

a *CAR WARS*® supplement

THE AADA DUEL CIRCUIT *L'OUTRANCE*



Art by [Signature]

STEVE JACKSON GAMES

THE AADA DUEL CIRCUIT

L'OUTRANCE

Written and Edited by Charles Oines

With additional material by Aaron Allston (AADA Schedule), Scott Haring (Evansville Four-Way), Tim Jacques (Warrior Stadium, Grand Rapids Municipal Arena), Al Loud (Corporate Car Wars), Ken Scott (St. Paul Duellodrome), David N. Searle (Flying Fortress) and Craig Sheeley (Road Atlas excerpts)

Ken Trobaugh, Managing Editor; Guy Burchak, Art Director
Front Cover Art by Guy Burchak; Back Cover Art by Charles Oines
Interior Art by J. D. Waltrip and Charles Oines
Production by Guy Burchak, M.E. Roome and Melinda Spray

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Introduction

L'Outrance is a French word meaning "to the ultimate," and the L'Outrance Duel Circuit lives up to that definition. Few regions present the variety and challenge that can be found on the L'Outrance Circuit, both in the arenas and on the roads.

In this book are writeups on the best known arenas and duelltracks in the Midwest, complete with weekly schedules, notes on unique events, and diagrams of the arenas and tracks themselves. Also included are rules and tips for campaigning on this (or any other) circuit, both as an independant or a corporate team, and an overview of the duelling season.

How to Use This Book

Two arenas — Gladiator Arena and Lambeau Fields — are already drawn for you. The other other arenas will require a little more work. Most of them will fit on a single *Car Wars Map Sheet*; however, three arenas — Brewer's Cellar, Scotio Downs and the St. Paul Autoduel Complex — require two mapsheets. Each arena map is drawn at one-quarter scale, so each little square represents one large square on the map. Simply pick the arena you want and copy it onto the map sheet. Once the basic outline is done, add whatever details you like, and you're ready to play! We recommend laminating the mapsheets — they last longer, they can also be wiped clean and reused, and dropped weapons can be drawn onto the map! Note that, in the text, all distances that can be measured on the map are referred to in game scale (inches), while distances off the map (like heights) are given in feet.

The racetracks — the Evansville Four-Way, Hammons Duelltrack, Peoria Speedway and Stardust Memorial — require road sections, either from *Car Wars Expansion Set 1* or *Deluxe Road Sections*.

The *Car Wars* Character Sheet on p. 24 is designed to keep track of a character's progress through a campaign. When skill points are earned, simply mark them next to the skills listed; when you have ten, move on to the next skill level. *Example:* Otto Bonn enters a duel with 17 points in Gunner skill (only three points away from Gunner +3). During the event, he's directly responsible for three kills, and earns four points (one for entering combat, one for each kill), bringing his Gunner skill to 21 points, or Gunner +3. In addition, he is only nine points away from Gunner +4; and, given his recent performance, that may not be too far away.

Car Wars Maps Sheets (five double-sided 21" x 32" grids in a 8½" x 11" ziplock bat) are available at your local game or hobby shop. To order by mail, send a check or money order for \$5.50 (includes postage and handling) to Steve Jackson Games, Box 18957-A, Austin, Texas 78760-8957. Send a SASE for a catalog of all our products

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ISBN 1-55634-131-8

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Gang activity is high outside the cities, and although the state patrols I-55, you're usually on your own. There are a few arenas and tracks outside of Chicago, but very few have AADA sanction.

Chicago

There are many arenas in Chicago — name the type of facility, and it's available somewhere in the Metro area. There are even several aquaduel arenas on the coast of Lake Michigan, with the largest facility at Navy Pier.

Gambling on duelling is not only legal, it is well organized and a very lucrative business in Chicago. The most famous arenas are the Warrior Stadium and the Gladiator Arena.

The Warrior Stadium (PR 2)

Commonly referred to as "Four Corners," the Warrior Stadium runs a standard weekly schedule, and is a popular stop on the duel circuit. The waiting list here is quite long; it can often take two or three months to get a slot — even for Amateur Night.

Arena Schedule

Sunday Closed
Monday Amateur Night
Tuesday Challenge Night
Wednesday Closed
Thursday Team Events
Friday Divisionals
Saturday Special Events

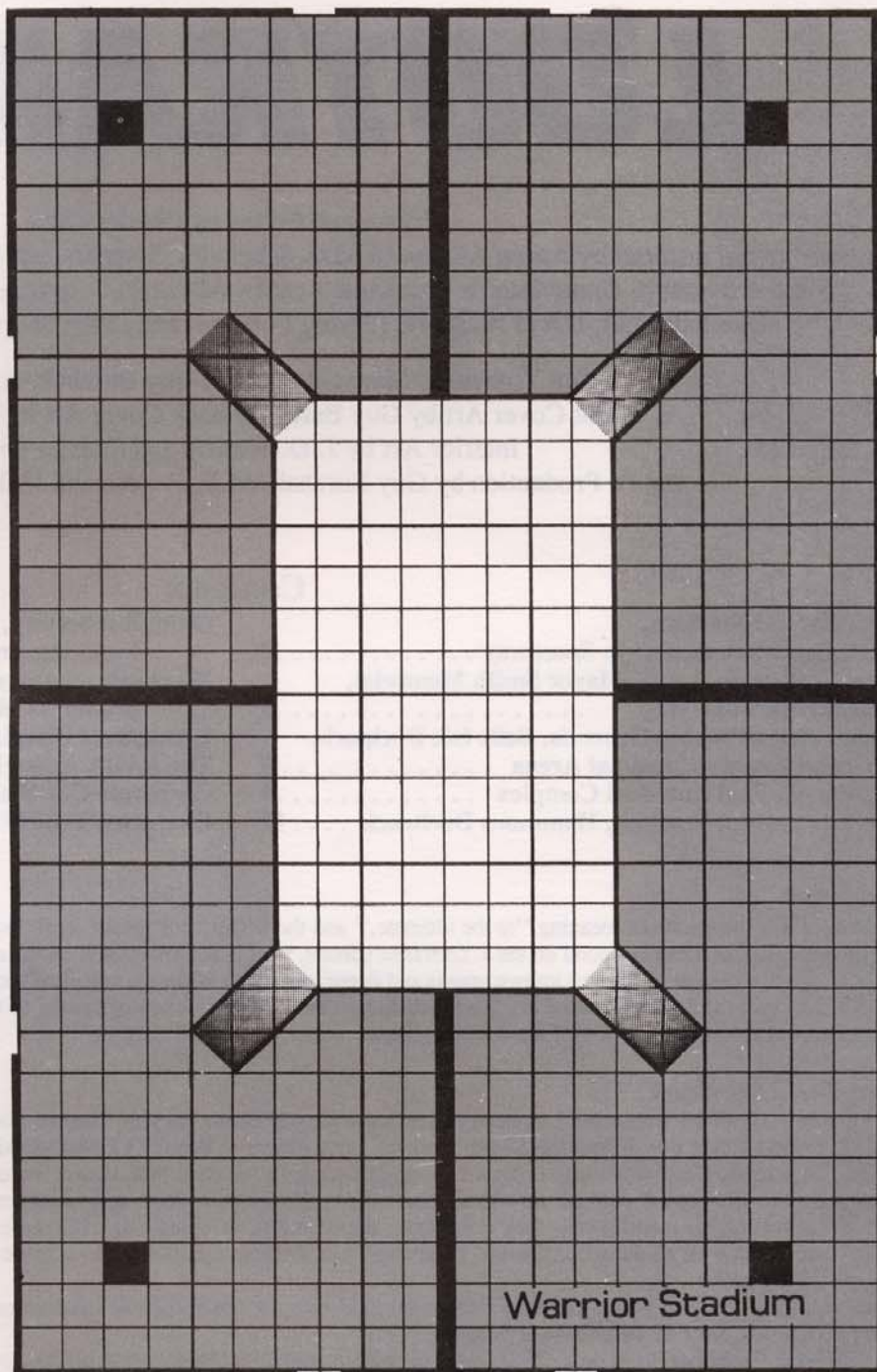
Arena Notes

The outside walls are 30' high and have 60 DP. The inner walls are 15' high, have 25 DP, and are just thick enough for a single man to run along. The central platform and corner obstacles are 15' high and solid — treat the edges as indestructible walls. The ramps are at 18° and are also indestructible.

Unique Arena Events

Tag-teams. Requires four teams of two cars, with each team starting in its own corner. Weapons fire is permitted only on the central platform and only one vehicle from each team can be on the platform at any time. If both members of the team are on the same level, neither is allowed to fire or ram an opponent. The match ends when a single team member is alone on the central platform for 10 seconds.

Four Corners. This is a point-scoring event. Vehicle kills are worth 2 points at the start of the event. Kill points are doubled for each duellist when he has circled all four of the corner obstacles in any order. In addition, passing between the obstacle and the nearest corner is also worth 2 points, awarded when the duellist leaves that quadrant. Naturally, the duellist with the most points at the end of the event wins.



The Gladiator Arena (PR 2)

Located just across the block from the Warrior Stadium, the Central City Gladiator Arena is a popular and versatile dirt track that stays open throughout the year, regardless of weather.

Arena Notes

The track surface is hard packed dirt, treated like a normal road surface when dry. When wet, whether by rain or the park's sprinklers, the road surface is treated like standard off-road terrain. Crossing the edge of the track is a D2 hazard; in addition, any maneuver taken while driving half-on and half-off is at +D1.

The grounds off the track are standard off-road terrain. The TV Bunkers are each 30' tall, indestructible and have one doorway for fleeing pedestrians. The stands are 15' tall at the small end, and rise up to 120' at the map edge.

Arena Events

Racing. Since events are seldom called off because of weather, the arena's racing conditions can change from event to event. The surface may be wet or dry, covered with patches of snow, or even ice! The event conditions themselves are as variable as the weather: Staggered starts, one lap without fire, No-Weapons ramming contests . . . even motorcycle events!

Most races are bi-directional events with 6 contestants, 2 starting at each starting line, facing opposite directions. Duellists are not allowed to fire at their closest competitor until they have crossed an intersection. They may, however, fire on the other contestants . . .

Car-Train Racing. Each player uses three vehicles (same vehicle bodies!); all hitched together — first one has a driver, massive engine and usually a ram plate, the second and third have no engines, 1 or 2 crewman each, and some weaponry. Note that the first vehicle *must* be able to pull the other two. This is often run like a racing event, with three or six combatants racing for several laps, with the car that has the most of it's train intact at the end as the winner.

When a car without an engine is separated from its lead car, the crewman can still drive it; he just can't accelerate or fire lasers...

Budgets usually range from Division 15 to Division 60 per car.

Sample Division 15 Car Train:

Draggin — Compact, x-hvy. chassis, hvy. suspension, large power plant w/HD transmission, four solid tires, driver, heavy trailer hitch, 10 points hitch armor. Sloped armor: F40, R40, L40, B30, T20, U20, 2 10-pt. wheelguards, 2 10-pt. armored hubs. Acceleration 2.5 (5 at 25 mph), HC 3; 4,440 lbs, \$11,217.

Middleman — Compact, std. chassis, hvy. suspension, no power plant, 4 solid tires, driver, turreted MG, 2 HRs linked R, 2 HRs linked L, tow bar, targeting computer, trailer hitch, 10 pts. hitch armor. Armor: F30, R30, L30, B20, T20, U5. 2 10-pt. wheelguards, 2 10-pt. armored hubs, 10 points CA each around driver, left HRs, right HRs. Acceleration 0, HC 3; 3,685 lbs, \$12,105.



Tagalong — Compact, std. chassis, hvy. suspension, no power plant, 4 solid tires, driver, turreted MG, HDFCE back, HR left, HR right, targeting computer, tow bar. Armor: F20, R30, L30, B30, T20, U5. Acceleration 0, HC 3; 3,695 lbs., \$13,405.

Arena Schedule

Sunday	Special Events
Monday	Closed
Tuesday	Amateur Night
Wednesday	Closed
Thursday	Challenge Night
Friday	Team Events
Saturday	Divisionals

Peoria

The birthplace of modern food algae, Peoria has been described as "a nice place to live, but I wouldn't want to visit there." The locals tend to be wary of outsiders, and armed vehicles are not allowed within city limits. Still, Peorians are strong supporters of autoduellings, so long as it stays in the arena.

The Peoria Speedway (PR 1)

While not the first to be completed in the Midwest, the rebuilt Peoria Speedway is one of the best-equipped duelltracks in the country. There are complete broadcast and hospital facilities on-site, and, just across the street, is Big K's Junque Yard, the leading dealer in reclaimed equipment. The Speedway has on-site storage for 300 gallons of gas. The tanks are usually empty due to the high cost of delivery.

Arena Notes

The Speedway track is walled in; the walls are 15' tall, 60 DP and fixed in place. Thus, line of sight may only be traced along the track surface. Liquid and solid dropped weapons are forbidden.

