Kart will take some killing, and you won't have any time to spare. Stripping an opponent down to one point of armor on each side will do no good if he blows right through your front in the meantime.

Be very careful what you target. Firing on the back is very nice, but it's not likely the target will sit still for it. Of course, if the car is immobile, feel free to abuse the back armor at will. Unless he's got a turret, your enemy will be virtually powerless to stop you.

Shooting at the front may seem like a good idea, since that's where the weapons usually are, but don't do it! Your goal in this is to come out with the maximum salvage possible, and if you shoot through the front weapons, a lot of valuable hardware goes up in smoke. In addition, most power plants are front-mounted, so you run the risk of your whole kill going up in flames. And the front is harder to hit to boot, causing wasted shots.

Side shots give the best chance of hitting, and the best chance to score a clean kill on the driver. You'll probably have to go through more armor, but it will be worth it in the end. Skillful maneuvering should prevent your foe from hiding a weakened side.

Speaking of maneuvering, do it. You simply don't have enough armor to sit like a turtle and take punishment. The only way to get the best shots on your competitors is to get some speed up and run around them. About 40 mph is good, unless you've already lost a wheel. Once a wheel is gone, get cowardly and use pivots to bring your weapons to bear. Generally, the more inaccurate your weapons are, the faster you'll have to go to get to the close range your weapons work best at.

Some special tactics are very effective; some aren't. The ram tactic used with custom cars is a whole lot less valuable with a stock vehicle. With a ram plate and scads of front armor, a specially designed ram vehicle can clean the roads. Alas, the stock cars will have pretty much the same amount of armor, and no ram plates. You may be able to take one opponent out with a ram, but you'll lose as much as he does. If anyone else is left to pick up the pieces, you're in deep kimchee, pal.

Another fine tactic is tire-shooting. In tournaments, it is amazing to see how few players shoot at tires. With the lower-valued tires often in use in stock cars, it is a positive crime to forego a point-blank tire shot. If the target is moving at any significant speed, the loss of a tire can be catastrophic.

The best times to shoot for tires are:

- (a) The target is moving at a fairly high speed.
- (b) The target has a weakened or low-value tire.
- (c) The target has only front-mounted weapons.

If you can immobilize a foe with fixed weapons, he's yours for the asking. Immobilizing him and bouncing him off the concrete a few times is even better. Best of all, shooting tires doesn't take much from the value of your kill.

The End Game

After a bit of shooting, it will generally come down to a one-on-one situation. If you've done a good job playing the others off against each other, your final opponent will be in worse shape than you are. Still, you're likely to be very short armor on at least one side, and low-ammo weapons like RRs and RLs may be on the edge of exhaustion. You shouldn't have any HRs left; they are best used early on to eliminate tires and weakened opponents. Fear not! You still have a good chance. Your mobility is your greatest asset; use it to find your foe's weaknesses. Maybe he's about out of ammo — give him a shot at the strongest armor you've got. When all else fails, shoot for his weapons. You've got your kills from the rest of the field; you can afford to shoot for the weapons and the power plant, hoping for fire.

At the end, with your vehicle a smoking mass of wreckage, you can always pull your pistol and go for it. In true duelling tradition, a few courageous but unlucky duellists have pulled victory from the jaws of defeat by charging an immobile foe with an SMG and grenade.

With a bit of luck, these hints should make you the terror of the amateur duels. Soon you'll have that Foxbat of your very own, and can sneer at the lowly beginners. Just remember where it all started, late one Amateur Night.

Autoduel Quarterly



Hunted Cyclist Center of Controversy

by Scott Haring

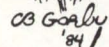
Sherry Bailey is a cyclist living outside the law — and hating every minute of it. Our field reporter caught up to Bailey in her "hideout" — actually a pleasant little cottage-style cabin somewhere outside Monroe, Louisiana.

"I do all right," Bailey said, taking a coffeepot off the stove and pouring two cups. "I grow some vegetables, do a little trading with the area gangs . . . and there are a few folks back in Monroe who help me out now and then." In fact, Bailey has become something of a *cause celebre* in Monroe, and her story has started to gain attention throughout Louisiana.

Bailey was a moderately successful cycle duellist in the northern Louisiana

area with a small but loyal following. She supplemented her income by day work as a courier, carrying small packages throughout the area. "I was never too picky about exactly what I was carrying, if you get my meaning," Bailey said. That's what started all the trouble.

"I was totin' some cigars to Shreveport, you know, the kind without the tax stamp? Well, I'm not four miles out of town when I get pulled over by this sheriff's deputy, name of Jackson. Somebody had tipped him off about my trip," Bailey said. "Anyway, he searches the sidecar, finds the cigars, and then offers to let me go in exchange for certain favors — if you get my meaning.



Bailey continues to do courier work, and her current "outlaw" status has made her a friend to many local bikers. But her greatest wish is to return to Monroe. A small, vocal group is bringing increasing pressure on Fellers to drop his pursuit of Bailey, but until they come up with enough evidence, Bailey will continue to travel the back roads and highways of northern Louisiana, always looking over her shoulder.

Sherry Bailey would make an interesting NPC to encounter. As a courier, she may be hiring additional firepower on a particularly dangerous mission. Or the players may be hired to track down Bailey and “intercept” her cargo. Bailey is a Cyclist-1, Driver-0, Mech-0, and Gunner-1. She has some arena experience, but not enough to be an Ace. When encountered on the road, she will maneuver adjacent to an opposing vehicle and launch the linked heavy rockets, preferably at point blank range, in an attempt to quickly take out one vehicle and even up the odds. If badly outnumbered, Bailey will run — jettisoning the sidecar

15



"I've known some people to deal with the law that way, but it's never been my style. I told him what he could do with his suggestion. That's when he got violent."

for better acceleration. She will also jettison the sidecar after firing the rockets. Bailey usually carries her small, valuable cargoes in a backpack or in her jacket. She will, if necessary, remove a heavy rocket from the sidecar in order to make room for larger cargoes there.

Bailey is a level-headed, practical woman who values her own skin highly and will not risk it for petty reasons. Not a tremendous fighter, she knows her rocket tactic can make one vehicle's life very uncomfortable — but she's also smart enough to run if out-numbered.

Other scenario ideas revolve around Bailey's ongoing feud with Sheriff Fellers. The players could find themselves attracted by a bounty offered to hunt down Bailey, or they could be hired by Bailey's supporters in town to dig up evidence to exonerate her.

Autoduel Champions Statistics

In *Autoduel Champions* terms, Sherry Bailey is a 50-point "talented normal." In addition, she has 14 points worth of disadvantages that give her a total of 64 points to work with.

Bailey's characteristics are as follows: STR 10, DEX 15, CON 13, BODY 10, INT 13, EGO 11, PRE 10, COM 16, PD 5, ED 5, SPD 3, REC 5, END 26, and STUN 22. She also has the following skills: 5 points' worth of Stealth (a 12-roll); 3 points' worth of Survival (11-roll); 7 points' worth of Combat Vehicle Operations (14-roll); 1 point in Transport: Motorcycles; 6 points in Familiarity: Firearms and Vehicular Weapons; and 3 points' worth of Area Knowledge: North Louisiana (a 12-roll).

To compensate, Bailey has two disadvantages: Hunted by Sheriff Fellers, a normal who appears on a 14-roll, 6 points; and Hatred of Outlaw Status, a very common psychological limitation, 8 points.

Her other related stats: INT roll: 12; DEX roll: 12; EGO roll: 11; PER roll: 12; Base OCV and DCV: 5; moves in phases 4, 8 and 12.

To get the *Autoduel Champions* statistics on Fred, refer to the Vehicle Record Sheet in this article. One item, the Jettison Joinings, is new for *ADC*. Its stats are identical to the *Car Wars* stats: \$300, no weight, no space.

Autoduel Quarterly



BADLANDS RUN

A Car Wars Roleplaying Scenario

by Scott Haring and Jim Gould

Summer 2034

Badlands Run

Playtesters: Many thanks to Jim Gould, David Noel, and Tim Ray for their valuable help.

This is a *Car Wars* adventure for one to eight players, plus a referee. Three to six players is ideal, but one player could conceivably go through the adventure running all the characters by himself, with only the referee for guidance.

You will need the *Car Wars* rules and road sections to play "Badlands Run," and material from several supplementary sets (specifically the road sections from Expansion Set 1, cycles from *Sunday Drivers*, truck and bus counters and rules from *Truck Stop* and helicopter counters and rules from *Autoduel Champions*), but if you only have *Car Wars*, you can still approximate what's going on with the materials in that set.

BACKGROUND INFORMATION

For the past 20 years or so, Utah has been part of the United States of America in name only. Faced with more rebellion and hot spots than it could handle, it was a happy federal government that accepted the Mormon Church's offer to "take Utah off their hands." Ever since, the Mormons have taken care of law enforcement, mail delivery, tax collection, and all the other aspects of government — and have done quite well at it. Non-Mormons are treated fairly, although they are looked down upon somewhat. Under the church's rule, Utah has remained one of the most peaceful areas of the West.

But all that could be changing now. The United States government has secretly contacted the Mormons to discuss the return of some governmental responsibilities to Washington. The Mormons, not wishing to start a bloody war and eager to give up some of the less profitable functions of government, have agreed to at least talk about the idea. On Monday, June 17, 2034, a regional Mormon conference is to open in San Francisco, California. David Whitney, an apostle of the Mormon Church, is to go to San Francisco under the pretense of attending the conference — he will actually be meeting and negotiating with top U.S. officials in secret.

Not everyone in Utah is as eager to relinquish their independence — even a little chunk of it. A vocal minority in the Mormon Church has pushed for formal independence for years — when news of the proposed meeting leaked to them, they decided to act. Any good organization has counterspies, however, and the church let it be known that Apostle Whitney would take an airship to San Francisco, along with several trusted advisers/bodyguards. Then the search began for a way to safely get Whitney to San Francisco . . . that's where the players come in.

MISSION PREPARATION

This adventure is designed for four to six characters (which can, of course, be played by anywhere from one to six people). Each character should have advanced about four levels from his or her basic character — that is, the duellist is, on the average, Level 1 in two different areas and Level 2 in another.

If you have more players, the party could include more duellists, or some could control the assorted NPCs that the party will encounter. In any case, there should be no more than 45 skill levels (counting "0" as one level) in the group.

Whitney, his counsellor Elias Green, and his driver/bodyguard Joshua Reynolds will travel in their own vehicle, a fairly powerful van (see vehicle diagram). Reynolds is a Driver - 0, Gunner - 1, Mech - 0. He has body armor and an SMG stashed under the driver's seat. Neither Green nor Whitney have any duelling skills whatsoever, though they both will wear body armor and Green carries a heavy pistol.

The characters have \$80,000 with which to build as many (or as few) vehicles as they want. These are assumed to be the duellists' personal duelling vehicles. If characters from an ongoing campaign are using vehicles whose total value is under \$70,000, the referee should allow some church money to be offered toward improving their vehicles.

Your assignment is a simple one — deliver Whitney alive to San Francisco by 6 p.m. Sunday, June 16. Because of the diversion in which Whitney must appear to board an airship (after getting on to much fanfare, he is to be secretly hustled off through a crew entrance), you are unable to leave before 10 p.m. Saturday night. The offered payment is \$20,000 to each surviving duellist, with a \$5,000 bonus each for also getting Green and Reynolds to San Francisco alive.

Reynolds wheels the unmarked van into the truck stop on I-80 just west of Salt Lake City right on time. As he gets out of the van to greet you, he suggests that the

players go into the truck stop and perhaps gather some information on the road ahead. "I'll stay out here and watch the vehicles," Reynolds says. "Oh, and if you're hungry, the food in there's pretty good, too — though if you've got a case of indigestion like I've got, you should lay off the chili. I feel awful." Green begins to make a comment about Reynold's appetite, when Whitney interrupts with a "Hush!" and leans closer to the radio.

" . . . burst into flame approximately three hundred feet off the ground and crashed in a field outside the airstrip. Witnesses report hearing an explosion just before the dirigible caught fire, and authorities say it was definitely a case of foul play," the voice on the radio says. "To repeat, Mormon Apostle David Francisco exploded and burned shortly after takeoff."

have been killed as their airship to San Francisco exploded and burned shortly after takeoff."