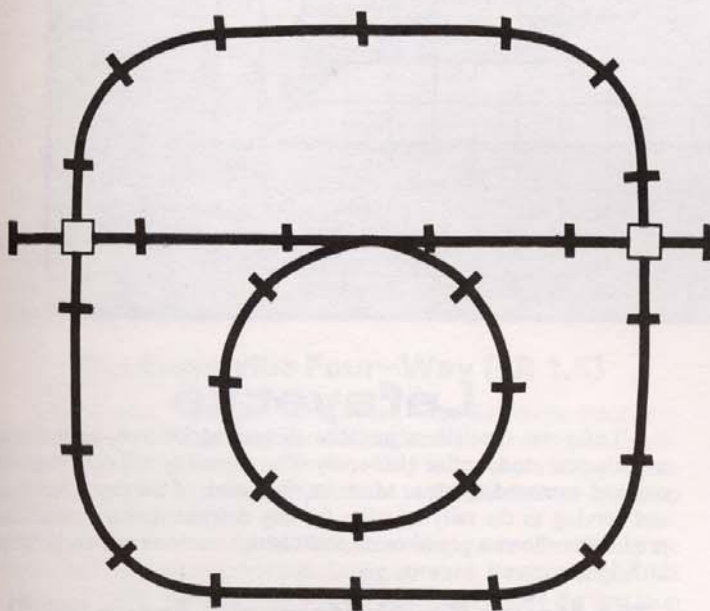
Arena Events

The Peoria Speedway runs standard electric racing and duelling events for most of the year; but every 10 weeks or so will see an action-packed weekend of pure gasoline racing. Ratings soar during Gasser Weekend; any prestige earned during a gasoline event counts double.

The Speedway is unique in that it doesn't run Amateur Night competitions. This causes some grumbling, but those who really want to enter can catch a bus or airship to any of the Chicagoland arenas.

Arena Schedule

Sunday through Thursday	Closed
Friday	Divisionals and Team Events
Saturday	Special Events



Peoria Speedway

Once the state for auto combat, Indiana's duelling pre-eminence ended in 2031 with the invasion of EDESEL forces. EDESEL still maintains a minor presence here, but their patrols are limited to cities and major highways. There is no state anti-duelling legislation.

Fort Wayne

There's only one arena in Fort Wayne, and it is funded, oddly enough, by EDESEL. Although the local EDESEL forces are not very quick to interfere with highway duelling, they are extremely protective of the city streets, even performing the functions of the police force. That they allowed, and even funded, the Southtown Arena is considered their greatest propaganda victory by supporters.

The Southtown Arena (PR 2)

The Southtown Arena is the only legal outlet for automotive violence in Fort Wayne, and it is very popular among the locals for precisely that reason. The arena was built on the site of the old Southtown shopping mall, and the vast parking lots are filled to capacity on weekends. A second, much larger arena is under construction nearby, expected to open in early 2041. But until then, the Southtown Arena waiting lists are going to be long.

Arena Notes

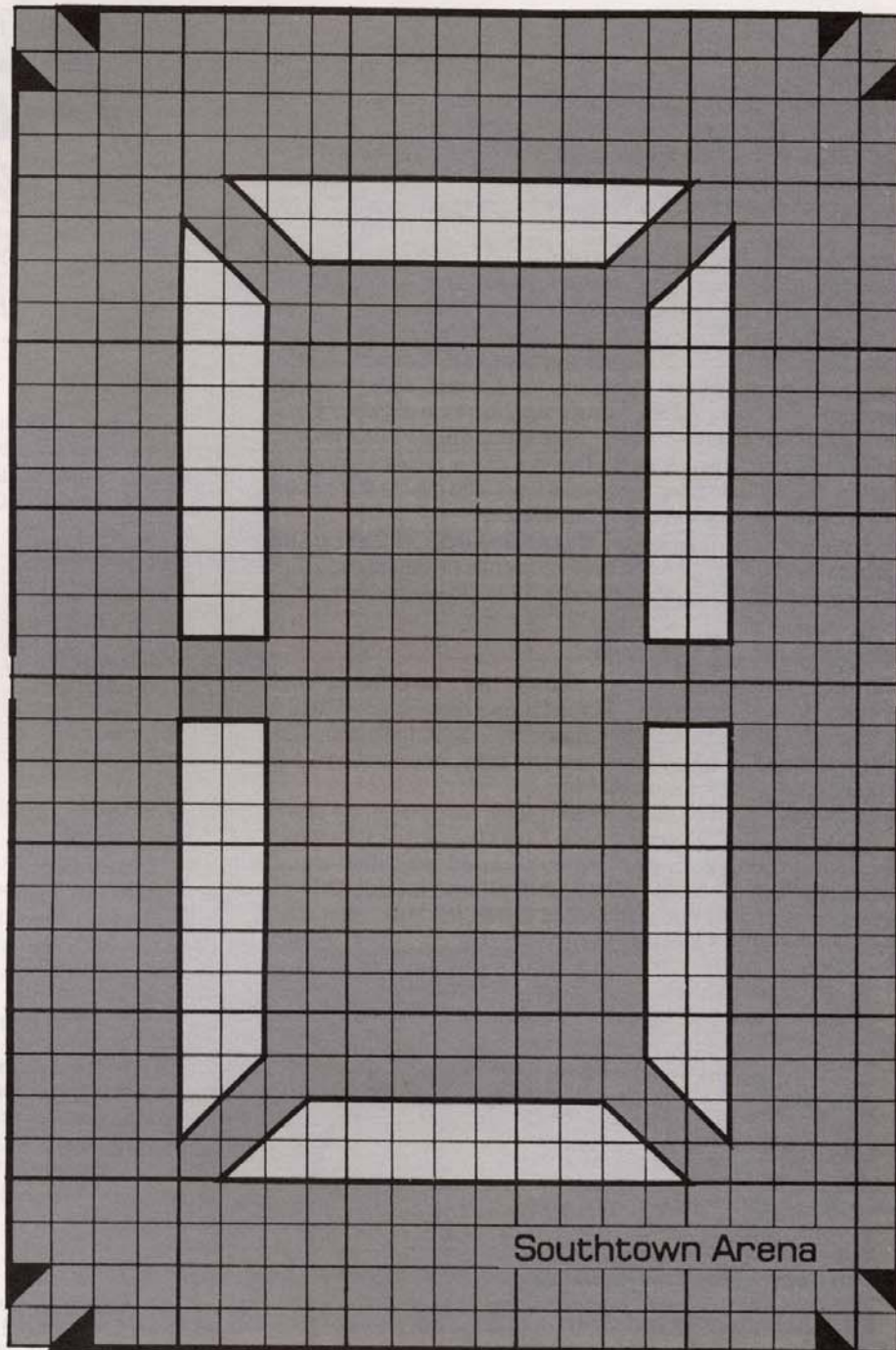
The outside walls are 15' high and 45 DP. The six central barricades are indestructible and only 4' tall, blocking all but turret weaponry and pedestrian hand weapons. A pedestrian can climb onto a barricade by spending one full turn next to it. Alternatively, he can jump off without any loss in speed.

Arena Schedule

Monday — Wednesday . . . Closed
Thursday Amateur Night
Friday AADA Divisionals
Saturday Team Events
Sunday Challenge Night.

Arena Events

The Southtown Arena runs a fairly standard series of events, both duelling and racing. They also run the occasional tag-team event, where one member of a team must be outside the barricades, and the other must be inside, or neither may fire or intentionally ram until they are separated again. Challenge Nights and Amateur Nights are especially popular; due to EDESEL's influence, the people have no other satisfying outlet for their frustrations. The waiting list for both Amateur Night and Challenge Night are very long, though a lot of hotheaded challenges are cancelled when both participants cool off.



Lafayette

Lafayette specializes in three things: agriculture, ammunition manufacture, and Purdue University. The university still dominates the city and surrounding area, administering much of the city's functions and serving as the rallying point for city defense. Local ammunition production allows a generous discount here — ammo costs are reduced 20% in this town.

The Mayor Smith Memorial Arena (PR 1)

This is a fairly standard little arena, running a standard schedule of events through most of the year. On the second weekend of May,

however, it hosts the annual autoduellling meet between Purdue and Floral Gulch State University. During this event, the entire town is either on the streets, in the stadium or glued to their TVs.

Arena Notes

All walls are 30' high and 60 DP. The TV bunkers are 15' high, and have bolt-holes for fleeing pedestrians on each face. The central obstruction is also 15' high and is indestructible. The eight gates lead directly to the pits via 60' (4'') long tunnels. Thus, a car with acceleration 5 will enter the arena at a maximum of 20 mph, those with acceleration 10 will enter at a maximum of 30 mph, and so on.

Arena Events

All standard MSM events involve four or eight contestants. Most run according to the usual straight duel, but there is one unique event:

Slalom. The objective is simple — each contestant must circle around the outer corner of each TV bunker and then exit the arena via any gate. The first one to do so wins.

Arena Schedule

Monday and Tuesday	Amateur Night
Wednesday	Challenge Night
Thursday	Team Events
Friday	Divisionals
Saturday	Special Events
Sunday	Closed

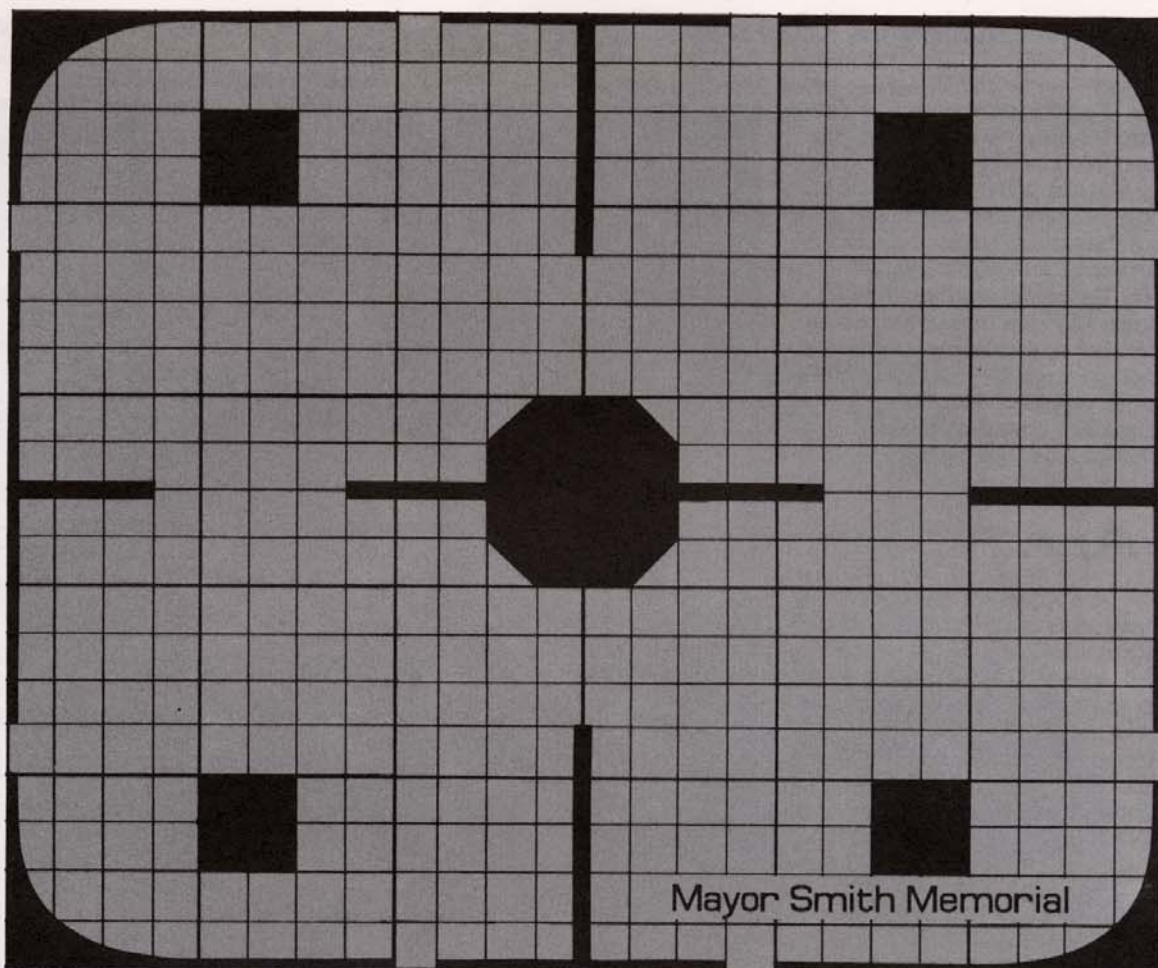
Evansville

The self-sufficient fortress town of Evansville is a fairly sleepy place. There are only a few local duellists outside of the Defensive Drivers, who patrol the surrounding five miles and perform other police functions. EDSEL has a small presence here, but, like everyone else, they're rather laid back.

The Evansville Four-Way (PR 1.5)

Nicknamed "The Five-Leaf Clover," the Evansville Four-Way looks like it was designed by a traffic engineer two bottles past drunk. Despite the remote location, the Four-Way is Indiana's second-most-popular sanctioned duelling arena, next to the Southtown Arena up north in Fort Wayne.

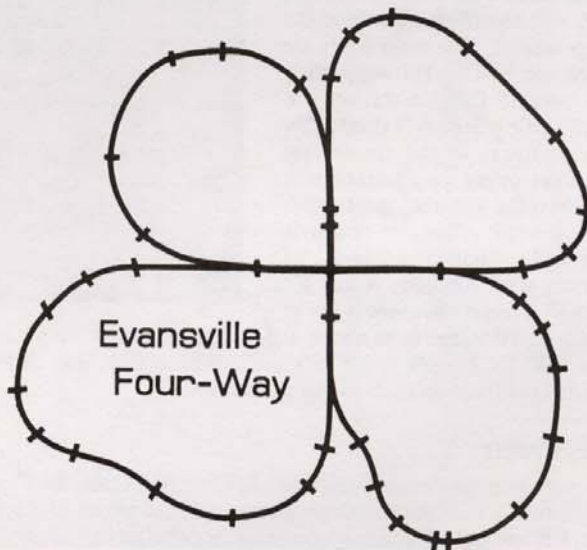
The most common format for a Four-Way event is to line up the duellists at the center intersection, facing outward. First to complete all four loops wins. Weapons fire is often prohibited before the first loop is completed. *Circle of Death* competitions are also popular; at the beginning of the event, each player is given a randomly selected target. Only the player and referee know who that is. The referee must make



sure there are no closed loops — if A's target is B, and B's target is A, then A won't have a target once he's killed B. The player gets one point for the death of his designated target, regardless of who (or what) killed it. Once a duellist's target is killed, he then receives that target's target as his next victim. For some events, 20-DP walls will be erected around the track, cutting off line of sight except along the track surface.

Arena Schedule

Monday through Thursday	Closed
Friday	Divisional Races
Saturday	Team Races
Sunday	Special Events



Michigan

If you're into spontaneous duelling, Michigan is the state for you. Everyone's willing to shoot it out — no surprise, given that Detroit has both the nation's highest murder rate and the nation's largest collection of auto manufacturing facilities.

The public reaction to duellists here is fairly low — there are so many duellists and so many arenas that making a name for yourself requires a lot of exposure. For this reason, a character's prestige is halved while in Michigan, and any prestige earned in Michigan is also halved.

Ann Arbor

Ann Arbor is a college town, in every sense of the word. The University of Michigan provides administration, defense, and internal security for its residents; it also attracts students from all over the state and beyond. Though security is strict, the city of Ann Arbor provides a pleasant change from the free-for-all paranoia of Detroit.

Amex Proving Grounds (PR 1)

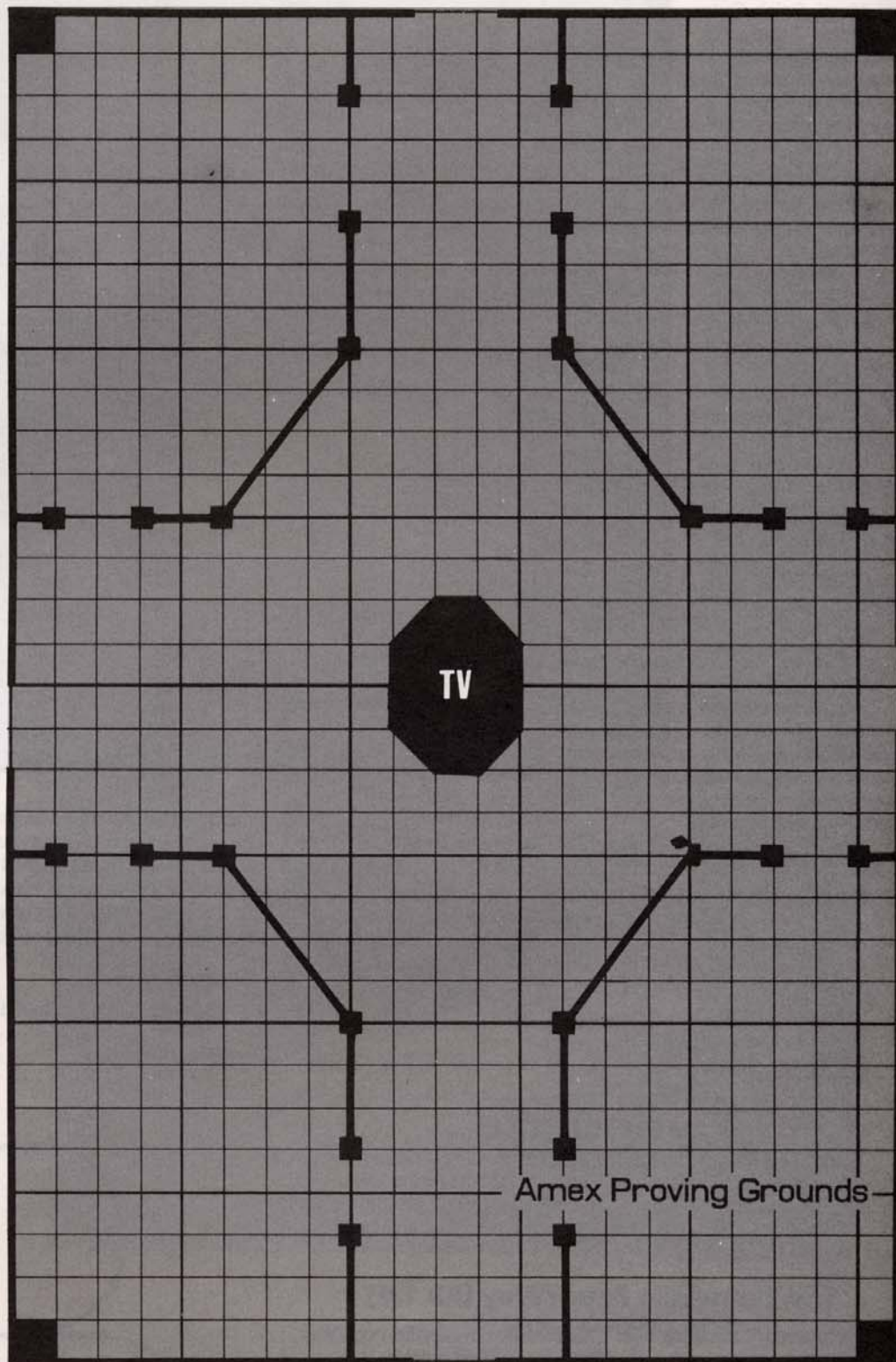
Amex Combat Autoworks does most of its vehicle testing well away from Detroit. There are several different testing areas onsite (a dueltrack, an off-road obstacle course and a quarter-mile dragstrip), but only the arena is open to the public. Amex holds demonstrations in addition to a small AADA-sanctioned schedule of events and monthly U. of M. collegiate duelling.

Arena Notes

The outer walls are 30' high and 75 DP, with bleachers all around the arena perimeter. The inner walls are 15' high and 30 DP. The supporting pillars have 75 DP. Destroying one pillar of a pair will merely drop a few debris counters in the immediate area. Destroying two pillars will bring down the wall they supported, spreading a liberal handful of debris and obstacle counters within 2" of the former wall. Anybody within 1" of the wall when it collapses is going to take 2 dice damage from above and an appropriate driving hazard. The central TV bunker is 30' tall and indestructible, and there's a pedestrian bolt-hole on each facing at floor level.

Arena Events

Apart from the demonstrations and collegiate events, the Proving Grounds runs a standard schedule of events. There are various special events, but one has proven to be particularly popular:



Cat and Mice. This event requires five participants; four low-cost vehicles on one team (each starting in a different corner), and one vehicle equal in cost to the other four, which starts out circling the TV bunker. The objectives are simple: The cat doesn't want any of the mice to escape, and the mice want to get rid of the cat, or get out reasonably intact. For this event only, gates remain closed until 30 seconds have passed.

Arena Schedule

Sunday through Tuesday Closed
 Wednesday Amateur Night/Collegiate Practice
 Thursday Team Events
 Friday Divisionals
 Saturday Special Events

Detroit

There are more arenas, testing grounds, automotive construction, repair and sales facilities in Detroit than in any other part of the country. On the bright side, this means that automotive products and services cost 10% less here than anywhere else. Perhaps because of this, there is also nearly constant duelling, both in and out of the arena. Gang activity is heavy in the city, and violence is constant.

Belle Isle

Duelpark (PR 1.5)

The Belle Isle Duelpark is an amusement park with an onsite arena, thrill rides, arcades, overnight accommodations and expensive restaurants. Located on the Detroit river just east of Lake St. Clair, Belle Isle is fortified and protected from the anarchy in Detroit by the water barrier. Tickets are expensive — \$150 for a family of four per day — and the waiting lines to get in can stretch for weeks.

Arena Notes

All walls are 15' high and 60 DP. The pillars are 30' high, 100 DP and house remote TV cameras. The Safe Zone gates have no door mechanisms, and the walls separating the Safe Zones from the arena floor are only 20 DP. The Safe Zone walls tend to be breached fairly often, and the modular construction of these walls takes this into account, allowing cheap, fast repairs.

Arena Schedule

Sunday Special Events
 Monday
 and Tuesday Amateur Night
 Wednesday
 and Thursday Divisionals
 Friday Team Events
 Saturday Special Events

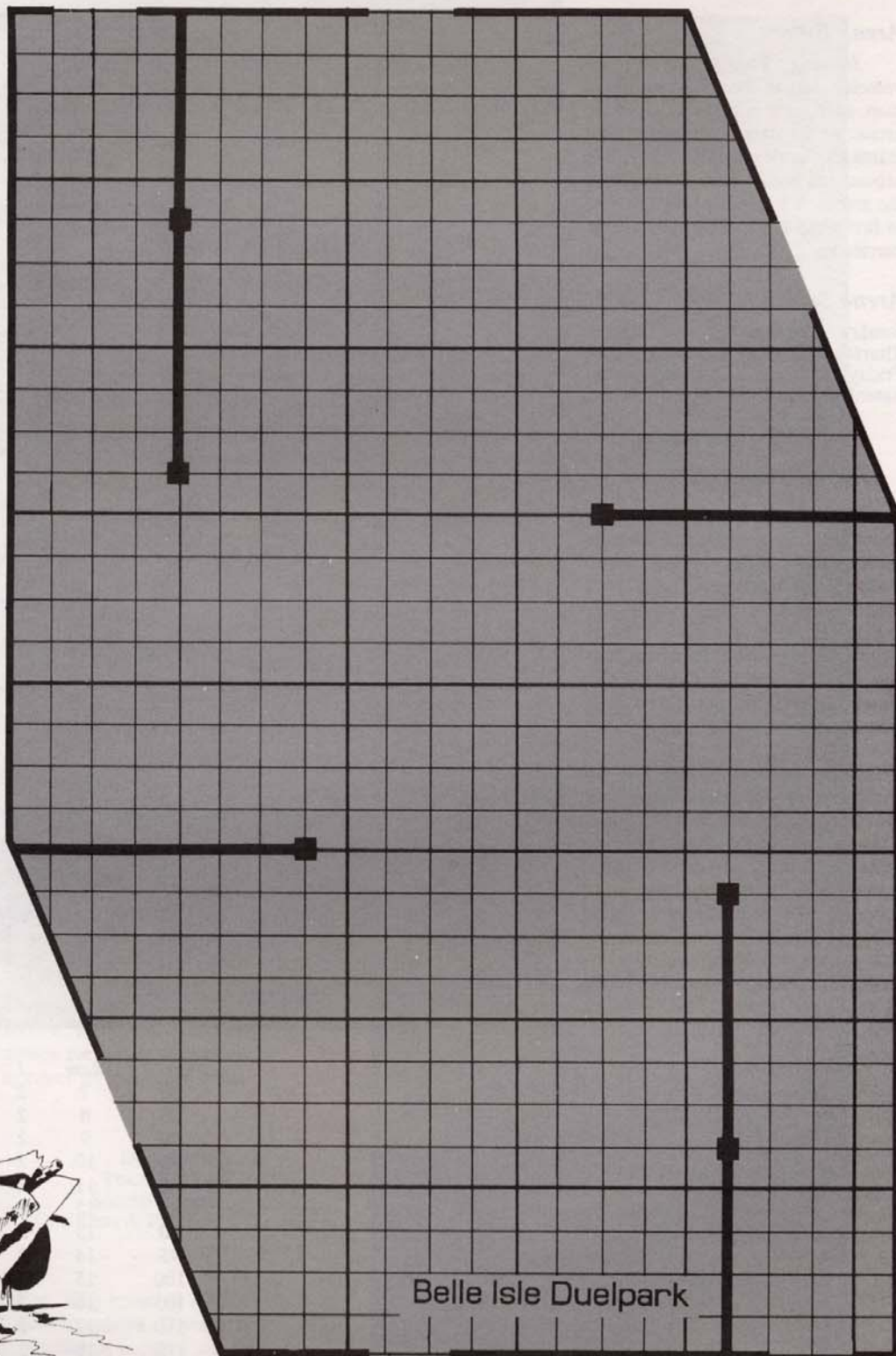


Grand Rapids

Duelling isn't terribly popular in Grand Rapids; there's only one arena in town, and it's open only on weekends. Those citizens who aren't involved in industrial or agricultural work are members of the city's militia.

The Grand Rapids Municipal Arena (PR .6)

If it weren't for the visiting duellists and spillover from Detroit, the Grand Rapids Municipal Arena would not stay open. The locals



have only a passing interest in arena combat, and in-town ratings are lukewarm at best.

Arena Notes

The walls are all 15' tall and 75 DP, except for the walls between pit areas, which are 150 DP. The central barricades are 4' tall (allowing only turret fire) and effectively indestructible. The grandstands are located at each end of the arena.

Arena Events

Jousting. Two teams of two vehicles start in the pit areas on the map, each team in its own half of the arena. At the start of the event, both teams accelerate out of the pits, circle around and head for the other half of the arena. A vehicle is only allowed to fire while it's between the central barricades.