Whitney clicks the radio off in disgust. "On the one hand, having me presumed dead may help us get to San Francisco safely," he says. "On the other, it's now obvious that whoever doesn't want me to get there will stop at nothing."

ROAD DATA

Here is some basic information that anybody planning a trek of this magnitude would know before leaving:

The diagram shows a rectangular vehicle layout. At the top, 'Left armor 20' is written. At the bottom, 'Right armor 20' is written. On the left side, 'Back armor 20' and 'Under-body armor 8' are written. On the right side, 'Top armor 15' and 'Front armor 20' are written. Inside the vehicle, there are several labeled areas: 'SS' (top left), 'Pass.' (top middle), 'Driver' (top right), 'RR' (far right), 'VMG' (center), 'PLANT' (middle right), 'Gunner (Empty)' (bottom right), 'Whitney' (bottom middle), 'Pass.' (bottom middle), 'Green' (bottom left), and 'MD' (bottom left). There are also numerical values: '12:' at the top corners, '10:' near SS and MD, and '40:' near VMG.

Whitney's Car

Vehicle: Salt Lake Special
 Size: Van
 Weight: 7,197
 Chassis: ex. heavy
 Suspension: heavy
 Acceleration: 5
 Handling Class: 2
 Cost: \$29,440
 Extras: fire extinguisher, turret is universal, VMG and RR both have extra magazines, 2 targeting computers, \$5,000 worth of plush extras for VIP passengers.

There isn't a whole lot of combat on the Badlands highways. The trigger-happy tend to get killed off early. On the other hand, that means that just about everybody who's left is very good. It is bad manners in the extreme to point a weapon at somebody to "cover" them. If the other person is at a disadvantage or



particularly understanding, it may not provoke a fight, but it could be a quick way to get pranged.

It is good manners (and a good idea) 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 an old interstate (I-80, to be precise). The desert heat has deteriorated the roads somewhat, but these are still some of the best roads 2034 has to offer. You will pass (and be passed by) a few vehicles going in both directions throughout the trip — the referee will detail the interesting encounters for you. The interstate will have entrance and exit ramps every few miles,

and the occasional overpass. The shoulders are not good places to drive, as they've accumulated a lot of trash and debris over the years. Any maneuver which involves driving even partially on the shoulder adds +1 to the difficulty; 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 50 mph or less. Subtract 20 miles of range for every 5 mph of speed you average over 55. All truck stops on the road have power stations, of course. Two vehicles may be charged at a time; a charge takes ten minutes, and costs \$20 for a cycle, \$50 for a car, \$100 for an oversized vehicle or \$250 for a helicopter. Each time a laser is fired, subtract two miles from a vehicle's range, unless it is equipped with a laser battery (ADQ 4). A shot from a heavy laser will subtract three miles from range.

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. Don't tell your players everything, either — only tell them what their characters can see. They may be able to see, for example, that a compact with a turret is parked on the side of the road. They can't see (and shouldn't be told) what kind of weapon is in the turret, or the skills of the person inside.

When the players have a choice of routes, they must tell you their decision. Alternate encounter locations and rumor information will be given in parentheses next to the first location. The referee

should feel free to modify, add to, or delete any of the encounters given. A collapsed overpass blocking the road, a road duel up ahead, a license check by state troopers . . . all are possible. Use your imagination.

RECORD KEEPING

Every 75 miles:

a) calculate time elapsed by adding Driving Time (see chart below) to time taken for stops or encounters. Don't forget that when the players cross the state line from Utah to Nevada, all clocks are set back one hour. This gives the players a one-hour bonus they may not have been counting on.

b) figure current time.

c) have convoy set speed for next 75 miles.

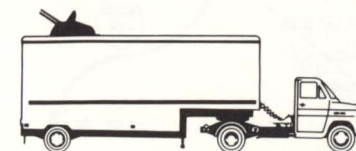
Driving Time — For each speed in the left column, the time required to drive 75 miles is listed in the right column:

30 mph	150 minutes
35 mph	129 minutes
40 mph	113 minutes
45 mph	100 minutes
50 mph	90 minutes
55 mph	82 minutes
60 mph	75 minutes
65 mph	69 minutes
70 mph	64 minutes
75 mph	60 minutes
80 mph	56 minutes
85 mph	53 minutes
90 mph	50 minutes
95 mph	47 minutes
100 mph	45 minutes

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

If the team wants to stop along the road to investigate something, this will take at

least ten minutes. In this time, any loose equipment can be picked up and stored in the team's vehicles, if there is room. Other salvage will require a die roll for success, as described in *Truck Stop*, and will take longer.



AT TRUCK STOPS

If the characters want to ignore Reynolds' advice and hit the road, start the adventure. It is 10 p.m.

If they say that they want to stay and mingle, give them rumors according to the following timetable, both here and at other truck stops.

SL = Salt Lake City	WE = Wendover
EL = Elko	BM = Battle Mtn.
WI = Winemucca	LO = Lovelock
RE = Reno	EG = Emigrant Gap
SA = Sacramento	VA = Vallejo
ST = Stockton	OK = Oakland

Abbreviations tell at which stop(s) the rumor can be picked up; the numbers tell how many minutes of game time must be spent asking around before the particular rumor is heard.

SL 5: It's a good idea to cross the desert at night; the daytime sun tends to make people more violent and generally crazier.

SL 15: It's not a good idea to cross the desert at night; many bandits work at night to avoid the heat.

SL 20: I hear something strange happened out at the Battle Mountain truck stop; a lot of folks are passing it by right now. (When pressed, he'll say he heard something having to do with disappearing people, but he's not really sure.)

RECORD CHART

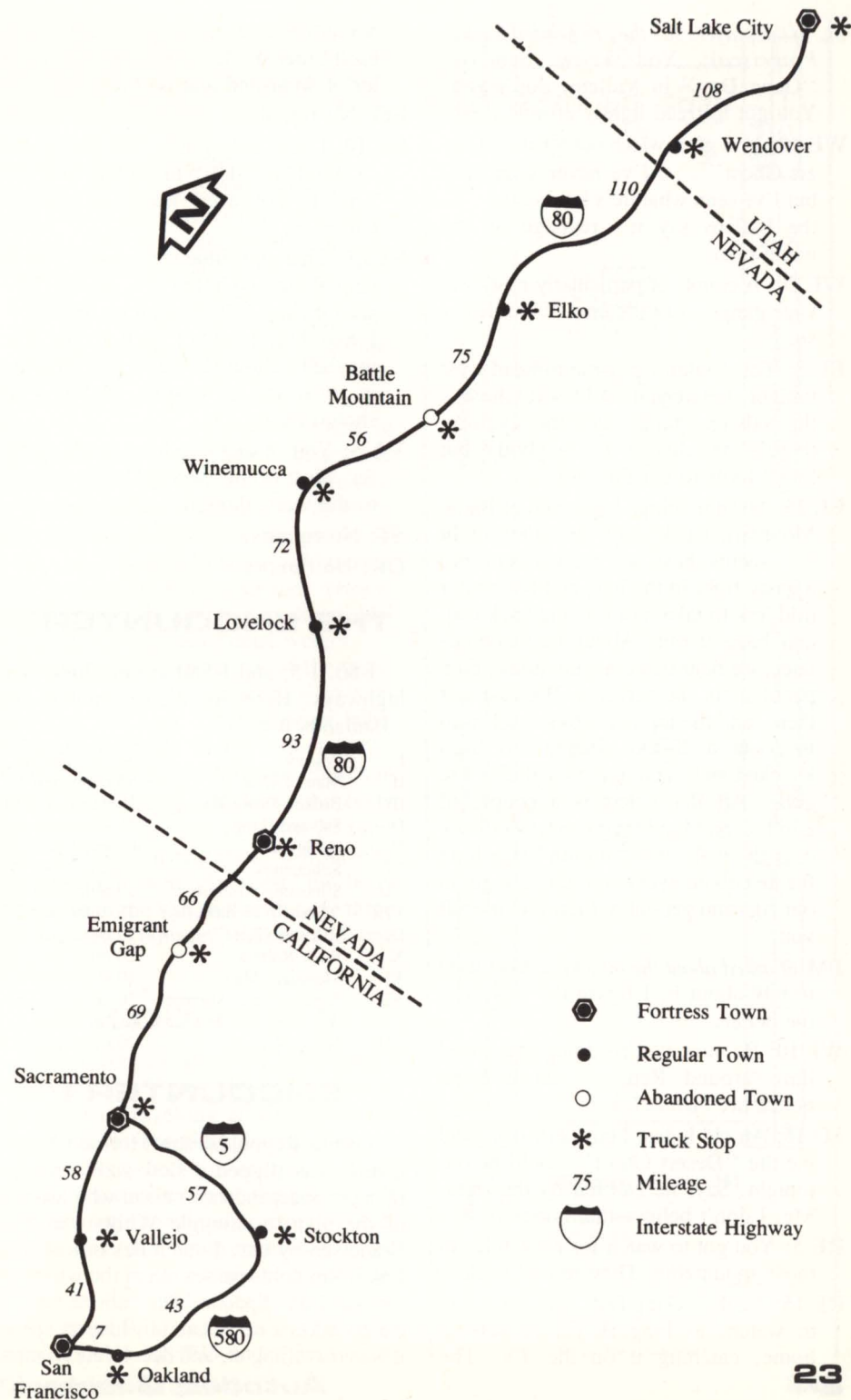
Time	Mileage	Notes on travel and stops
Time: 10:00 p.m.	0	
driving time:		
time stopped:		
Time: 75		
driving time:		
time stopped:		
Time: 150		
driving time:		
time stopped:		
Time: 225		
driving time:		
time stopped:		
Time: 300		
driving time:		
time stopped:		
Time: 375		
driving time:		
time stopped:		
Time: 450		
driving time:		
time stopped:		
Time: 525		
driving time:		
time stopped:		
Time: 600		
driving time:		
time stopped:		
Time: 675		
driving time:		
time stopped:		
Time: 750		
driving time:		
time stopped:		

Weather Forecast

From 8:00 p.m. until dawn, it is dark and overcast. Figure dawn at the beginning of the 75-mile stretch during which 6:00 a.m. will occur. There is no rain in the forecast.

To-Hit Modifiers

- 3 for nighttime
- 1 for dusk/dawn



SL (if the players say they're headed for San Francisco): You know Sunday's "Gang Day" in Vallejo, don't you? You got to tread lightly around there.

WE 10: You gotta watch out for the "Desert Ghost" . . . I've never seen him, but I've seen what he's left behind . . . the Indians say it's revenge on the white man.

WE 20: A couple of particularly nasty salvage gangs work the next 300 miles or so.

EL 5: You couldn't pay me to head west tonight. Between the "Desert Ghost," the salvage gangs and the cyclists, there's no chance for anybody but lucky fools to get through.

EL 25: Strange things happened at Battle Mountain truck stop the other night . . . seems these two truckers got into a nasty fight in the bar, and the owner told 'em to take it out by the back wall and have it out. About five minutes later, we hear this crashing noise, then pistol shots and screams. We rush out there, and the top half of the back wall in about a 20-foot section has been knocked out, and the two dudes are gone. All that's left is a couple of good-sized blood stains that lead back over the wall. Well, it didn't take long for just about every soul there to get in our rigs and get out of there, let me tell you.

BM (if asked about the attack): I don't want to talk about it. I figure the less said, the better.

WI 10: Be sure you're doing the speed limit around Reno — those Reno police are mean.

LO 15: An old Indian I buy stuff from told me the "Desert Ghost" would be out tonight. Says he can tell by the stars. Me, I don't believe that hokey.

RE 5: You got to watch for rockslides in those mountains. They're real tricky.

RE 15: Yeah, "Gang Day" is a lot of fun to watch, as long as you're safe at home, catching it on the TV. The

Vallejo Police just let the gangs go at each other on the interstate — saves a lot of wear and tear on the town.

EG: No rumors.