Arena Schedule

Sunday — Wednesday . . . Closed
Thursday Amateur Night
Friday Divisionals
Saturday Special Events

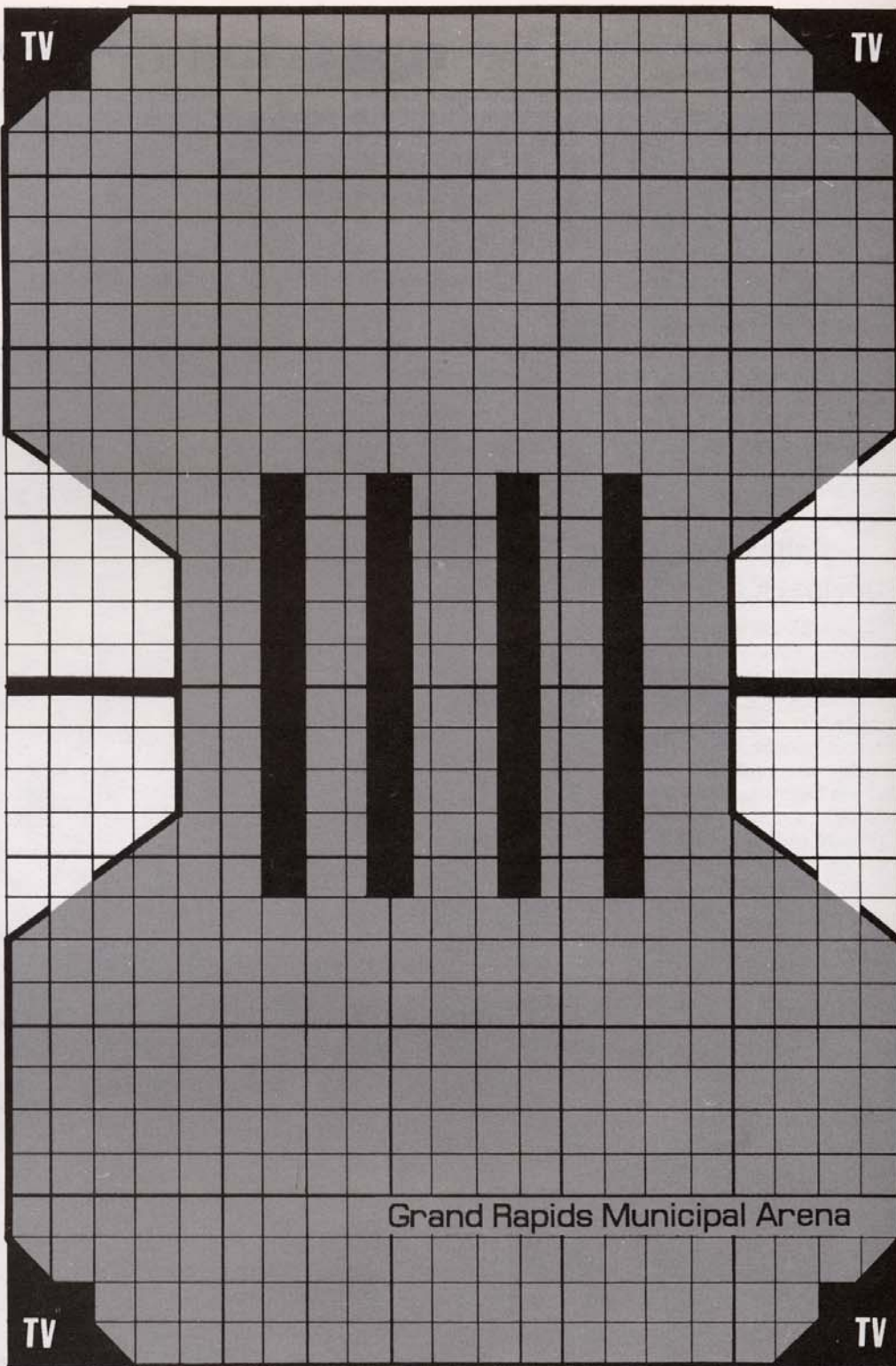
Five-Phase Movement Chart

The average arena event lasts about fifteen seconds; the average race, up to a full minute or more. In tenth-second increments, the arena event could take as long as six hours to play out, especially if the arena is large and there are a lot of contestants. Add a couple of hours if the players have to design their vehicles from scratch . . .

In the interest of speeding up gameplay, this *optional* Five-Phase Movement Chart has been provided. It is used just like the standard Movement Chart, with a couple of exceptions: Dropped weapons that formerly took two phases to ignite (FOJs, FCEs, etc.) now ignite on the next phase. A vehicle is allowed to maneuver on the *last* inch of its move in any given phase. This includes spinouts, rolls, skids and maneuvers.

Speed	Ram	1	2	3	4	5	Speed
0	0						0
5	1d-4						5
10	1d-2			1			10
15	1d-1		1		½		15
20	1		1		1		20
25	1		1		1	½	25
30	1		1		1	1	30
35	2	1	1	1	½		35
40	3	1	1	1	1		40
45	4	1	1	1	1*		45
50	5	1	1	1	1	1	50
55	6	1	1	1	1	1*	55

Speed	Ram	1	2	3	4	5	Speed
60	7	2	1	1	1	1	60
65	8	2	1	1	1	1*	65
70	9	2	1	1	2	1	70
75	10	2	1	2	1	1*	75
80	11	2	1	2	1	2	80
85	12	2	2	1	2	1*	85
90	13	2	2	1	2	2	90
95	14	2	2	2	2	1*	95
100	15	2	2	2	2	2	100
105	16	2	2	2	2	2*	105
110	17	2	2	3	2	2	110
115	18	2	3	2	2*	2	115



Minnesota

Compared to most of the United States, Minnesota is almost peaceful. Many rural areas have been continually farmed for the past fifty years — a remarkable fact in this day and age. Although there are a few gangs operating in the state, the Minnesota National Guard is very effective at keeping them out of the farmers' hair.

Minneapolis/St. Paul

The Twin Cities are still the manufacturing center of Minnesota; the forces remaining after the war and the government's ruthless efficiency in putting down riots allowed most of the Twin Cities to survive the Riot Years more or less intact.

There are a number of strict anti-duelling laws within the Twin Cities — and more than enough law enforcement to keep them. There is some gang activity outside the cities. However, the gangs keep to the interstates for the most part — unlike most states, the back roads are often the safest choice.

Visitors to Uncle Al's Twin Cities Ammo Emporium (a discount warehouse on the north edge of Minneapolis) often receive impressive bargains during the off-season.

The St. Paul Autoduel Complex (PR 2)

In business since 2032, the St. Paul Autoduel Complex has been a favorite stop on the L'Outrance Duel Circuit, regularly drawing pro duellists from all over the Midwest. The Complex features two arenas, a sunken dueltrack and an on-site TV station (St. Paul Sports13, a subsidiary of BGN). Events take place daily, and go on nearly 24 hours a day on weekends, with all three arenas providing action at different times.

Stardust Memorial Racetrack

The Stardust Memorial Racetrack is unique among dueltracks in that the track surface is about 30' below ground level, cutting off line-of-sight except along the track surface.

Entry to the track is gained through elevators in the pit areas to the northeast. There is no way to escape the track during an event except on foot; ladders are placed every 60' along the walls. In most racing events, shooting at pedestrians is grounds for disqualification.

Track Events

There are a few restrictions that cover all racing events at the Stardust Memorial:

No Dropped Weapons. Period. Not even smoke or paint are allowed; they tend to obstruct the camera views.

No Tire-Shooting. Tire shots can end a race very quickly; so quickly, in fact, that the spectators feel cheated.

Most races are fairly standard events; all participants start going the same way down the long stretch at 60 mph, and have to complete a set number of laps. Short races use only the inner loops, longer events use the outer loops.

Four on the Floor. When there are only four (or a multiple of four) combatants, they start in the center intersection, facing out. Vehicular fire is prohibited until at least one car crosses the center intersection after completing one loop. The first one to cover all four loops wins.

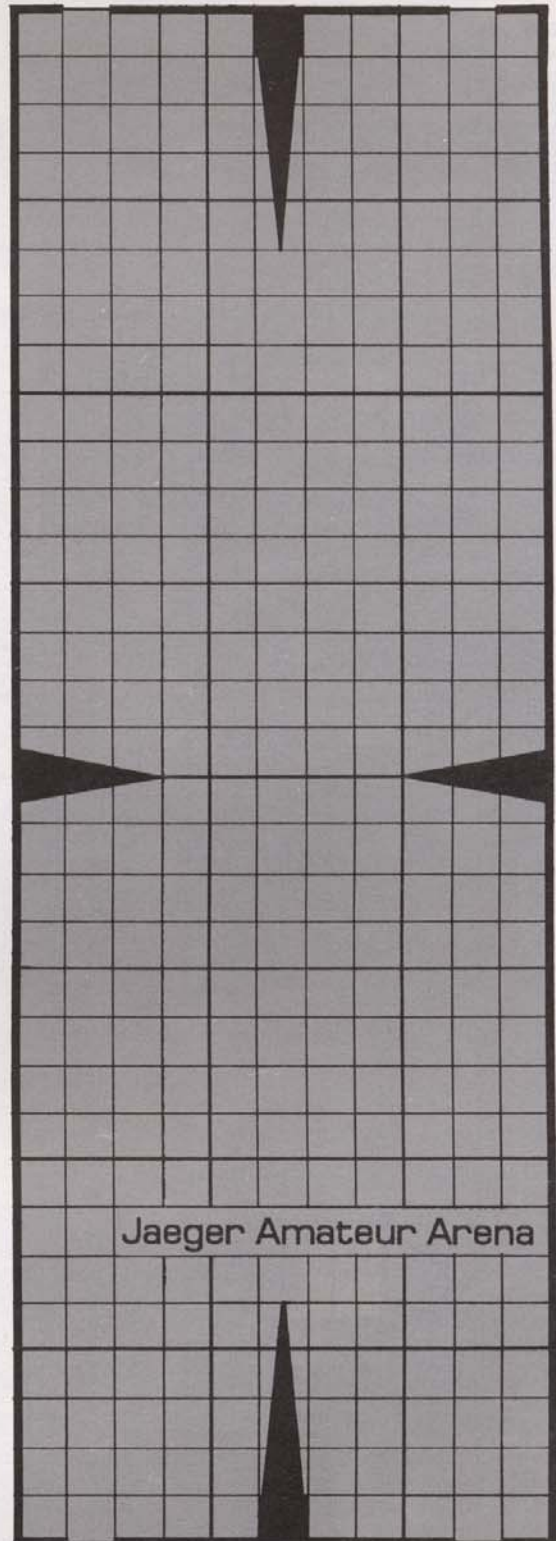
Track Schedule

Monday through Thursday	Divisionals
Friday	Team Racing
Saturday	Special Events
Sunday	Qualifiers & Practice

St. Paul Duellodrome

The large St. Paul Duellodrome (30'' × 30'') hosts all AADA-sanctioned events, including team duels, demonstrations, Divisionals and Regionals. The Duellodrome's most prominent features are the

nine variable-position ramps, which can be lowered beneath the floor or raised above it a maximum of ¼ inch at the center. The ramps themselves are designed so that jumping is impossible. When lowered, a vehicle at the bottom cannot be targeted by another vehicle more than 2'' from the edge, unless that vehicle is on a raised ramp. Crossing any ramp edge or corner is a D1 hazard. In addition, the sides of the ramp are treated like banked curves for maneuvering purposes — maneuvers up the ramp are at +D1, and maneuvers down are at -D1. The walls are 30' high and have 60 DP.



Arena Schedule

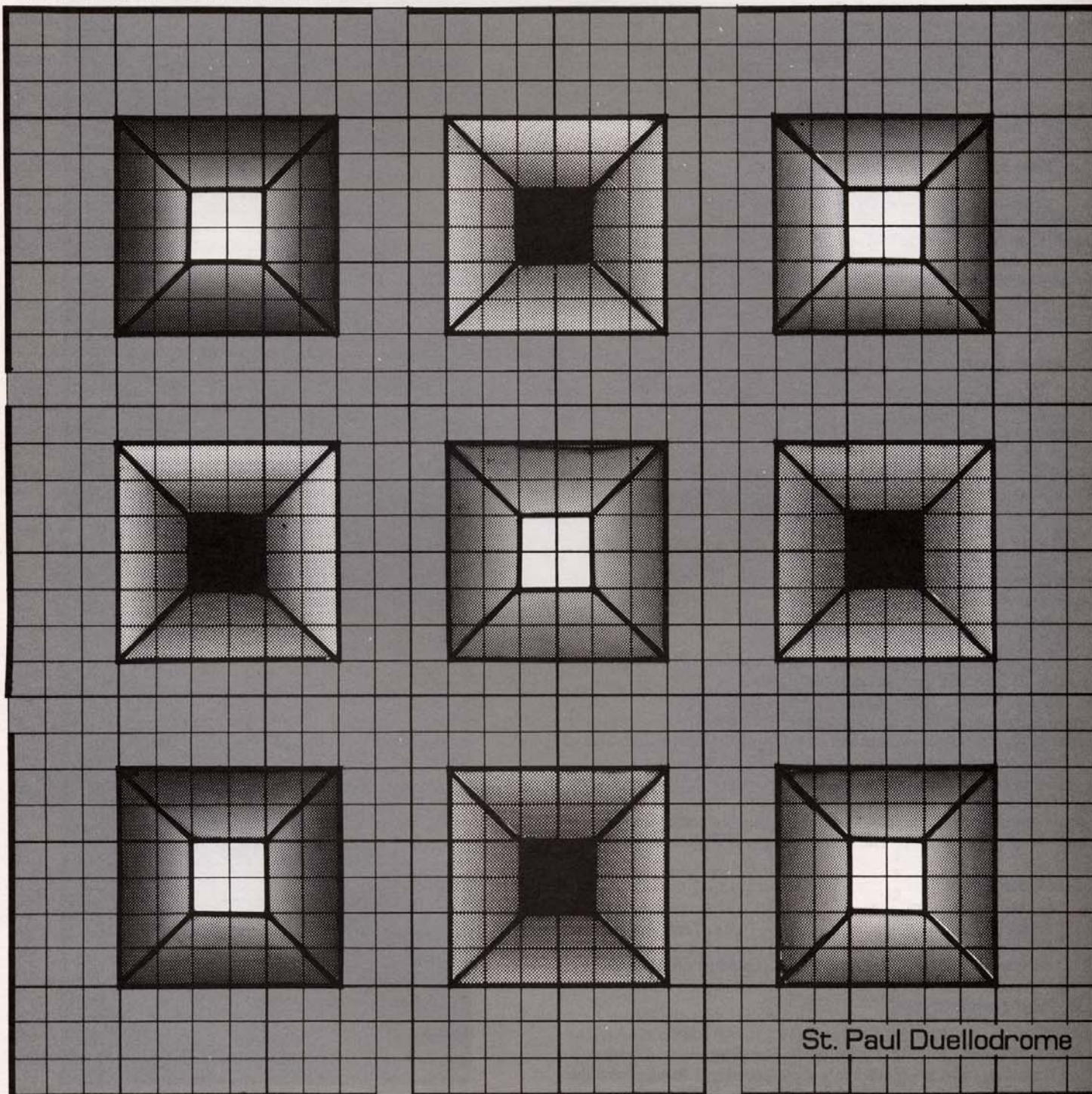
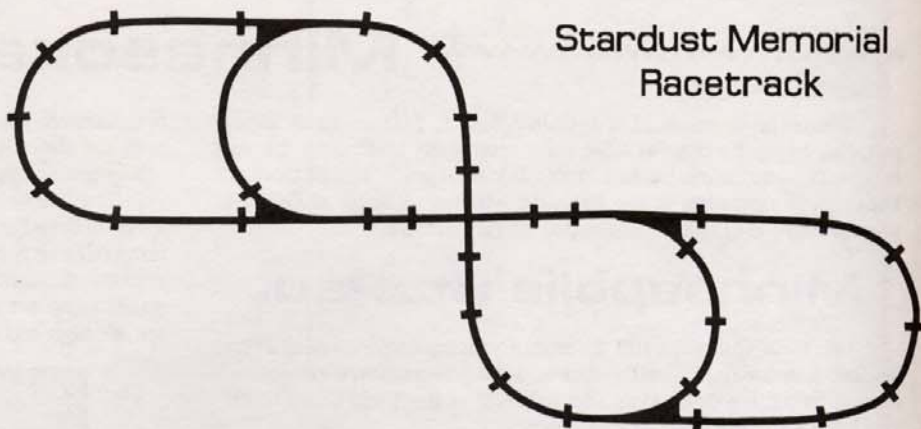
Monday — Thursday Divisionals
Friday Team Events
Saturday Special Events
Sunday Amateur Night

Jaeger Amateur Arena

The smaller of the two, the Jaeger Amateur Arena, is used almost exclusively for Amateur Night events. The walls, both internal and external, are 15' tall and have 45 DP.

Arena Schedule

Monday Closed
Tuesday — Friday Amateur Night
Saturday and Sunday
. Divisional & Team Events



Missouri

Never go into Missouri without a sidearm and fully-loaded vehicular weaponry. Residents of the "Show-Me" state must be shown gun barrels if you wish to avoid harassment. Bars, shopping malls and even grocery stores can be dangerous for the tourist with an accent or unusual garb.

The state government is fairly democratic, at least to residents. Control is exerted primarily through the Highway Patrol rather than actual legislation.

Off-Road duels are common, as are alcohol-fueled internal combustion vehicles. Given the low visitor-participation at the best-known Missouri arenas, one might be better off picking fights on the road . . .

Jefferson City

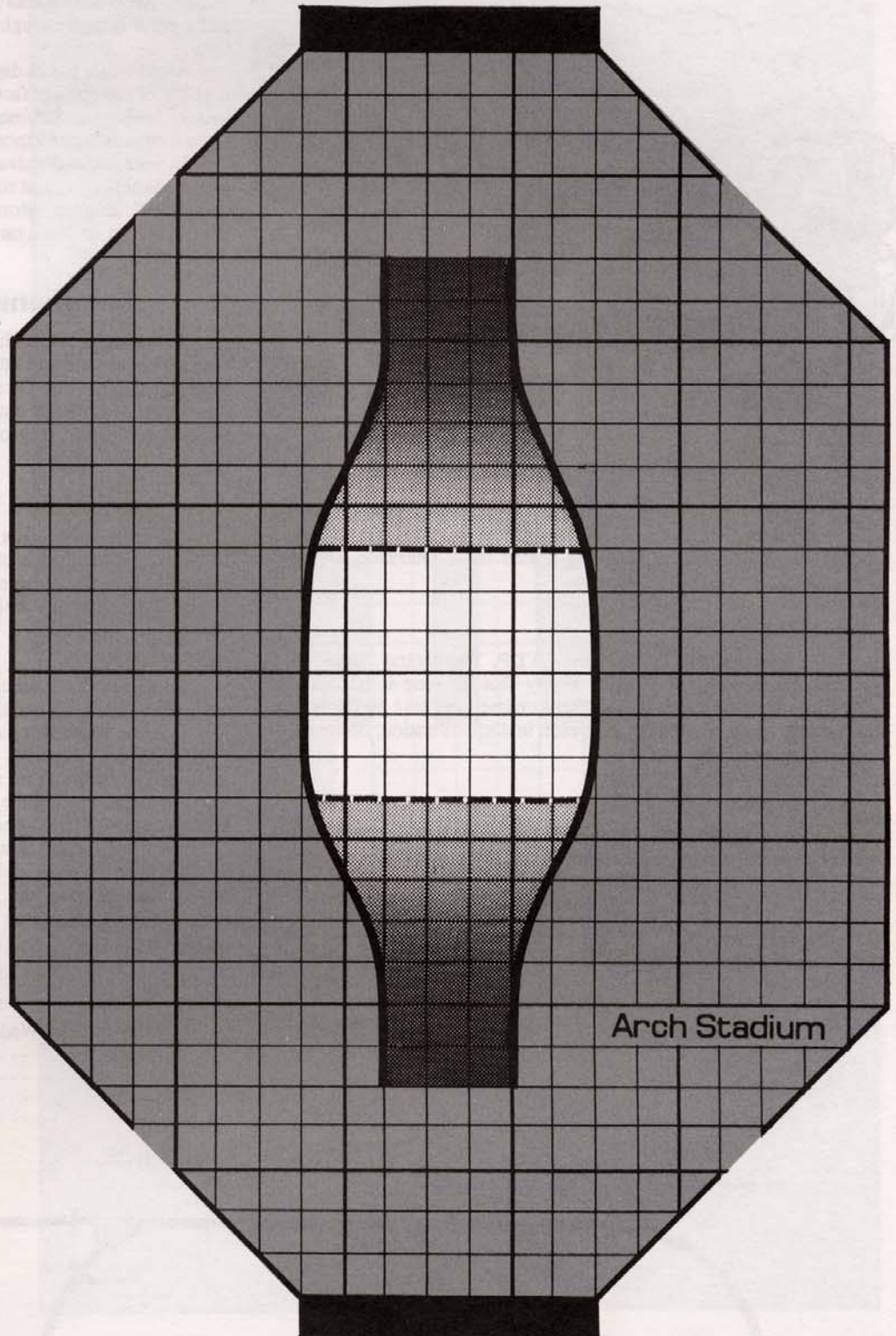
The Ozarks region is free of government jurisdiction; the locals have a complete lack of respect for the Highway Patrol, and enough firepower to maintain that attitude. Jefferson City itself is home to distillers, thugs and fanatics of various types, and is best avoided by travellers.

Ozark Off-Road Autoduel Arena (PR .75)

Business at the Ozark is low, due to the out-of-the-way location, and the less-than-friendly attitude of the local citizens. As a result, local duellists tend to know the track inside and out, and visitors are strongly advised to take full advantage of practice days. The details of the Ozark Off-Road Autoduel Arena can be found in *Car Wars Expansion Set #7 — Off-Road Duelling*.

Arena Schedule

Sunday Special Events
Monday Closed
Tuesday
and Wednesday . . . Practice Days
Thursday Amateur Night
Friday Divisionals
Saturday Team Events



St. Louis

St. Louis is more a collection of neighborhoods than a unified city. Most of the inhabitants live outside the central city. The fortified suburbs have become "micro-cities" on their own and they operate independently of each other. The residents of Maryland Heights, Creve Coeur, Olivette and Kirkwood look down on the central city dwellers

as the lowest sort of scum ("city rats"), while the city dwellers share equal hatred for the suburban "fat cats."

There are several minor arenas around St. Louis, but the Arch Stadium is the only one with AADA Sanction.



Arch Stadium (PR 1.25)

The Arch Stadium is located in Olivette, just west of central St. Louis. Being in a relatively civilized part of Missouri, the Arch also draws the most business, and has hosted the L'Outrance Regional Championships twice in its lifetime.

Arena Notes

The walls are all 45' high and 50 DP. The central "arch" is a gradual ramp designed in such a way that jumping is impossible. Clearance under the arch is 15'. The arch itself can take 60 DP before collapsing (firing on the arch will result in disqualification, however — repairs are *very* expensive).

Arena Events

Over and Under. Just what the title says: the first duellist to travel over and under the arch and escape wins. More often than not, combatants will be required to go more than one "lap."

Arena Schedule

Sunday Closed
Monday Amateur Night
Tuesday Divisionals
Wednesday Team Events
Thursday Closed
Friday Special Events
Saturday Amateur Night

Springfield

Springfield's main industry is collection and shipping of fuel-alcohol. AlCo and Ozarks Juice compete for the bulk of the shipping, and surplus is high enough that alcohol fuel sells for \$5 per gallon locally.

Alcohol fuel has its disadvantages as well — gas engines will only get 80% of their power factors, 60% of their usual mileage, and maintenance costs go up \$25/month. It can't be stored for more than a week, since it attracts water vapor — so use it or lose it.

Despite these disadvantages, internal combustion is immensely popular in this area, and roughly 75% of the cars encountered will be using the IC engines. Most of these are old relics, with weapons and armor patched on, but a rare few are fresh from the factories, and very dangerous.

Hammons Dueltrack (PR .75)

The Hammons Dueltrack is a small, family-owned track that caters to local taste and little else. Despite the high expenses and low attendance, Jerry and Glenda Hammons somehow manage to pull a meager profit from this out-of-the-way dueltrack. Events are televised by local cable, and they occasionally get nationwide exposure when popular duellists stop by.

Arena Notes

The track itself is not regularly maintained — each road section has a one in six chance of being debris-littered. There are no walls restricting line of sight across the track, although there is a 30 DP wall around the entire track area.

Arena Events

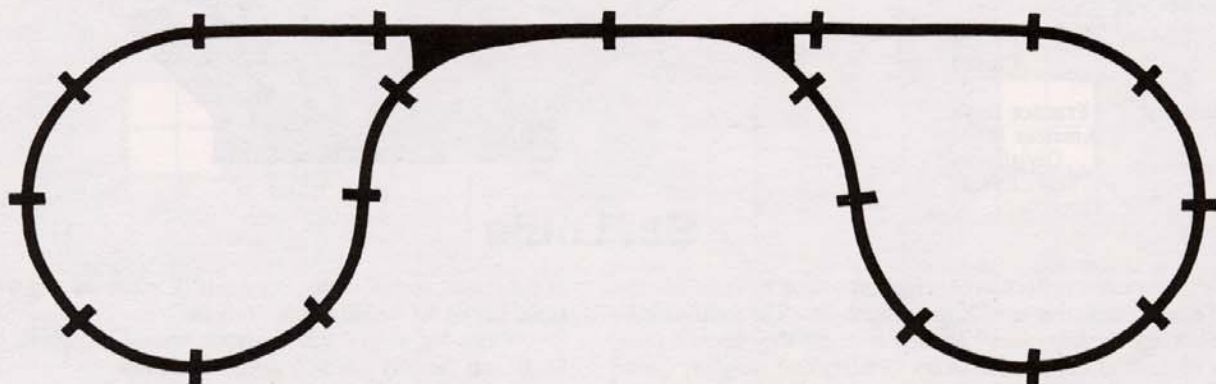
Hammons runs a strict racing schedule — there are no real duelling events. Victory conditions are usually based on a set number of laps. Electric races and gas races are separate — even with only alcohol fuel available, gas engines have too many advantages over electrics in racing. Team racing and grudge matches have the sides start out in the center of the track, facing away from each other. No fire is allowed until a duellist completes a full lap.

Amateur racing is also popular; locals will take their street vehicles onto the track and race. Prizes for amateur racing are rarely more than bragging and salvage rights. However the rosters are regularly filled, and some thoroughly unusual and spectacular events result from them.

Arena Schedule

Monday through Wednesday Closed
Thursday Time Trials
Friday Electric Racing (Divisional)
Saturday Gas Racing
Sunday Team Racing and Special Events

Hammons Dueltrack



Ohio citizens drove out EDSEL forces in 2032. They still take pride in this accomplishment, and show their pride by engaging in frequent road duels. Racing events are very popular in Ohio, and many arenas reflect this bias.