SA 10: I hear they got a low turnout for "Gang Day" down in Vallejo today — I might not even watch it when it comes on.

SA 25: That your blue van? A guy was in here about two hours ago, asking if I'd seen it. Me, I don't want no trouble — I told him I hadn't seen it and that maybe he should leave. If you guys are in some sort of trouble, maybe y'all should leave, too.

VA 5: You're lucky to have made it this far. Most of the "Gang Day" action is to the west, though.

ST: No rumors.

OK: No rumors.

THE ENCOUNTERS

I-80, I-5, and I-580 are all three-lane highways. Here are the encounters for "Badlands Run":

I	Poison	4 miles past SL
II	Man of God	55 miles past SL
III	Broken-Down Bus	30 miles past WE
IV	Salvage Gang	75 miles past WE
V	Cycle Party	65 miles past EL
VI	Silhouettes	13 miles past WI
VII	Silhouette Ambush	17 miles past WI
VIII	"Ghost" Victims	35 miles past LO
IX	"Desert Ghost"	50 miles past LO
X	Rock Rollers	20 miles past RE
XI	Mountain Man	10 miles past EG
XII	Assassination Attempt	20 miles past SA (either route)
XIII	Gang War	30 miles past VA

ENCOUNTER I

Joshua Reynolds, the Mormon bodyguard, was slipped a slow-acting poison by a pro-independence radical who learned of the plan to smuggle Whitney to San Francisco by car. Four miles out of Salt Lake, Reynolds passes out at the wheel of the Salt Lake Special. The vehicle immediately takes a d2 hazard at whatever speed it was travelling at, and decelerates 5 mph

per turn for five turns, until Green gets control of the wheel and pulls the van over. The players will not know what's going on (only that the van started weaving, then slowed down and pulled over) until they also get out to investigate.

Upon closer inspection, Reynolds is dead. One of the players must now drive the Salt Lake Special, because neither Green nor Whitney can. If this means that a vehicle must be abandoned, so be it. Green and Whitney insist that some vehicle other than their van must be the one abandoned (besides, the van's probably the only vehicle that can carry them). There is an empty gunner's position in the van as well — two player-characters could travel in the van if they wanted to.

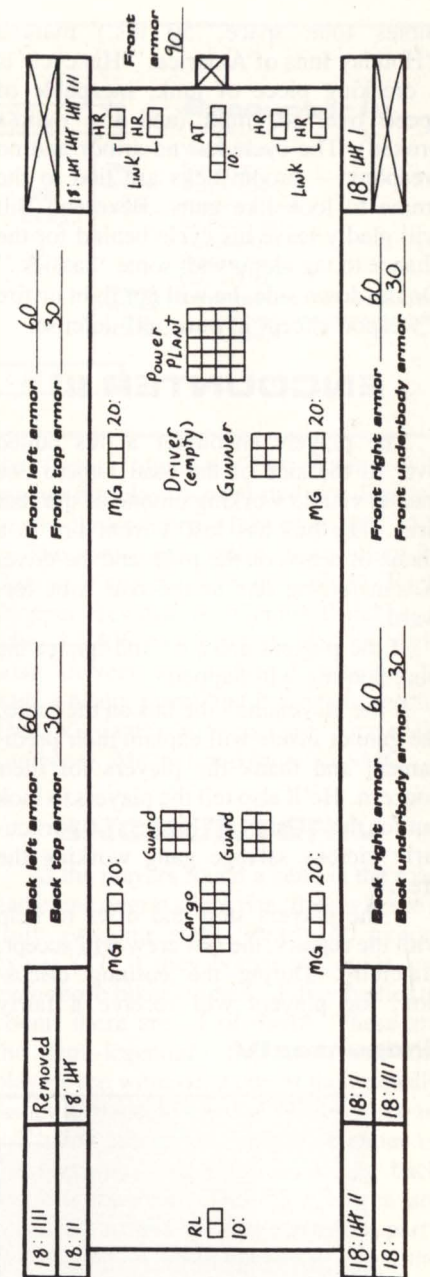
The last problem is what to do about Reynolds' body. If four live people travel in the van, Reynolds' body would push it over the weight limit. Another vehicle will have to be found to carry Reynolds' (pardon the expression) dead weight.

Dumping the body is out of the question, Whitney and Green agree — so is returning to Salt Lake City (whoever killed Reynolds is back there, remember?). Whitney says there's a Mormon church in Reno where they could leave the body (the side trip will take an extra 30 minutes), but some arrangement will have to be made until then. At worst, the body could ride in the van, but with only three live persons (Whitney, Green and one player).

ENCOUNTER II

The players overtake a black Shogun 200 ridden by a man dressed in black. The cycle is travelling at 40 mph in the far right lane. The rider does not answer any attempts to hail him on the radio, but he will wave cheerily at the players. If there are any female characters visible, he'll motion for the players to stop. If the players do, he'll introduce himself as "Reverend Bill" and ask to join the group.

Reverend Bill is a Driver-0, Cyclist-2, Gunner-1. He has \$25 and a case of 20



Encounter III

Vehicle: Pusher
Size: 40' bus
Weight: 24,260
Suspension: ex. heavy
Acceleration: 2.5 up to 25 mph, 5 thereafter.
Handling Class: 1
Cost: \$75,850
Extras: fire extinguisher

Bibles (one space, 50 lbs.) marked "Holiday Inns of America." His cycle is a creaking piece of junk, incapable of speed over 40 mph (and the radio's broken). The cycle has no armor and no weapons — broomsticks are tied to the frame to look like guns. Reverend Bill will gladly leave his cycle behind for the chance to tag along with some "lassies." On the down side, he will not fight or fire a weapon except in pure self-defense.

ENCOUNTER III

The players encounter a bus pulled over to the side of the road, where one man is visible working on one of the rear tires. The bus has lost a front tire to a chunk of debris on the road, and the driver is transferring one of the rear tires forward.

If the players drive by and ignore the bus, nothing will happen.

If the players hail the bus on the radio, the gunner inside will explain their predicament and thank the players for their concern. He'll also tell the players to look out for the "Gang of Thieves," a particularly vicious salvage gang working the area.

If the players stop and offer to help with the repairs, the bus crew will accept, gratefully. During the ensuing discussion, the players will receive a fairly

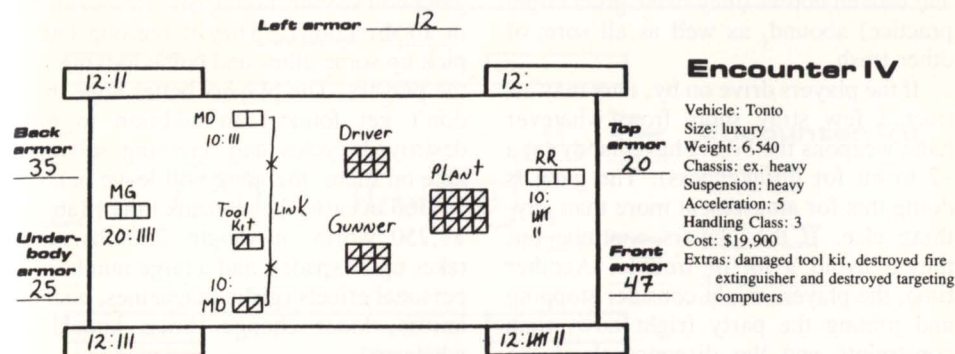
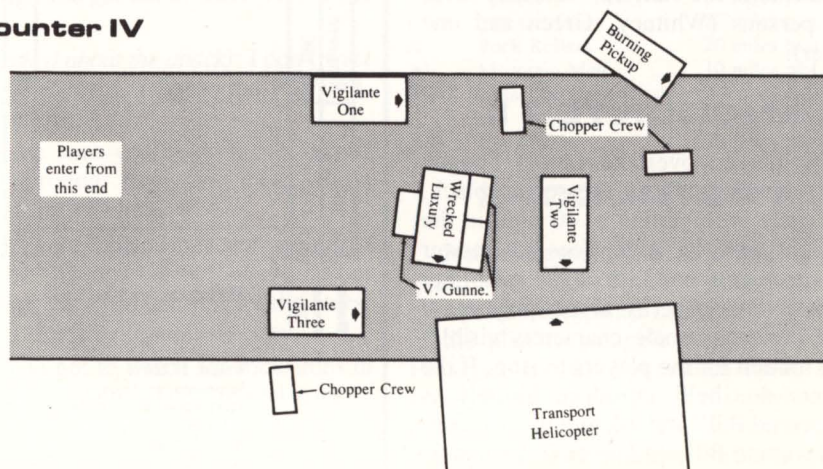
detailed description of the salvage gang in Encounter IV. The bus crew will also offer the players free reloads for any of their weapons from any of the bus' weapons. The bus is very close to its home base, and the crew feels secure. The players will also notice a pair of armed guards inside the bus and a bulky cargo. The cargo is radioactive samples that would bring a nice ransom (about \$200,000), but the players won't know this until they get their hands on it.

If the players attack the bus, the bus crew will fight back. The driver is by the left front tire, but the gunner is in position, and the two cargo guards can operate the bus' weapons from the driver position. The driver is a Driver-0, Trucker-1, Gunner-1. The gunner is a Trucker-1, Gunner-2. Both guards are Gunner-0. See diagram for bus armor and armament.

ENCOUNTER IV

Coming over a sudden rise, the players will spot "The Gang of Thieves" cheerfully stripping the results of their latest attack. See diagram for the relative positions of the gang's vehicles. When the players spot the gang, the nearest gang vehicle will be 18" away. The gang will attack immediately. Begin a combat turn without allowing the players to

Encounter IV



change speeds. The gang has one transport helicopter (30 pts. of armor on all sides, super plant [30 DP], no weapons) and three standard Vigilante pickups (roll 1d6 twice for each Vigilante and apply that much damage to a random side). Don't worry — you can play this helicopter even if you *don't* have *Autoduel Champions*. The gang's victims are a wrecked and burning pickup (a total loss, nothing salvageable inside) and a luxury car currently being stripped (see diagram). The gang has one driver in each pickup and a pilot in the helicopter, plus three pickup gunners and three helicopter crewmen on the ground (the gunners are doing the stripping, the chopper crew is acting as lookouts).

When the players come over the rise, the pickup gunners will sprint toward their respective pickups (determine randomly). The pickups will not move until a) the gunner gets in; or b) the gunner is killed. The helicopter crew will fire their LAWs and run for the chopper. The helicopter pilot will try to take off as soon as possible whether or not the crewmen are inside (one turn getting strapped in, one turn at speed 0, then the chopper will rise ½" each turn until it reaches a height of 3", then it will fly away, accelerating at 5 mph laterally and climbing another ¼" each turn). The players can continue firing at the helicopter until it is 15" away; figure range penalties based on the height difference and lateral difference, and add

the factors together. The pickups will pursue the players until two are disabled or the players open a lead of at least 15".

The helicopter pilot is a Pilot-3, Gunner-0 and carries a light pistol. Each chopper crewman is a Gunner-0 and has a rifle, a LAW and a gas mask. The Vigilante drivers are Driver-1, Gunner-1, with a heavy pistol and 2 grenades each. The Vigilante gunners are Driver-0, Gunner-0, Mech-1 and have an SMG.

ENCOUNTER V

As the players round a bend in the road and come over a slight rise, they will see a truly awesome sight: Nearly 40 motorcycles (37, if they bother to count) and even more bikers (again, if they bother to count, there are 51 of them). These are the semi-legendary Saguaros, and the players are witnessing one of their equally famous roadside parties. Twenty-six of the bikes are parked on the shoulder of the highway, side by side, facing back towards the road. The other eleven are scattered around the large area the party is covering. A large bonfire 2" from the road has 17 of the bikers occupied; they're eating, drinking, singing, and generally capping off a long night of rowdiness. Twenty-four of the bikers are asleep or passed out; the other ten are scattered throughout the camp, gambling, fighting, or romantically occupied (this is a mixed gang). The site is a mess — empty cans

and broken bottles (they make good target practice) abound, as well as all sorts of other trash.

If the players drive on by, they may attract a few stray shots from whatever hand weapons the bikers have handy (at a -2 to hit for drunkenness). The gang is doing this for amusement more than anything else. If the players continue on, they'll avoid a lot of trouble. Another time, the players might consider stopping and joining the party (right now, time constraints and the disapproval of the Mormons rule that out). It's too bad — the Saguaro give *great* parties.

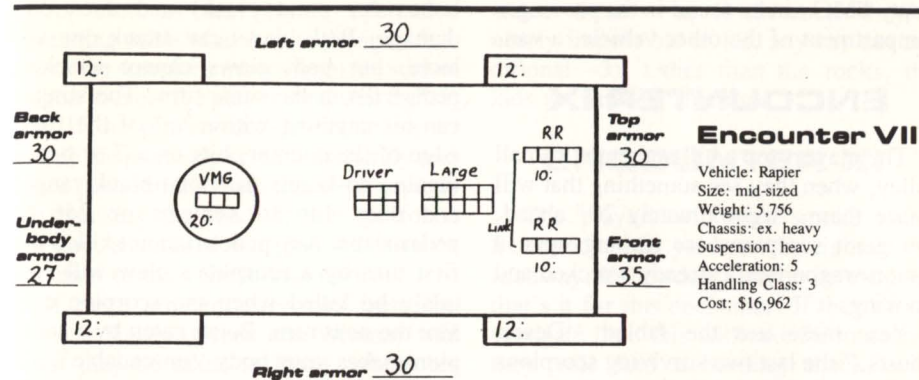
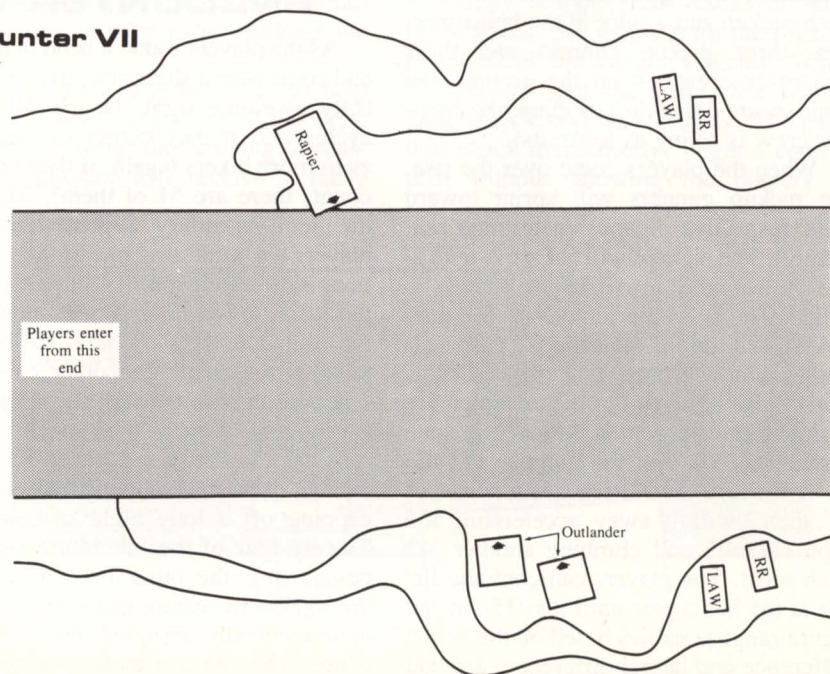
On the other hand, at almost no time will a cycle gang be an easier target than right now. Assume the bikes to be a fairly even mix of Shogun 100s, Shogun 200s and Outlanders (some Outlanders with sidecars). Most gang members are Cyclist-1, Gunner-1. Seven of them are Driver-0, Cyclist-1, Gunner-2, and there are sure to be three or four mechanics in the group. If attacked, the gang members will try to get to their cycles and fight back. If things begin to go badly, the

gang will scatter, taking off cross-country in all directions. (They'll regroup later, pick up some allies and come looking for the players. The players better hope they don't get found.) In addition to any destroyed cycles and anything salvageable on them, the gang will leave behind \$5,360 in cash, the undrunk liquor (about \$1,250 worth, it weighs 250 lbs. and takes up ¼ space), and a large number of personal effects (girlie magazines, pocket knives, loose change, brass knuckles, whatever).

ENCOUNTER VI

The terrain gets increasingly rocky and mountainous as the group approaches Reno. At this point, the party will spot the nose of a car poking out from behind a large boulder on the left side of the road. They will also see silhouettes against the sky of what looks like men in the rocks armed with LAWs crouching in a firing position. The car and the men are all plywood silhouettes, which will become apparent if the players hit the silhouettes

Encounter VII



Vehicle: Rapiere
Size: mid-sized
Weight: 5,756
Chassis: ex. heavy
Suspension: heavy
Acceleration: 5
Handling Class: 3
Cost: \$16,962

with gunfire or stop and investigate. It's all a big mystery, as far as the players can tell, until they go four miles further down the road and find . . .

ENCOUNTER VII

Rusty Pinkerton is a cautious bandit. That's why he sets up cheap silhouettes made to look like an ambush up the road from his true position. After the party passes the silhouettes, a hidden observer radios Rusty with a report on what the potential ambush victim did.

If the silhouettes were blown into splinters quickly and efficiently, Rusty will pull his own ambushers back, fearing a similar fate. If the party did that to the silhouettes in Encounter VI, they will pass right through this particular rocky pass without incident (indeed, they won't even know what they missed). If, however, the party dealt with the silhouettes ineptly, missed more often than they hit, showed a lack of firepower or demonstrated some other weakness, Rusty will strike. Rusty has four henchmen in the rocks, two with tripod-mounted RRs and two with two LAWs and a rifle apiece. Their rocky cover makes them an additional -2 to hit. Rusty also has two confederates on Shogun 200 cycles. The riders are Cyclist-0, Gunner-1 and wear body armor. Rusty himself runs the show from his own mid-sized car (see diagram).

Rusty (a Cyclist-0, Driver-1, Gunner-1)

does not use any method to block the road — in fact, he prefers for his victims to run for it! That's because Rusty organizes a coordinated attack on one vehicle. (See diagram for set-up.) If one vehicle is taken out and there's still time, he'll try for a second. Rusty's hope is that the rest of the group will cut and run on their confederate, leaving him a nice prize. If a group stops and fights, Rusty will more than likely order a retreat (remember, he's cautious). Rusty's car carries the gang's current loot — \$9,375 and some extra ammunition and hand weapons.

ENCOUNTER VIII

The players come upon two wrecks in the middle of the road, approximately 3" apart (place them randomly on the road). If the players drive past, that's it for this encounter. If they stop to investigate, a number of interesting details become apparent. One, there are no bodies, though there is a fair amount of blood. Two, the cars do not appear to have been hit by gunfire (to most seasoned duellists, the blast patterns of different types of weaponry are easily distinguished — the damage here is like nothing the duellists have seen before). If the players have to guess, it looks like the cars were ripped apart by a salvage yard. There is a little salvageable material left — the first wreck (it used to be a luxury) has two machine guns in the front that are intact, and an

empty SMG can be found in the passenger compartment of the other vehicle, a van.

ENCOUNTER IX

The players top a hill and enter a small valley, when they see something that will amaze them. Approximately 20" ahead, two giant scorpions are ripping open a station wagon that's already wrecked and smoking.

Yes, these are the fabled "Desert Ghosts," the last two surviving scorpions from a group that hatched too close to an old nuclear dump site. One day, these ten-foot-wide, 30-foot-long monsters will starve to death like their confederates — but until then, the "Desert Ghost" will stalk northern Nevada.

To represent these scorpions, use counters $\frac{3}{4}$ " wide and 2" long. The scorpions have a maximum speed of 30 mph, have an acceleration of 15, can decelerate any amount safely, and can perform any maneuver a car can, except the bootlegger, without having to make any control rolls. In a collision, the scorpion has a DM of 5. The scorpion's exoskeleton will *absorb* four points of damage per attack; the scorpion itself can take 40 DP before dying.

The scorpion can make three attacks per turn — one with each claw and one with its stinger-tipped tail. The claw can hit anything within 1" of the front edge of the counter, hits on a 6 or better (with no

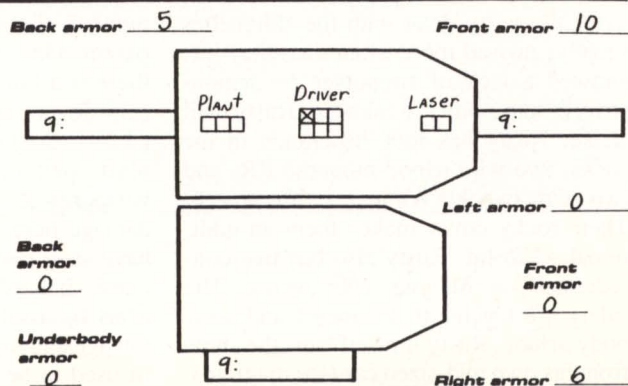
bonus for point blank) and does 3d6 damage. Both claws can attack one vehicle, but both claws cannot attack a pedestrian in the same turn. The stinger can hit anything within $\frac{1}{2}$ " of the front edge of the counter, hits on a 7 or better (again, no bonus for point-blank range) and does 1d6 to vehicles or 2d6 to pedestrians. Any pedestrian not killed the first turn by a scorpion's claw will certainly be killed when the scorpion eats him the next turn. Being eaten by a scorpion makes your body "unreadable" for Gold Cross purposes.

A scorpion is +2 to be hit because of its size. The stinger (5 DP) can be targeted at a -4, and the claws (10 DP each) can be targeted at a -2. The four points of armor protection applies to attacks on the stinger and claws. If the stinger or claws takes more damage than it has DP, that part no longer functions (or, for a more dramatic effect, the part is blasted off). Excess damage in these cases has no effect.

As the players come over the top of the hill, the station wagon is already wrecked and the top armor has been ripped off. The Gordon family — Bill, Marge, and the kids — Bill Jr., Alice, and Susan — are inside. One of the scorpions is reaching for Bill (Driver-1, Gunner-0), who is letting the scorpion have it with a heavy pistol (to no avail). The other is fishing around in back for a kid. No one other than Bill is armed or has any duelling skills.

Encounter XI

Vehicle: Laser Cycle
Size: heavy cycle, light sidecar
Weight: 1,690 total
Suspension: improved cycle, heavy cycle
Acceleration: 5
Handling Class: 3
Cost: \$15,955
Extras: hi-res computer



As soon as the players open fire (assuming that's what they're going to do), one of the scorpions moves from the station wagon to meet the players and will fight it out. If the players decide not to try to rescue the piteously screaming family and speed past, remind them that the scorpions are blocking the road. If they go for it anyway, a rammed scorpion will turn its attention to the vehicle that hurt it.

If there are any survivors from the Gordon family, Green and Whitney will insist they be taken to Reno, where his church connections will see that they are taken care of.

ENCOUNTER X

As the players travel through a rocky pass, they will be bombarded by rocks rolled down on them by kids who like to "watch cars crash." From 2-12 rocks will crash down on the party. For each rock, roll randomly for which side it comes from (these cretins are on both sides of the pass) and which vehicle is the target, then roll to hit (9 or better on 2d6, no range modifiers). If a rock does hit, roll randomly to see if the side (1-4 on 1d6) or the top (5-6 on 1d6) was hit.

These falling rocks will do 3d6 damage when they hit, and will cause a D2 hazard in addition to any hazard the damage causes. If the party stops in the pass, the kids will toss down another 2-12 rocks and run. Firing on them will probably only

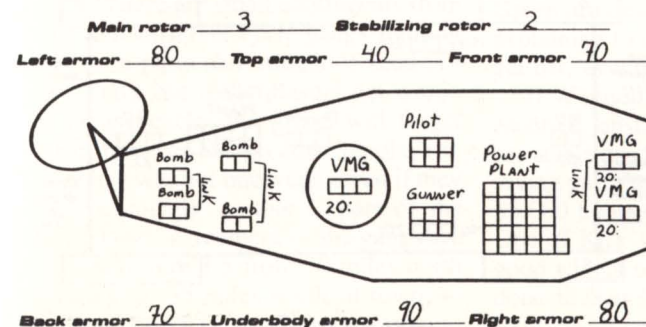
scatter them — up in the rocks they're nearly impossible to hit, anyway (an additional -3). Other than the rocks, the kids are entirely unarmed.