Gang activity is fairly light; Ohio is one of the most pacified states in the Midwest.

Akron

Thanks to the invention of synthetic rubber, Akron is the tire-making capital of North America. Shipments of tires leave Akron for Detroit almost daily; in town, tires can be bought at up to a 20% discount. There are several minor arenas in Akron, and one major one, the Rubberway.

The Rubberway (PR 1.25)

The Rubberway is one of the oldest bi-level arenas in the Midwest, and still one of the most popular among touring duellists. Action in the Rubberway is fast and furious as combatants race over and around the central platform.

Arena Notes

The arena walls are 30' tall, and are 45 DP.

The second level is 15' above the first, and quite solid, although it has bolt-holes spaced regularly along its length for fleeing pedestrians. The ramps are solid, treated as obstacles along their first 1/2" and walls after that. The two overpasses in the center have 11 1/4' (3/4") clearance, and are both 40 DP.

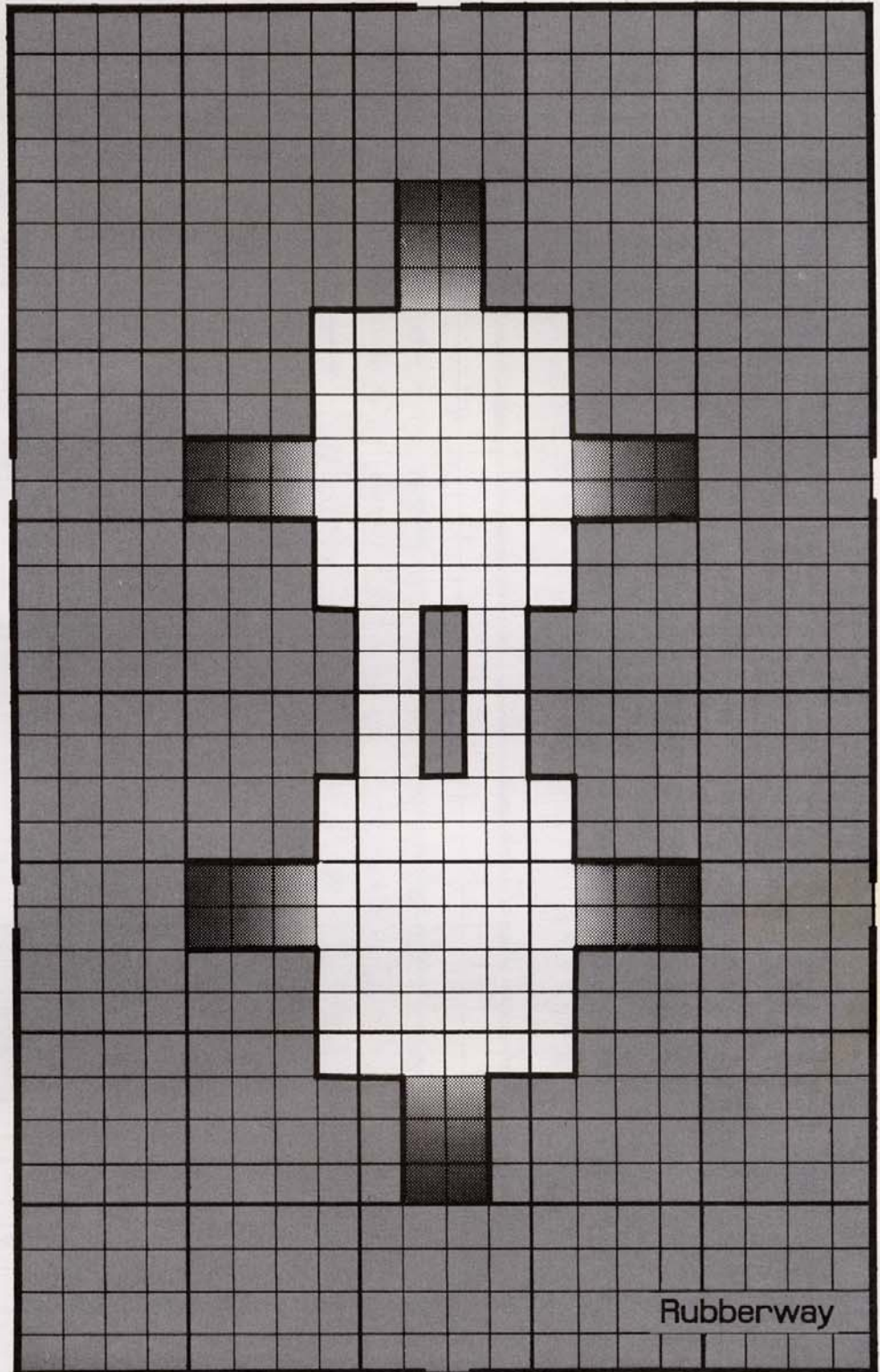
Arena Schedule

Monday	
and Tuesday Amateur Night
Wednesday Divisionals
Thursday Team Events
Friday Special Events
Saturday Challenge Night
Sunday Closed

Cincinnati

The duelling fever grips Cincinnati hard. Street duelling in Cincinnati is almost as frequent as in Detroit, and is better covered — some local aces have never set tire in an arena during their careers! There are no "gangs" in the classical sense of the word; most of the dangerous groups are duellists, and their biggest threat is each other.

There are several arenas of varying types, but the most unusual has to be the Flying Fortress.



The Flying Fortress (PR 1.5)

Every weekend, the Flying Fortress rocks with the thunder and tire screeching of autoduellings, and the stands are always packed. The Fortress tests a duellist to his limits; and for the very best, the challenge presented is irresistible.

Arena Notes

The outer arena walls are 60 DP. The pillars (first level only) are 80 DP each.

The second level is 15' high, and the third level is 30' high. The northern curves on the third level are very steeply banked curves, and the southern curves are banked normally.

The eight entry gates are on ground level.

Ramps: Ramps from a lower level to a higher one are 42°, ramps from a higher level to a lower are 15°. Thus, in order to jump from one level to another, a vehicle will have to be moving *very* fast. The two ramps at the south end of the map are 14°, and are designed for downward travel only. Each of these down ramps has a set of tire shredders which (when activated) will automatically inflict 2 dice to every tire of a vehicle that crosses them while going upward.

Arena Events

The Flying Fortress is a popular track for speed enthusiasts. In order to get to Level II from Ground Level, you must jump there. To get to Level III, you must jump from Level II. The Fortress runs standard Divisionals, with points scored for jumps and kills. Often, the point awards are doubled on Level II and tripled on Level III, with points for jumps based on landing level. Gas-Only events are common and spectacular. The Flying Fortress also runs Amateur Night competitions, usually confined to the ground and second levels. In some events, firing is prohibited on the ground level to encourage flamboyant driving.

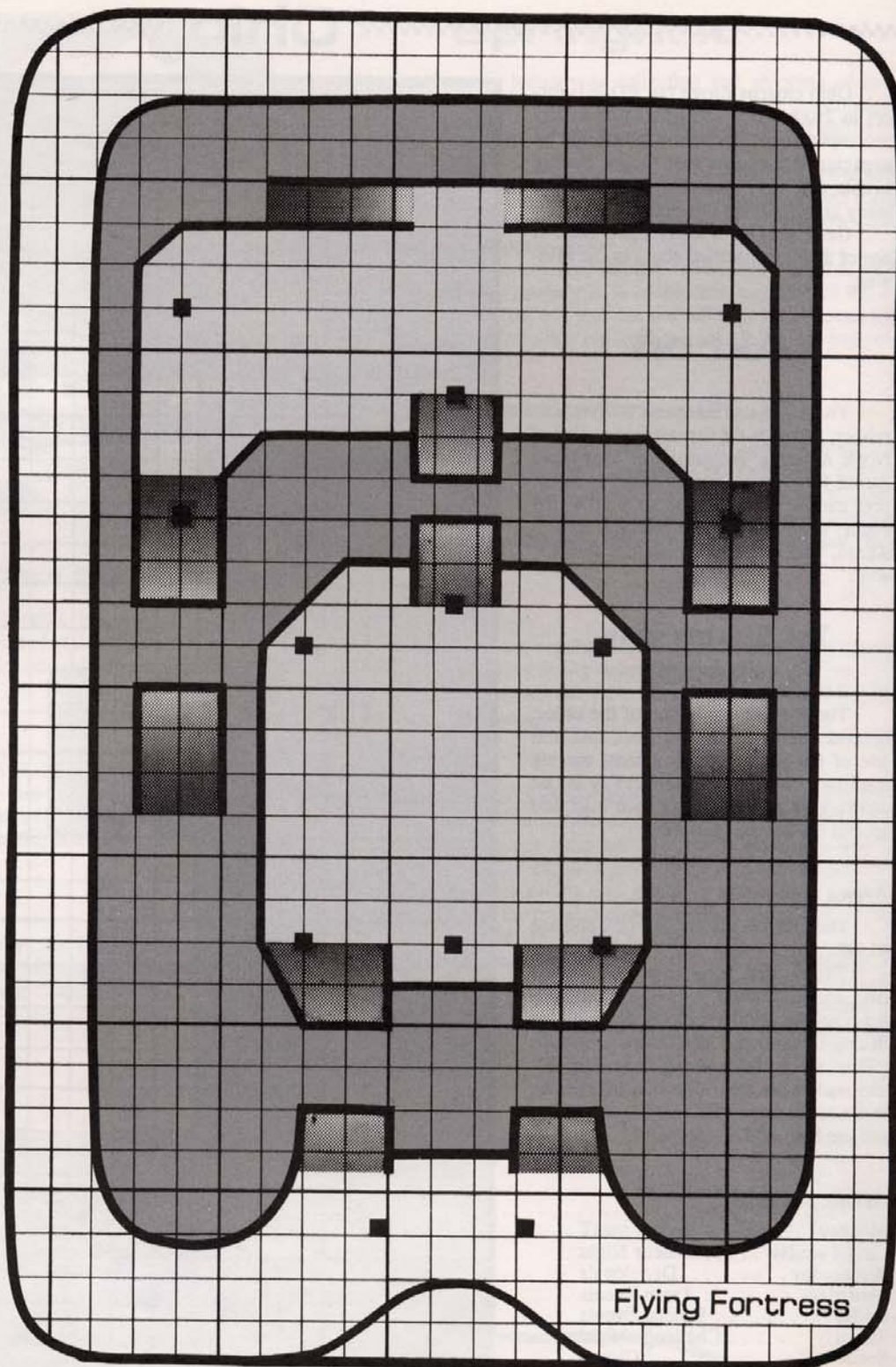
Racing. Participants enter the arena from the gates, have to complete two to five laps on the third level, and then exit the arena through any gate. First out wins. Solid or liquid dropped weapons may not be used during racing events.

Hi-Lo. Similar to the racing event, Hi-Lo competitions require the duellists to touch ground level between each lap for that lap to count.

The Knock-off. The objective is to be the only contestant on the second level after ten seconds have passed. Jumping to the third level is allowed; but this is tantamount to giving up if there is only one other car on Level II. Occasionally, vehicular weaponry is prohibited, and the combatants must ram or outmaneuver their opponents to win.

Arena Schedule

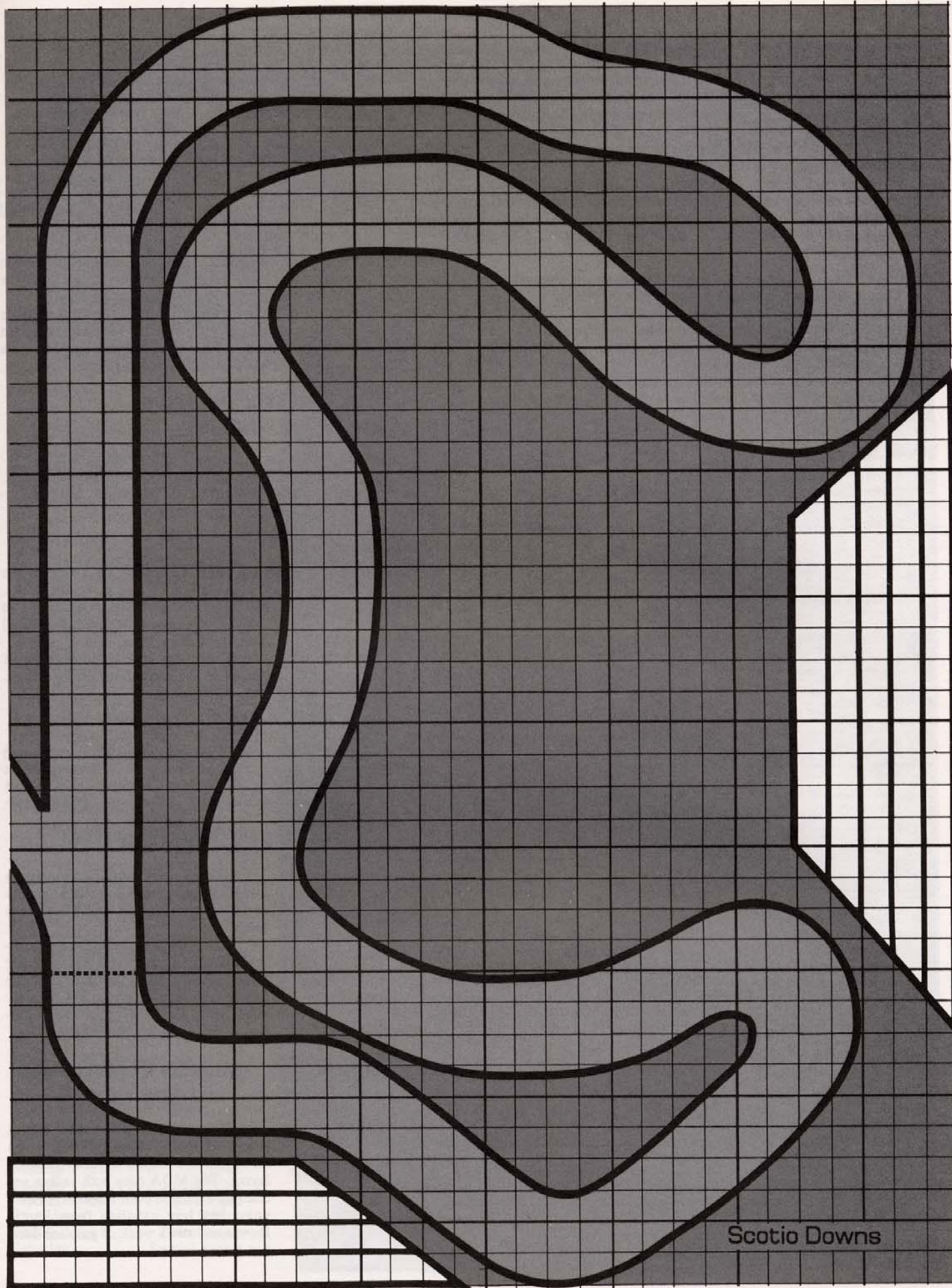
Monday — Thursday Closed
Friday Amateur Night
Saturday Divisionals
Sunday Special Events



Columbus

Street duelling is considerably discouraged in Columbus. The police are well equipped, and are likely to call attack helicopters out to deal with persistent roadfighters.