ENCOUNTER XI

The players will spot smoke rising from about 200 yards to the right of the roadway. If they don't stop to investigate, that's it for this encounter. If they do investigate (and this will take 30 minutes), they will find a burning shack, with evidence of solar cells (or what used to be solar cells) on the roof, and an unconscious man with what looks like a broken leg.

The man is Jeremiah Smith. He used to live here (he moans as he comes around), until his shack caught fire, and he'd really appreciate some help. He broke his leg diving through a window to escape the fire, dagnabit (this guy sounds a lot like Walter Brennan).

If the players are helpful and give Smith some elementary first aid, he'll offer to accompany the players on their trip. After 20 years in the wilderness fighting gangs and predators, he wants to return to the city life. If the players agree, he will hobble over to some brush and reveal a cunningly concealed motorcycle and sidecar (see diagram), fully charged. Smith will strap himself to the bike after pulling on some old body armor. Smith is a Driver-0, Gunner-0, Cyclist-0 and has only 2DP plus 3 for the body armor. He has a heavy



Encounter XII-A

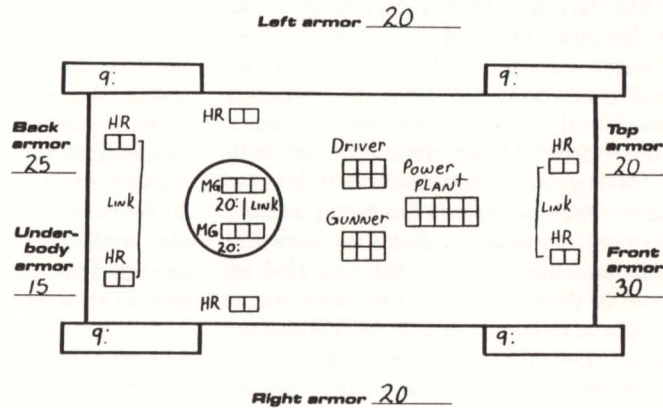
Vehicle: Plunge
Size: standard helicopter
Weight: 13,320
Acceleration: 10
Handling Class: 1
Cost: \$112,350
Extras: fire extinguisher, infrared, 2 hi-res computers, cyberlink connecting gunner to front linked VMGs, turret is universal

If Smith does not reveal his cycle, the players will never find it.

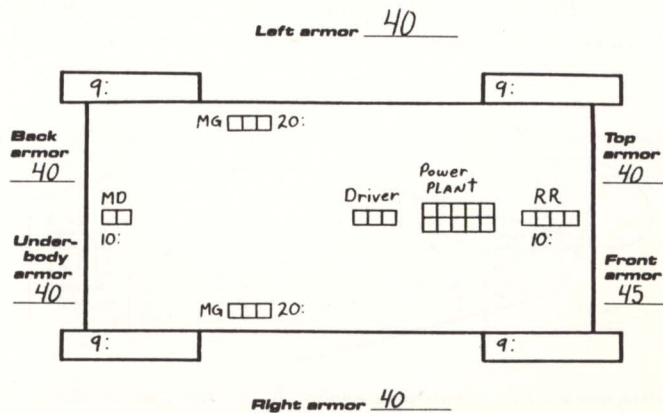
The folks who want to make sure that Apostle Whitney doesn't make it to San Francisco have finally caught up to the group. This version of the encounter is for those who have the helicopter rules in *Autoduel Champions*. If you don't have the helicopter rules, skip this encounter and use Encounter XII-B instead.

In Encounter XII-A, a lone helicopter swings around from behind a hill and attacks (see diagram for helicopter's armament and armor). The pilot is a Pilot-2, Gunner-0, and the gunner is a Pilot-0, Gunner-1. When first spotted, the helicopter is 18" from the blue van (and coming in at 2 o'clock) and 9" off the ground. It will attack the blue van exclusively, believing Whitney to be inside, until it is wrecked. It will then turn its attention to other vehicles in the party. The helicopter will press the attack on the blue van no matter how badly things are going; once the blue van is taken out, the helicopter may retreat if too severely damaged. If the blue van was disabled earlier, the chopper will attack vehicles randomly,

Vehicle: Hussar
Size: luxury
Weight: 5,700
Chassis: heavy
Suspension: light
Acceleration: 5
Handling Class: 1
Cost: \$12,450
Extras: room for two passengers

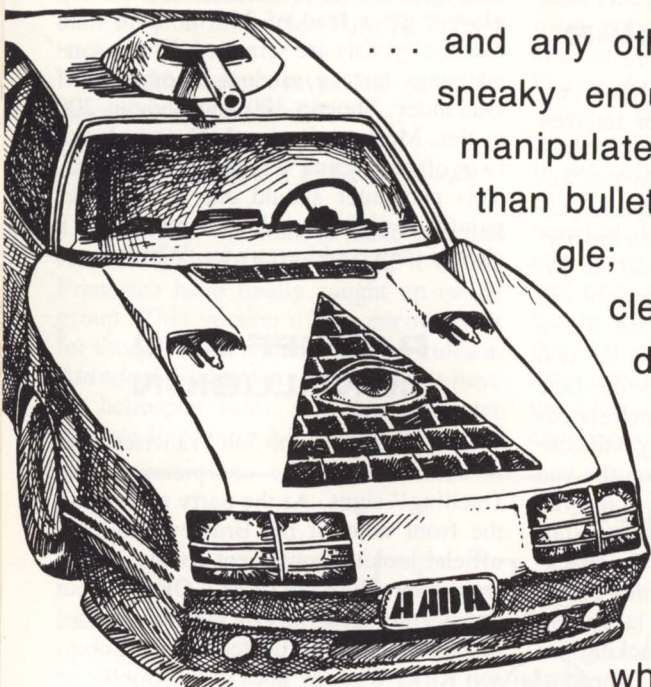


Vehicle: Iron Horse
Size: mid-sized
Weight: 5,760
Chassis: ex. heavy
Suspension: heavy
Acceleration: 5
Handling Class: 3
Cost: \$14,760



If Whitney is OK, everyone is quickly escorted upstairs, where one of Kirk's assistants produces a briefcase. Each surviving party member gets \$20,000, plus a \$5,000 bonus if Green is also still alive. One of Kirk's men gives the party some good advice on where to get repair work done in San Francisco, as well as good food, a soft bed and some other comforts. You've earned it — go enjoy.

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AADA News

The American Autoduel Association is off and running. Our Spring, 2034 issue announcing the AADA has only been on the stands for a month or so as this is written, so it's hard to gauge how good the response is. So far, we have ten chartered clubs. They are:

Arcadia Autoduel Association
 (Arcadia, CA)
 Robert Keil, President
 27 East Pamela Road
 Arcadia, CA 91006

Maple Shade Marauders
 (Maple Shade, NJ)
 Dave Connelly, President
 Sponsored by S.W.A.T. Auto Repair
 35 Merion Lane
 Maple Shade, NJ 08052

Lake Washington Autoduellist Federation
 (Bellevue, WA)
 Douglas McGraw, President
 1465 Evergreen Pt. Road
 Bellevue, WA 98004

Smith County Avengers
 (Tyler, TX)
 Dave Burnett, President
 Sponsored by Hobby Chalet
 4500 South Broadway
 Tyler, TX 75703

Land of Lincoln Autoduel Association
 (Rockford, IL)
 Russell McKinney, President
 2172 Jonquil Place
 Rockford, IL 61107

Tulsa Overt Operators for the Betterment of Autoduelling
 (Tulsa, OK)
 Carl Neal, President
 5914 East 25th Street
 Tulsa, OK 74114

Central Kentucky Autoduel Association
 (Lexington, KY)
 Hilary "Hil" Hartman, President
 Sponsored by Hartman Motor Works
 1705 Gettysburg Road
 Lexington, KY 40504

Austin Autoduel Association
 (Austin, TX)
 Scott Haring, President

Sponsored by Steve Jackson Games
 Box 18957
 Austin, TX 78760

Garfield County Autoduel Association
 (Enid, OK)
 Kenneth G. Gordhamer, Jr., President
 1709 South Wallace
 Enid, OK 73701

Allegheny County Autoduel Association
 (Pittsburgh, PA)
 James E. Goodrich, President
 1531 Fernleaf Street
 Pittsburgh, PA 15210

These ten groups are up and running and eligible to hold a club championship in time to send the winner to the AADA World Championships at Origins '84 in Dallas, TX. By the time you read this, some more clubs may have been chartered in time to get in, and the World Championships will have already taken place (look for a complete report in next issue).

For those of you who are new to autoduellng, the way to join the AADA is embarrassingly easy: Subscribe to *Autoduel Quarterly*, the Journal of the American Autoduel Association, and you're in! Benefits include a membership card, periodic mailings containing free goodies, the right to form local chapters and the opportunity to get "AADA Members Only" merchandise that will be offered in future issues.

To form a local chapter, you must assemble at least five persons who are all AADA members. Then you must select a president, who will be responsible for all the official paperwork (not that there's going to be too much of that, anyway) and must agree to allow his or her name to be published in *Autoduel Quarterly*. If you're a subscriber (and therefore an AADA member), a copy of a charter form can be found inside the mailing cover. If you're not a subscriber, first become one. Then send in the other pertinent information on your proposed club (proposed name, second choice for name, list of members, president's name and address, sponsor's name and address if any) to the American Autoduel Association, Box 18957, Austin, TX 78760.

There is a \$15 chartering fee that must also be paid at this time. How you raise that fee, short of illegal means, is of no concern to us. A club may, if it wishes, find a sponsor. Hobby shops are ideal for this purpose. The sponsoring organization puts up the \$15 chartering fee and provides the club a place to meet and play. In return, the sponsor business has a guaranteed group of *Car Wars* fanatics on the premises regularly, to browse the shelves and buy things.

So get those charter forms in, because it's not too early to think about the 2035 AADA World Championships, which will be held at Origins '85 in Baltimore, MD. Drive Offensively!

Summer 2034

35



KIDS IN CAR WARS

by Chad Russell

"I wanna machine gun! It's my turn on the machine guns! I had the rocket launcher last time!"

"No, you didn't! It's my turn! I had the spikes ALL WEEK! Daddy!"

"Now look, boys, I'll tell you what. I'll take the link off and you can BOTH have an MG, okay? . . ."

The current edition of the *Roadie's Guide to Trucker Terminology and CB Slang* has the following entry:

Little Leaguer — Child or juvenile autoduellist

In this day and age of licensed and legalized road combat, it is important not to neglect the family aspect of automotive recreation. Vacations to the beach, buses to school and to camp, Sunday drives to see Aunt Mary and Uncle Joe — all are traditional parts of Americana. And today's youngsters are often included, either by accident or design, in the adult world of autoduelling.

The average youngster only weighs 75 pounds in body armor (the smaller version costs only \$150) and has 4 damage points; 2 for the armor, 2 for the kid. Due to their smaller stature, children only take up one space when acting as gunners (laws in North American countries except Louisiana prohibit operation of a motor vehicle by anyone under 14, and their feet can't reach the pedals anyway . . .). However, due to inherent hand/eye coordination, honed by hours of playing video games, all kids have a minimum gunner-3 rating. This is subsequently lost upon reaching puberty (approximately age 13), however, for reasons not readily explained . . .

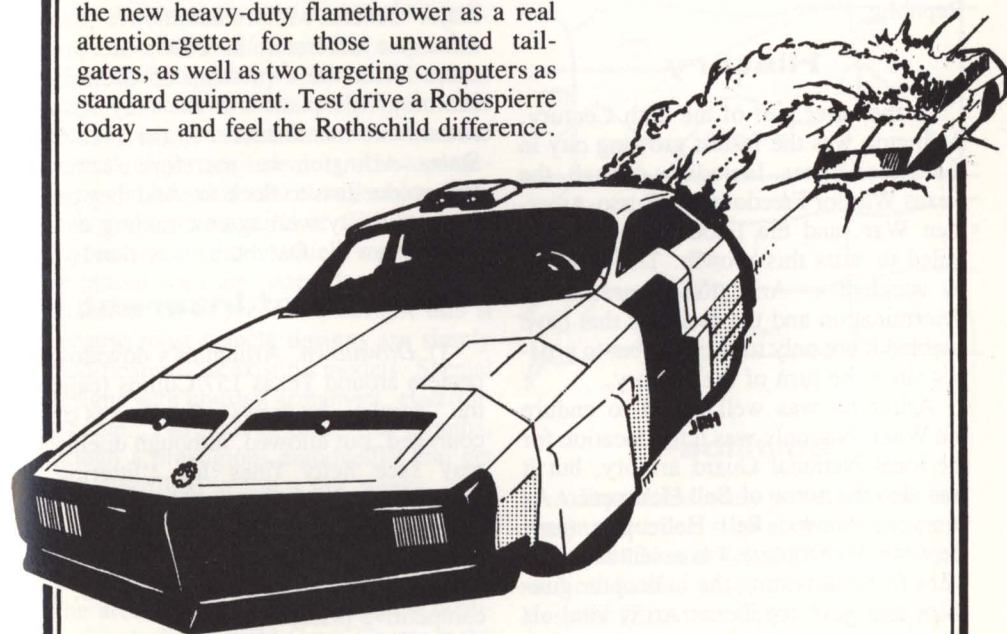
These youngsters are not without their drawbacks, though. Any vehicle in which a "little leaguer" is riding, either as a gunner or a regular passenger, *must* stop at every truck stop or rest area encountered. Also, due to an almost uncontrollable trigger-happiness, little league gunners *must* shoot at any hostile target, if a line-of-sight exists, within 30'. If more than one enemy is available, little leaguers tend to shoot the most dangerous one. Little leaguers may only fire once per turn. Also note that kids are prone to "practice" when not closely supervised (on stop signs, mile posts, billboards, et cetera).

A youngster can only effectively carry two grenades' worth of personal equipment, but most parents will (or *should*) think twice before giving a kid a hand weapon. Instead, slingshots are common. At 20 dollars apiece, and with a virtually unlimited ammunition supply, the typical version does 1 point of damage (only pedestrians and tires are affected), and hits on 8+. Another commonly used item is a violently shaken and unopened can of soda. When opened (a firing action), the foam can cover a windshield with the same effect as a paint sprayer, but the hindering effect only lasts for one second (long enough for Mom to bring the laser to bear . . .). Soda-can foam has a range of 1" and requires a 9+ on 2d6 to hit.

Finally, parents should remember that it is important to keep an accurate, updated record of your son's or daughter's combats and kills. Such a ledger can be a source of pride and praise from friends and relatives, while truly outstanding marks can be counted toward the Boy Scout Commandos "Gunnery" Merit Badge.

Rothschild Auto Works

The Robespierre has all the features you've come to expect from Rothschild Auto Works — a sleek profile, fine attention to detail, and a line-up of accessories combining security, firepower and comfort. As ruthless as its namesake, the Robespierre can deal death in any direction. It features the new heavy-duty flamethrower as a real attention-getter for those unwanted tail-gaters, as well as two targeting computers as standard equipment. Test drive a Robespierre today — and feel the Rothschild difference.



The Robespierre



Robespierre: Luxury, x-hvy. chassis, hvy. suspension, super plant, 4 PR Radial tires, driver and gunner, HFT back, 2 linked MGs in turret, 2 linked MGs front, fire ext., 2 targeting computers, 4 10-point wheelguards, armor: F25, L20, R20, B20, T20, U10. Accel. 5, HC 3, costs \$22,000, weighs 6000 lbs. Division 20 Duelling option: Remove computers, save \$2,000.

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

by
David Wilson

Located in the north central part of the Republic of Texas, Arlington is one of the largest cities in the nation, second only to Houston. It has an approximate population of 850,000, and is the center of automotive and food production in the Republic.

History

In the latter part of the 20th Century, Arlington was the fastest growing city in the United States. Incredibly enough, the Texas War for Freedom, the Russo-American War, and the Food Riots of 2016 failed to stunt this growth. This was not by accident — Arlington possessed the determination and the facilities that have enabled it not only to survive, but to prosper since the turn of the century.

Arlington was well suited to endure the Wars. Not only was it the location for the local National Guard armory, but it was also the home of Bell Helicopter. As everyone knows, Bell Helicopter (now Republic Helicopter) was essential to the war effort, providing the helicopter gunships that gave the Texas Army vital air superiority.

The coup-de-grace for many major cities was the Food Riots of 2016. Dallas and Fort Worth collapsed due to internal rioting and marauding scavengers. Arlington had few entrances, all of which were easily defended by local police and Guard units. Arlington was also the home of a little-known (then) company called ConTexCo. Before the War for Freedom, ConTexCo was a small petroleum company, but its refining operations were

destroyed in '02. ConTexCo reinvested in food technology, which paid off big in 2016, when they became the first commercial enterprise to grow edible algae at greatly enhanced rates of speed. After 2018, ConTexCo was the largest corporation in the Republic, if not the continent.

Of more interest to autoduellists is the fact that Arlington was also the home of a major General Motors automotive plant. After the secession in 2000, the plant came under the ownership of Grenadier Motors. This plant was the only major automobile manufacturer in the Free Oil States. Arlington was therefore a natural for autoduellists to flock to. And they protected the city well against raiding cycle gangs from the Oklahoma wastelands.

Points of Interest

1) *Downtown.* Arlington's downtown centers around Texas 157/Collins (called the "gantlet" by locals). Duelling is discouraged, but allowed, although duellists may face hefty fines for "littering" streets. Local businesses are well protected by frequently patrolling Arlington police. The downtown area offers just about anything a duellist may need, at competitive prices.

2) *University of Arlington.* This campus used to be called the University of Texas at Arlington, but Republic funds were cut in 2010. The University is known for its courses in duelling skills, such as Combat Driving Techniques. No duelling is allowed on campus — this is enforced by Campus Police.

3) *ConTexCo Headquarters.* This is the only fortified part of town. No vehicles *at all* are allowed within its perimeter, except for authorized ConTexCo

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vehicles. The company has its own security force and attack copter.

4) *Seven Flags Over Texas.* The most popular entertainment center in the Free Oil States. No combat is allowed on its grounds. Seven Flags is known for its Mini-Ram (Bumper) Cars and courses, as well as some tamer rides from its pre-independence days.

5) *Republic Helicopter.* Republic is the largest aircraft manufacturer in North America. The production plants used to be scattered all over the area, but they have been consolidated for protection. Armed vehicles are not allowed near the plant and any vehicles inside the clearly marked "Authorized Vehicles Only" zones will be challenged by patrol aircraft.

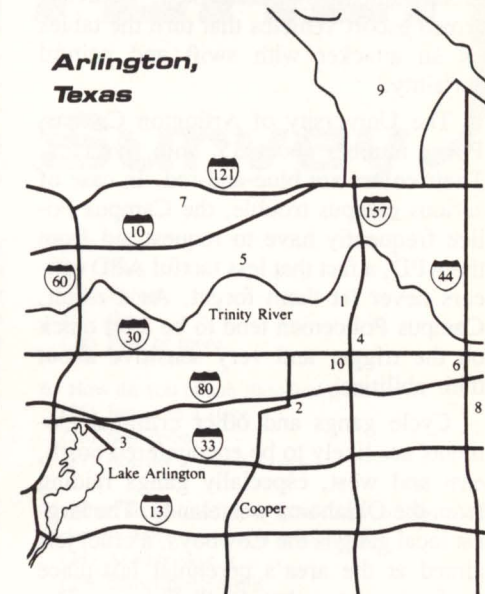
6) *Grenadier Motors.* GM is protected by its own security vehicles. The plant employs several thousand people, and security is good. Just down the street are several major auto dealers. Custom designs can be submitted at any major dealership for construction at GM. A down payment of half the vehicle's price must be placed with the order. It only takes a month or so to process a design; this is because most vehicle designs are simply modifications of existing models. Special designs with unusual armament, electronics, etc., can take up to several months, though a prestigious autoduellist can get an order filled in just a few weeks.

7) *Suburbs.* This was a large suburban area called Hurst-Euless-Bedford before it was annexed by Arlington in 2016. The area has many major medical facilities, including a Gold Cross Center at the H.E.B. Hospital.

8) *East and West.* These areas contain the ruins of Dallas and Fort Worth. These are generally the home of scum and vermin not allowed into Arlington. The ruins are sometimes used as a base by gangs raiding Arlington from the Oklahoma wastelands. The streets and highways in both cities are dangerous and debris-filled. The AADA recommends caution when travelling these areas.

9) *DFW Airport/Arena.* This complex is still used to handle the air traffic headed for Arlington. Since that is somewhat rare, the airport owners allow duelling on runways not being used. They tout the complex as the largest duelling arena in the world.

10) *Arlington Autoduel Stadium.* A standard duelling arena. Although not as large as DFW, it draws more people because of its central location.



Facilities

Arlington has many power stations and one major truck stop at the intersection of Texas 121 and Texas 157. The largest medical facility in the area is the H.E.B. Hospital (7 on the map). The police have their main station at the intersection of Collins and Abrams (Texas 80). There are three TV stations in operation, and all operate Sports/Traffic Copters.

Organizations

The Arlington Police Department has over 100 officers, about 250 well-armed patrol cars, 70 cycles, 2 patrol copters, and 1 Roosevelt Tank. They are courteous but efficient, putting up with little.

Their colors are blue-and-white. Republic Helicopters has about 20 attack cop-
ters (marked in Republic orange) on hand
at any one time. ConTexCo has an un-
specified number of tankers used to carry
algaecultures, and an equally unspecified
number of escort vehicles, preferring
anonymity to a show of force. Despite
their timid appearance, AADA members
should know that ConTexCo vehicles are
very dangerous, and are frequently
accompanied by unmarked, heavily-
armed escort vehicles that turn the tables
on an attacker with swift and painful
certainty.

The University of Arlington Campus
Police number about 35, with five cars.
Their colors are blue-and-red. In case of
serious campus trouble, the Campus Po-
lice frequently have to request aid from
the APD, a fact that less tactful APD offi-
cers never let them forget. As a result,
Campus Policemen tend to be a bit quick
on the trigger and very sensitive about
their abilities.

Cycle gangs and other criminal ele-
ments are likely to be encountered north,
east and west, especially gangs raiding
from the Oklahoma wastelands. The larg-
est local gang is the Cowboys, a cruel jest
aimed at the area's perennial last-place
professional combat football team. The
Cowboys claim downtown Dallas as their
turf, and headquarter in the base of the
fallen Reunion Tower.

The largest autoduelling club is the
Arlington Roadsters, who travel in blue
vehicles with yellow trim. The Roadsters
have risen to the top of the Arlington
autoduelling scene by staying out of the
rather bitter feud between two previously
powerful clubs, the Strangers and the
Gryphons. The bloody and often illegal
nature of the feud between these two club
has reduced both sides' numbers dramati-
cally. Despite the fact that both clubs are
on AADA-probationary status, the bad
blood continues. The Strangers' colors
are red with a black triangle on the hood
and sides. The Gryphons drive white

vehicles with a fighting gryphon symbol.
Due to the unpredictable and violent ten-
dencies of both of these groups, caution is
advised when any members of either club
are encountered.

Highways

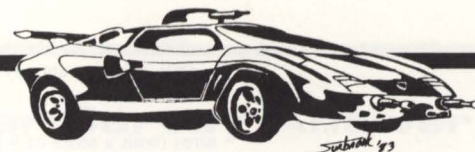
The eastern part of Texas 60 is patrol-
ed by Arlington police in order to keep it
open for citizens to reach Texas 1 (once
known as I-35). Texas 1 links Arlington
with Austin in the south, and Oklahoma
City in the north. To reach Houston, one
would take Texas 1 to Farm Road 22,
which crosses east to Corsicana and
Texas 2 (formerly I-45). No one should
try to cut through Dallas to reach Texas 2
directly.