However, they don't discourage arena duelling, and there are a number of stadiums in the area. Some are makeshift; created by sealing off a number of blocks of the old city, and most are simply enclosed spaces, but one dueltrack bears special mention:



Scotio Downs

Scotio Downs (PR 2)

Scotio Downs is one of very few tracks in the Midwest that can afford to run monthly gasburning races. The first weekend of every month is devoted solely to racing and combat racing in equal amounts, televised nationally through BGN. Scotio is also one of very few dueltracks that, once a month, has a gasburner Amateur Night featuring locally-produced racing compacts:

Bugrabbitt — Compact, std. chassis, imp. suspension, 300 ci engine, 5 gallon economy tank, 4 std. radial tires, driver, turreted MML, spoiler, streamlining. Armor: 10 points on each facing. Acceleration 15, top speed 147.5, 24 MPG, HC 3; 2,924 lbs., \$12,740.

Arena Notes

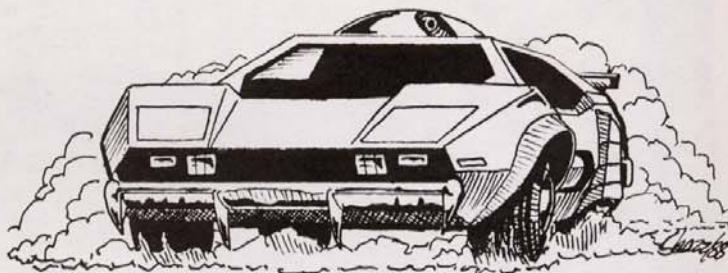
The track is meticulously cared for; dropped weapons are prohibited in all events. The pit areas start just off the map edge and continue to the track entrance at the top of the map. The curves by the eastern grandstands are banked; the lower one is steeply banked. Past the pits to the west are the underground gasoline storage tanks. There's enough on-site storage for up to 500 gallons; regular convoys from New Tulsa, Oklahoma make sure they are filled by the end of the month for next month's racing events.

Arena Schedule

Monday — Thursday Closed
Friday Amateur Night/Qualifiers
Saturday Racing
Sunday Combat Racing

Dayton

Dayton's heaviest defenses are along the south side of the city, to



protect against raids from Cincinnati. Today, the raiders that Dayton fears come from her sister city; gangs and robbers aren't nearly as much of a threat as the duellist groups from the southern city.

Duelling is common in the streets of Dayton. The Dayton police try to put a stop to this, but they can't cover all the ruined and deserted areas of the city. For the professional, however, there is only one arena worth mention in this town, and that is the Kettering Arena.

Kettering Arena (PR .5)

The Kettering Arena is a small, underfunded and poorly-maintained arena at the southern edge of Dayton where the rivers meet. Attendance and prize money both tend to be rather low, and few successful duellists compete here on a regular basis.

Arena Notes

The outer walls are 30' tall and 40 DP. The TV towers in the corners are 45' tall, 60 DP and house linked machine guns for security. The machine guns have a 360° firing arc. The two obstructions are filled-in and (unlike the rest of this arena) indestructible.

There are two large patches of gravel on the arena floor; in the winter, they fill with ice.

Arena Schedule

Sunday — Tuesday Closed
Wednesday Amateur Night
Thursday and Friday Divisionals
Saturday Special Events

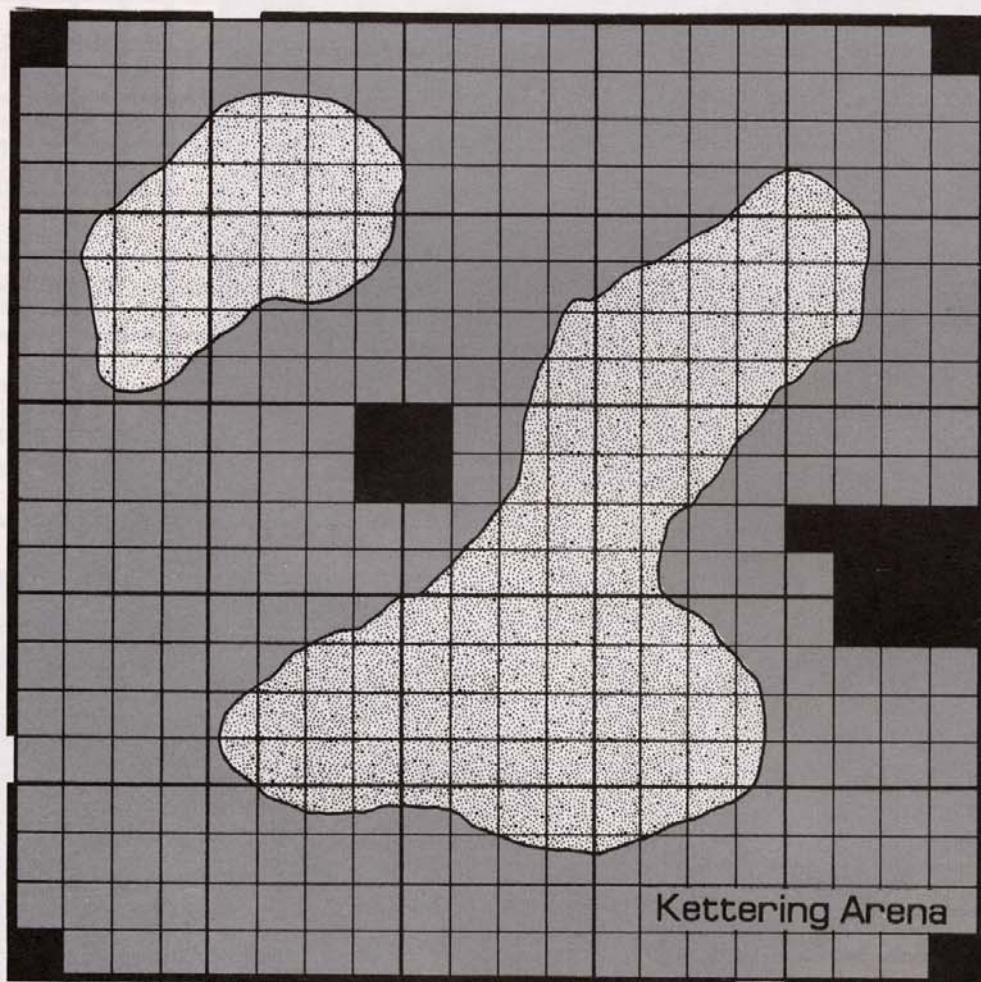
Midville

The average small town arena doesn't get very many top-notch duellists as regular visitors — but Midville is *hardly* average.

Midville is a very popular tourist attraction. Everyone wants to see the famed MONDOs in action, visit the Sarah Bellum Memorial, and possibly horn in on the filming of *Crash City* during the spring and summer.

Midville Duel Arena (PR 1.5)

The Midville Duel Arena is a renovated sprint-racing track that gets a lot of business despite its rather common layout. The MDA runs both racing and duelling events in even amounts; twice a year they buy gasoline from Scotio Downs and run a week of gasoline duels and races.





Competition here tends to be fierce — especially during the later half of the season, when *Crash City* is filming and TV coverage is highest.

Arena Notes

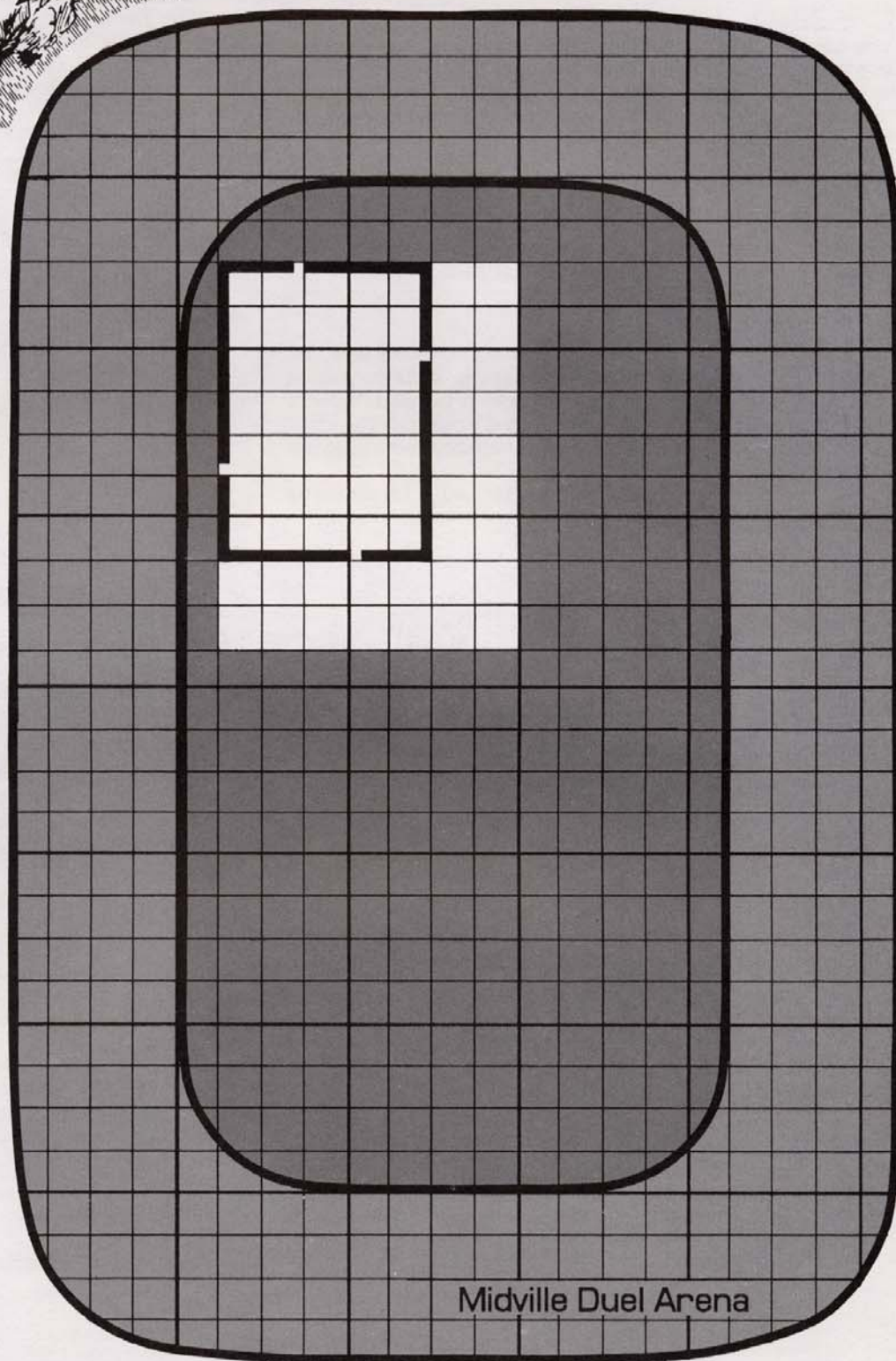
The entire track is banked; maneuvers toward the inner edge are at -D1, and maneuvers toward the outside are at +D1. The outside edge of the track is 20' high, with a 7' wall (30 DP) beyond that to keep the duellists out of the stands. There is no hazard for crossing from the track to the arena floor. The single TV bunker/hideaway is 15' tall and indestructible. Entry to the arena is via a long ramp on the right side (off the map).

Arena Events

Most arena events start with the vehicles staggered around the track, going the same direction and at the same speed. Racing and combat racing are confined to the track; duelling events allow the drivers to go where they please. Since the pits are inaccessible during events, there is a Safe Zone around the north and east sides of the TV bunker. Firing at a vehicle or pedestrian in the Safe Zone is cause for disqualification. Vehicles that cross the Safe Zone must announce their intentions — if they aren't giving up, then the Safe Zone confers no benefit, and they must exit it as soon as possible.