Autoduelling in Arlington

Because autoduelling is so closely tied
to the local economy, duelling and duel-
lists are more highly respected in Arling-
ton than in many places. That doesn't
mean the locals will let rampaging duel-
lists destroy half the town with inaccurate
gunfire. The Arlington Autoduel Arena
holds a seven-night-a-week duelling
schedule that includes a Locals Night for
Arlington residents only. The Arlington
Arena is also a fully sanctioned AADA-
approved arena, and has held the Texas
National Championships in the past. The
DFW arena is out of the way, but defi-
nitely recommended to any visiting duel-
lists with a taste for the out-of-the-
ordinary. Cash prizes are comparable to
the Arlington arena, but DFW is not an
AADA-sanctioned arena because of the
lack of proper protection for spectators.

Duelling is legal in Arlington proper,
but common sense — not to mention fear
of the very efficient Arlington police —
should discourage all but the most neces-
sary combats. Anyone who makes trouble
(or even looks threatening) in the vicinity
of the Republic Helicopter or Grenadier
Motors facilities gets what he deserves —
be warned.

Autoduel Quarterly



AUTODUEL QUARTERLY

Reader Survey

The *Autoduel Quarterly* staff is making another
stab at finding out what our readers are like — what
they buy, what they ignore, what they like, what
they hate. Just fill out the answer sheet provided on
page 45 or the inside back mailer cover, and send it
in.

1. Are you:

- (1) Male
- (2) Female

2. Estimate your annual income:

- (3) Less than \$5,000
- (4) \$5,000–\$10,000
- (5) \$10,000–\$15,000
- (6) \$15,000–\$20,000
- (7) \$20,000–\$25,000
- (8) Over \$25,000

3. Years of formal education:

- (9) 0–8
- (10) 9–12
- (11) 13–14
- (12) 15–16
- (13) 17+

4. Which Steve Jackson Games publications do you
subscribe to?

- (14) None
- (15) *Space Gamer*
- (16) *Fantasy Gamer*
- (17) *Autoduel Quarterly*
- (18) *Fire & Movement*

5. How many people (beside yourself) read your
copy of *Autoduel Quarterly*?

- (19) None

(20) One

(21) Two

(22) Three

(23) Four

(24) Five or more

6. How do you obtain *Autoduel Quarterly*?

- (25) Buy it in a store
- (26) Subscribe
- (27) Borrow a friend's copy

7. What do you do with your copy of *Autoduel
Quarterly* when you finish reading it?

- (28) Always save it
- (29) Sometimes save it
- (30) Give it to a friend
- (31) Throw it away

8. Do you own a computer?

- (32) Yes
- (33) No

9. If "no" to #8, do you have access to one?

- (34) Yes
- (35) No

10. What kind of computer do you own or have ac-
cess to?

- (36) Apple
- (37) Atari
- (38) IBM
- (39) Commodore/Vic
- (40) TI
- (41) Other

11. Do you play games on your home computer?

- (42) Yes
- (43) No

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12. Would you like to see computer articles in *Autoduel Quarterly*?

- (44) Yes
(45) No

13. How many games and gaming products (board games, roleplaying games, supplements, scenarios, play-aids, etc) did you buy last year?

- (48) 0-2
(49) 3-5
(50) 6-10
(51) 11-15
(52) 15-20
(53) Over 20

14. Have you ever purchased a product based on an ad in *Autoduel Quarterly*?

- (54) Yes
(55) No

15. How many hours do you spend each week playing boardgames, roleplaying games, and computer games?

- (56) 0-5
(57) 6-10
(58) 11-19
(59) Over 20

16. How many science fiction or game conventions did you attend last year?

- (60) 0-2
(61) 3-5
(62) 6-9
(63) Over 10

17. Do you buy miniature lead figures?

- (64) Frequently
(65) Sometimes
(66) Rarely
(67) Never

18. Do you use miniature figures as a roleplaying game aid?

- (68) Frequently
(69) Sometimes
(70) Rarely
(71) Never

19. Would you like to see more fiction in *Autoduel Quarterly*, less fiction, the same amount of fiction, or no fiction at all?

- (72) More
(73) Less
(74) The same
(75) No fiction

20. Should gaming notes accompany the fiction which appears in *Autoduel Quarterly*?

- (76) Yes, always
(77) As often as possible but not absolutely necessary
(78) Only in selected cases

- (79) No, I just like the stories
(80) I don't want any fiction

21. Rate the following columns and regular features (with a score of 9 meaning you really, really like the column, and a score of 1 meaning you wouldn't mind seeing it used as a bird-cage liner).

- (84) ADQ Custom Feature
(85) AADA News
(86) North American Road Atlas & Survival Guide
(87) The Driver's Seat
(88) Newswatch
(89) 50 Years Ago Today
(90) ADQ&A
(91) Backfire
(92) Uncle Albert

22. Are you part of a regular group that gets together to play *Car Wars*?

- (93) Yes — I'm a member of an official American Autoduel Association chapter
(94) Yes — I'm part of a non-AADA group that gathers regularly to play *Car Wars* exclusively
(95) Sort of — I'm part of a group that gathers regularly to play *Car Wars* among other games
(96) No — I'm not part of a regular *Car Wars* group

23. List your favorite games in order of preference.

24. List the best articles you read in *Autoduel Quarterly* during the last year in order of preference.

25. What don't you like about *Autoduel Quarterly*?

26. What is the most enjoyable aspect of *Autoduel Quarterly*?

27. List any games about which you would like to read articles.

28. If you could change anything about *Autoduel Quarterly*, what would it be?

29. What other gaming magazines do you buy or read regularly?

30. How old are you?

31. What is your occupation?

32. Would you pay \$3 for a thicker (56-page) *ADQ*?

NOTE: If you want to be eligible for the prize drawing, please make sure your name and address appear on the other side of the response card.

Reader Survey Answer Sheet

1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45
46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63
64	65	66	67	78	89	70	71	72
73	74	75	76	77	78	79	80	81
82	83	84	95	86	87	88	89	90
91	92	93	94	95	96			

- #23 _____
- #24 _____
- #25 _____
- #26 _____
- #27 _____
- #28 _____
- #29 _____
- #30 _____
- #31 _____
- #32 _____

ADQ&A

1) Since a turret on an oversized vehicle can fire at the top of a smaller vehicle from 1½" to 6" away, and fires over any vehicle 1½" or closer, and since a smoke cloud is ½" tall (assumed from the power of "darkness" under superhero rules in *Autoduel Champions*), can a turreted laser on an oversized vehicle fire over a smoke cloud within 1½"? Within 6"?

2) In "ADQ&A" in issue 1, it states that a power plant may not be ignited but in the "3rd Edition Rule Changes" in issue 2, it says the power plant will ignite 50% of the time with any weapon damage, or 100% of the time if damaged with lasers or FTs. Which is right?

3) Will the roll cage (ADQ 3) protect the interior components at all during a ram?

— Andrew Metzger, West Redding, CT

1) If your referee wants to deal with something this complicated, go ahead. But it would be much easier to assume that the smoke rises enough to block line-of-sight for oversized vehicles, too.

2) Go with the 3rd edition rules.

3) No.

1) Can you target the driver or gunner of a vehicle if he used a hand weapon during that turn? (I.e., he's hanging out the window firing a SMG . . .) If so, what sort of modifiers apply?

2) If a motorcyclist rides through a tear gas cloud (and doesn't fall unconscious), what happens? (He can't crawl!) Is HC affected?

3) Suppose a car is using hand weapons (window is open) . . . are the occupants affected by tear gas if they drive through a cloud?

4) Uncle Albert says if a gas mask is

exposed to paint, the wearer is -2 to hit until the mask is removed, yet the drawing of the mask clearly shows the mask does not cover the eyes. (Even if it did, couldn't you wipe your goggles clean in 3 turns, like you normally can?)

5) Can cycles catch on fire from laser and flamethrower hits, and power plant damage? How about a cycle fire extinguisher? Does it cost and weigh the same as a car's?

— Mike Emrick, Gainesville, FL

1) You can't target people in cars firing hand weapons. They are firing out of small, untargetable firing ports.

2) A cyclist goes to Crash Table 1 if he gets a "crawl" result, and he loses 2 from his HC for 3 turns in any case.

3) For simplicity's sake, a car's firing ports are too small to let a significant amount of gas enter.

4) Ignore the art on the gas mask; Uncle Albert's ad agency fouled up! It is silly to have a protective device against tear gas that does not cover the eyes. Look at the cover of ADQ 2 to see a better example. A pedestrian cannot load his windshield wipers with solvent, so he is effectively stuck.

5) Cycles can carry the same fire extinguishers cars can. They burn the same way, too.

1) After letting go of the pedal during a 100+ mph run ("Speeding in *Car Wars*," ADQ 3), will there still be further damage done to the power plant considering that the engine is no longer being pushed?

2) Is there any way that the top of another car can be hit from normal mounted weaponry?

3) One of my players will sometimes do a steep drift so that his front left corner hits another player's right rear corner. What kind of collision is it?

— Tony Jang, Vancouver, BC

1) The power plant should take no more damage if the vehicle decelerates at least

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5 mph each turn, even if the speed is still above 100. The hazards for high speed still apply, though.

2) There is no way to hit the top of an unturreted car without using an oversize vehicle or a helicopter.

3) If the drifting car is going faster than the one drifted into, the collision is a rear-end. Otherwise, it's a sideswipe.

When a car's maximum speed is less than 100 mph, how do the speeding charts found in ADQ 3 work? When going up a hill where the acceleration modifier is greater than the acceleration of the car, what happens?

If the power plant's maximum speed is less than 100 mph, the plant takes damage at lower speeds. Roll one die for every 10 mph over the maximum, and assess damage accordingly. When going up a hill with an acceleration modifier greater than a vehicle's acceleration, the vehicle must decelerate by the difference (which means get a good running start). This is "free" deceleration and does not count when figuring handling class modifiers for braking.

This may seem a stupid question, and I must have just missed it somewhere, but how exactly is experience (for skill points) distributed? Does a gunner receive so many points for taking out a vehicle, and less for a pedestrian, or what? And how do drivers gain experience? By causing collisions and taking out cars, or simply by just driving? What about truckers, mechanics, and cyclists?

Finally, what are the maximum weight loads for each of the helicopter power plants?

Answer me or die,

— The Baron

It's in the *Car Wars* rules, section 16. Driving a vehicle with four or six wheels in a combat earns you one skill point in the Driver skill. Ditto for driving a cycle

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or a truck. Firing a vehicular weapon in a combat earns you one skill point in the Gunner skill. When a vehicle is "killed" (i.e., it cannot move or fire), the person who fired the killing shot gets a bonus skill point in Gunner and the person who drove the killing vehicle gets a bonus skill point in whatever driving skill is appropriate. No additional bonuses are given for killing people, including pedestrians. Once ten of these "skill points" are earned, your level in that skill goes up one (Driver-1 to Driver-2, for example). Mechanics can increase in skill only by taking time out from duelling and working in a garage (see *Truck Stop*).

A helicopter power plant cannot lift a helicopter with more weight in pounds than the plant has power factors.

— SDH

If a vehicle loses one wheel, the HC drops by 3. Does this apply once per vehicle or does the HC drop by 3 per wheel? If, for some unfortunate reason, a vehicle's HC is at -6 and it takes enemy fire, debris/obstacle damage, or some sort of hazard, does it make a control roll for hazards each time?

— Gary L. Privitt, Denver, CO

On a standard car, losing two wheels makes it undrivable. And if a car continues to encounter hazards (even at -6), make another control roll for each additional hazard (at -6).

1) How well do lasers fire in fog?

2) Is it possible to have a cargo rack on the back of your car or truck if you have a turret?

3) Is it possible to have a turret that does not take any or as much interior space?

4) What about intoxication in *Car Wars*?

— Floyd Riestein, Oakland, CA

1) Lasers don't work as well in fog, but the reduction in hitting power is not

significant until the fog is up to the pea-soup level. The thickest fog would limit laser fire to about 4".

2) No.

3) The only turret that does not take internal space is the Rocket Platform from *Truck Stop*, and only vans and oversized vehicles may use it.

4) You can get drunk while playing *Car Wars*; it's OK with us. We don't have any rules for it, though. After the game, though, please let someone else drive you home.

— JG

1) The answer to a question appearing in *ADQ* 2 states that wheelguards may be installed on a motorcycle. The same question was asked in issue 4, however, and an exact opposite answer was given; that wheelguards are not permitted on cycles. Which is the correct answer?

2) Considering the fact that flamethrowers may not be mounted to fire to the front of a vehicle, may they be turret mounted?

3) As long as the weapon is used only when the vehicle is standing still or moving in reverse, why can't a flamethrower be forward mounted?

4) Can smokescreen generators, oil jets, and paint sprays be turret mounted?

5) Section 4, paragraph 4 of the *Truck Stop* rules mentions the fact that "all weapons in any turret are considered linked." This is a confusing statement. Are turret mounted weapons automatically linked together free of charge? Must all weapons in the same turret be linked?

6) Is it possible to equip cupola- and turret-mounted weapons with extra magazines? If so, would the magazines occupy turret space or regular space?

7) The *Truck Stop* rules indicate that 3 spaces must be allowed for sleeping space in a "sleeper" style tractor, if the space is actually used for sleeping room. In *Car Wars Expansion Set #3* (East Midville), however, the description of the Magnum Motors "Bruiser" tractor indicates that sleeping space occupies only 2 spaces,

weighs 50 lbs., and costs \$200. Which set of statistics should be used when designing new tractors?

8) Is it possible to target a vehicle's tires from the front or rear? If so, would a wheelguard help to protect a tire fired at in such a way?

9) Are short-range, two-way radios standard equipment on all vehicles?

10) Are crash helmets available to the average autoduellist of 2034? If so, could you give me the game statistics of such an item?

— Dan Lambert, Inglewood, CA

1) Check Uncle Albert in this issue for the final word on cycle wheelguards. Sorry about the confusion.

2) FTs may be turret mounted, but if they fire to the front while the vehicle is moving, the vehicle's own front armor takes the damage.

3) Under those restrictions, a flamethrower may be forward mounted.

4) Oil jets drop oil on the ground, not squirt it some distance; therefore, they'd be pretty useless in a turret for anything but getting the top of your car dirty. Smoke-screens and paint sprayers are OK, though.

5) All weapons of the same type in a turret must be linked, and you must pay for the link. You don't have to use it, though.

6) Extra magazines take up body space, not turret space, so go ahead.

7) Oops. Steve screwed up when he wrote it, and we screwed up when we checked it. Let's stay with the original definition in *Truck Stop*: 3 spaces, no cost or weight.

8) When targeting tires from the front or rear, add the penalty for targeting the front or rear to the -3 tire targeting penalty.

9) Yes.

10) Crash helmets are part of body armor. Purchased separately, they would cost \$40 (and include built-in radio).

— SDH and JG

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Backfire

After I read the article "Trucking Economics," in *ADQ* 4, I started thinking about short and small hauls. Is it worth hiring a truck to take a 100-pound package (or ten 10-pound packages) five miles?

Vans are nice, but they don't have enough cargo space or weight capacity. I have several ideas on this problem.

1) Provide a cover for the cover area on a pickup. A cover (with armor) will protect the cargo from the elements.

2) Have smaller trucks which are larger than vans but still smaller than tractor-trailers.

—Ken Primer
Urbana, IL

Two good ideas, Ken. Watch Uncle Albert in future issues of *ADQ* for more details.

—SDH

Congratulations on a wonderful first year. The change of editors midway through the year was handled smoothly and the quality and style is superior to even the *Journal of the Traveller's Aid Society*. After the controversy in *ADQ* 4 over *Autoduel Champions* (the helicopter rules in particular) I wanted to voice my opinion of the supplement. I must say that it is a good product that stands up to the usual SJG quality standards. However, depending on how devoted to *Car Wars* you are, and if you like the idea of combining the two games, you may or may not want to buy it. I do not particularly care to have any superheros in my campaign, but I went ahead and bought the supplement, and I tend to only use about one-third of the product, that being the helicopter rules and the talented normal rules. However, I find this one-third invaluable to running a *Car Wars* campaign. The new (non-super) skills are absolutely essential to running characters properly. I'm still not sure if I got my money's worth or not. I think it would be a good idea to make all scenarios published in *ADQ* (optionally) compatible with *ADC*'s talented normal rules, but not the superhero rules. Keep up the good work.

—David Wilson
Bedford, TX

This letter is in response to a question by Eric Scharf in *ADQ*&A in *ADQ* 4, and your reply to him. Although mines are set off by pressure, they are mainly explosive charges, and I defy you to give me an example of an explosive that would not be set

off by extreme heat (e.g., flaming oil, flamethrowers, lasers). The only possible alternatives that I can see would be that they are insulated, in which case I can't see that there would be enough room for that much insulation (which would also baffle the explosion), or that the mines are actually small nuclear devices . . .

Considering these arguments, I can understand a die roll to determine whether mines would go off if hit by lasers or flamethrowers (possibly 1-2 on 1d6 as heat doesn't last long), but I would argue that flaming oil would set them off.

Please respond to this letter in one way or another as this is a common argument between my friends and I.

—Benjamin S. Hay
Arlington, VA

A mine counter represents a number of small mines scattered over a $\frac{3}{4}$ "-square area. While a laser bolt might destroy the mine it hit, it would not significantly affect the total spread. I will grant you your point on flamethrowers and flaming oil, however.

—SDH



I sent a letter along with my subscriptions form because I wanted to say a few things. First of all, I would like to tell you that I think *Car Wars* is the best game to come out in a long time; it is very popular among the gamers I know. *Autoduel Quarterly* really adds a great deal to the game. After buying *ADQ* 3 and 4 at Warcon (I was very disappointed to find that 1 and 2 were sold out), I decided I needed to subscribe.

Secondly, I would encourage *ADQ* to do an article on the legal system prevalent in 2034. I realized the need for some sort of system when I was game-mastering for a few friends of mine. We had a combat on the East and West Midville maps, agreeing that this would represent part of a small Texas town. During the course of the battle one player opened a

breach in the other's house. The first player drove a cycle into the house and killed the second man's wife and child (sweet guy, huh?). He left town before the police got there.

A few game-weeks later the same player fired upon a vehicle, causing it to explode. All this right next to the police station (smart guy, huh?). This time he was apprehended and soon was connected with his previous crime. My problem was, what would he be charged with? Would he be convicted? And finally, what would be a suitable penalty?

Lastly, I would like to suggest a new power plant. It would be a sports car power plant. Instead of 100 mph, the maximum speed without the penalties put forth in *ADQ* 3 would be 120 mph (driving at that speed would still be a D1 hazard). This would obviously be a high performance power plant. I imagined it to weigh 1,000, take up 5 spaces, have 12 DP and 2700 power factors. It would cost \$8,000.

Once again, I would like to say that everyone at *ADQ* and Steve Jackson Games is doing a great job. Keep the supplements coming, and good gaming!

—Daniel W. O'Neill
Cedar Park, TX

Thanks for the kind words and the plant idea. If any referees out there like it, no reason they can't use it. As for your legal question, the judicial system is much more conservative in 2034 than it is in 1984 — "getting off on a technicality" is almost unheard of. As for your murderous friend, if any witnesses were still alive from the first attack, a murder conviction would be easy to obtain. The death penalty is quite popular in 2034, and would almost certainly be swiftly applied in this case.

—SDH

I would like to thank you on behalf of us *Car Wars* fans aboard the *USS New Jersey* for an excellent game design. I am an experienced role-play gamer and have found *Car Wars* to be easy-playing and quick to set up. Not to mention the space saving, as I am limited on space for storage.

As everyone wants the bigger, more destructive guns, we aboard the *USS New Jersey* were wondering how to compute damage for a 2700-pound projectile. A Surplus Tank Gun does 6 dice damage for 20 pounds projectile weight, and an artillery piece does 8 dice damage for 30 pounds weight. To assume an additional 2 dice damage is caused for every 10 pounds more projectile weight, then 542 dice is done by a 16" projectile — or is it 8 dice for every 30 pounds weight (720 dice . . .)?

—Jim McGinnis
USS New Jersey

I don't think it matters a whole lot one way or another, Jim. Whatever you hit is going to go away. But your assumptions are logical. Have fun.

—SDH

"Maniac" is one of the most wonderfully tasteful publications since "Slasher Flick" (*Fantasy Gamer* 1); after mentioning the subject to a few friends, I have yet to fail to elicit fiendish chuckles. I've finished designing a mid-sized car with a 60-point ramplate and rocket launcher; I can't wait to see how well it does in the random arena. It seems to me that the Berserk victory conditions should include points for excessive speed; otherwise, one can tool around safely at 5 mph, to avoid activating the AVSS.

One thing I wish *ADQ* would be careful about, though, is weapons specifications. In "Low-Tech Autoduelling" (*ADQ* 3), many great weapons were described and it was never clear whether they would work against all components or only tires and pedestrians. The anti-vehicle crossbow, for example, is just as deadly as a Vulcan machine gun unless we assume it will only affect soft targets.

Also, one of the things we've been doing up here is using long-range rockets. These cost twice as much as normal rockets and can be used in a normal rocket launcher; however, instead of taking a -1 for every 4 inches in range, they take a -1 for every 8 inches. These are great for chewing on pursuing wolfpacks at extreme range or for mounting on helicopters.

—John Nowak
LaGrangeville, NY

Sure, going 5 mph will avoid setting off the AVSS in "Maniac," but then all the pedestrians will get away, and the policemen have all day to take out your tires. All hand weapons in "Chassis and Crossbow," our low-tech feature, do full damage minus one point to cars and full damage to pedestrians and tires.

—SDH

I have been impressed by *Car Wars*, enthused by *Sunday Drivers*, and dazzled by *Truck Stop*. The fact of the matter is I play *Car Wars* 10 times more than *D&D*.

When you made *Sunday Drivers* and map, right away I bought the expansion to it. I only wish you would make a fire house and a tow truck. If you could give me a reason why you did not make one I would be grateful. I would enjoy a reply to tell my campaign.

—Kenneth A. L. Wold
San Carlos, CA

The main reason we haven't done fire trucks and tow trucks is that we haven't seen any designs that we absolutely love; that's recently changed for tow trucks, and you'll probably see a design soon. As for fire trucks, they don't tend to come out until the action is over and they can do their firefighting job in relative safety. If you have a good design, however, send it in.

—SDH

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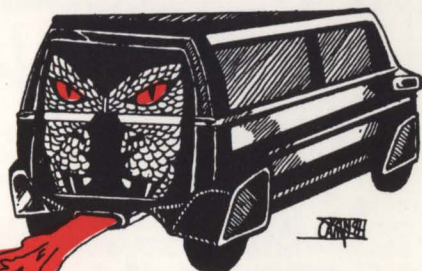
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pedestrian pointed toward the target. A pedestrian carrying a PFT can move only during even-numbered phases. Should the wearer be hit, roll 1d6. On a 1 or 2, the PFT is hit instead, and will explode if the wearer rolls a 1 on a second 1d6 roll. Explosions are instantly fatal to the wearer and create one standard smoke cloud, aligned randomly. A PFT has a range of 5" and takes no time to set up or dismantle, since the user is wearing it like a backpack. A PFT will not fit in a backpack.



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The undersigned, on behalf of the applying club, agrees that

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- that the club will abide by the rules and regulations published in *ADQ* 5, and those that may be added later in the best interests of all duellists;
- the club will not use the AADA logo, or permit others to use it, except on its official club announcements, newsletters, shirts or hats, or in such other fashion as may be approved by SJ Games;
- that every club is an independent organization, governed by its members within the rules and regulations mentioned above, and not an agent or subsidiary of SJ Games.

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Don't forget the \$15.00 charter fee, payable (U.S. or Texas dollars only, please) to the AADA, Box 18957, Austin, TX 78760.