Arena Schedule

Monday	Closed
Tuesday	Amateur Night
Wednesday	Divisionals
Thursday	Racing
Friday	Team Events
Saturday	Special Events



Wisconsin has little statewide cohesion; state control covers the three largest cities and the roads between them. The Anarchist Relief Front maintains a strong presence in the northern parts of Wisconsin, making travel more hazardous than usual.

The duelling climate is favorable. Although few towns put up with gunplay in the streets, the turnout at small-town and city arenas is generally excellent.

Green Bay

Green Bay is to boats what Detroit is to cars. The four leading boat companies — Monsoon, Nimitz, Trident and Rivertech Seaworks — have factories here. Although most of them are only a roped-off area on the shoreline, Green Bay is home to quite a few aquadeulling "arenas." Very few of these have AADA sanction, however, there is one worthy of notice:

Lambeau Field Aquarena (PR 1)

Lambeau Field consists of a pair of artificial islands off the northern edge of Green Bay. Boat duels and boat/car crossover events are especially popular here, as are amphibious car duels.

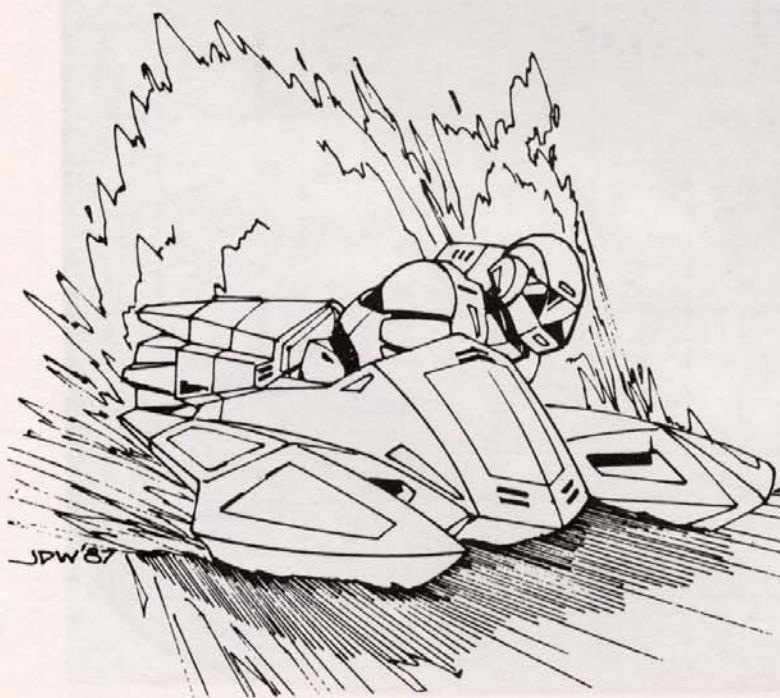
Arena Notes

The water around the islands goes from ¼" to 1" deep in ¼" increments. The contour line around each island indicates the point at which the island blocks line-of-sight for vehicles in the water. Vehicles on land can always target vehicles in water and vice versa. The island surfaces are standard off-road terrain. Crossing the water's edge is a D1 hazard for hovercraft.

The ramps are all 30°. The bridge is 15° and is 15' high at its central point.

Arena Schedule

Monday	Amateur Night
Tuesday	Boat Divisionals
Wednesday	Off-Road Racing
Thursday	Team Events
Friday — Sunday	Special Events



Madison

Madison is the seat of state government, and the center of the Wisconsin State Patrol. Watch the traffic signs around Madison; the police are very strict about the speed limits and anti-duelling laws, both within the city and for a 15 mile radius beyond. They are very well-equipped, and quite serious about their duty.

Truax Field (PR 1)

Truax Field is the largest arena in Madison, built on the ruins of the Truax Field airport. Replicating Truax is easy; simply place two blank mapsheets along their short sides to form one long 64" x 21" arena. The grandstands are well off to the north side and protected, and there are no walls around the arena proper.

Arena Events

Truax Field has a great deal of open space to work with, and a vast storehouse of "props" — walls, pylons, ramps and other constructions that can be moved onto the field whenever needed. This keeps the variety high, and keeps duellists on their toes. Given the endless combination of layouts, the number of events can approach the infinite.

Arena Schedule

Sunday	Closed
Monday and Tuesday	Amateur Night
Wednesday	Divisionals
Thursday	Racing
Friday	Team Events
Saturday	Special Events

Milwaukee

There's a good variety of arenas in Milwaukee — most are fairly standard open stadiums or dueltracks. One deserves special mention:

Brewer's Cellar (PR 1.5)

The Brewery is a brand-new arena in northern Milwaukee. Built entirely underground, there is no on-site audience during combats. Instead, arena events are broadcast by BGN all over the country.

Arena Notes

The entire combat area is underground, and all the action is filmed by over one hundred remote cameras. The chambers are 60' tall, and the walls are effectively indestructible. Each tunnel is 30' tall, and the gates have 30 DP each. The lighting can be set from daylight conditions to pitch darkness.

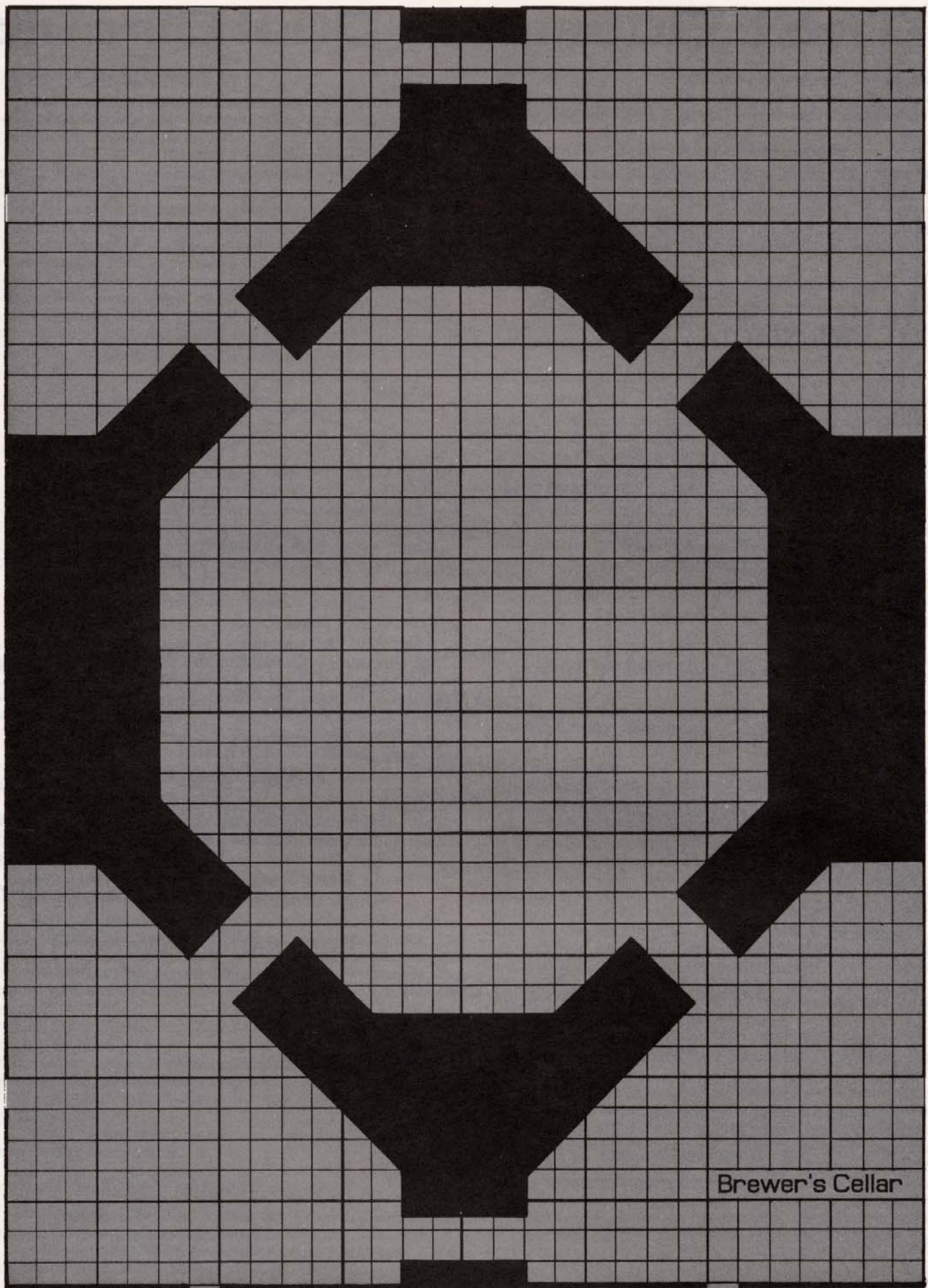
Arena Events

The Tour. The first driver to complete a figure-eight circuit through each section and exit through his gate is the winner. Dropped weapons are usually banned for this event.

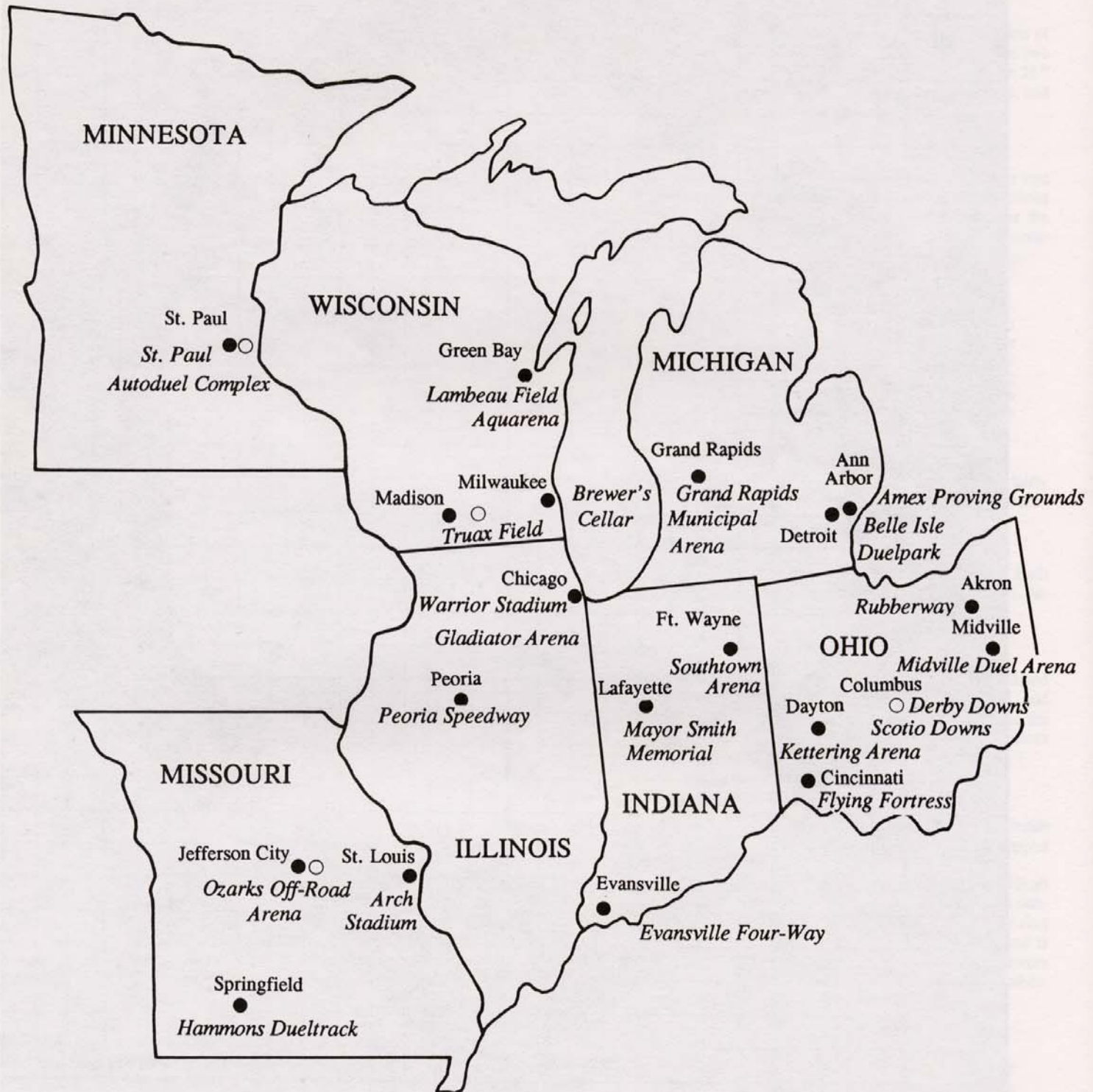
Eliminations. Two duellists start out in each corner section with all gates closed. When each section is reduced to one survivor, the connecting gates are opened, and the four survivors enter the center ring to finish the event. As a variation, another "elimination" round is played, and only gates 5 and 6 are opened. When only two drivers remain, they go on to the final confrontation in the central chamber. This event is especially popular for Amateur Night.

Arena Schedule

Monday	Closed
Tuesday and Wednesday	Amateur Night
Thursday	Divisionals
Friday	Team Events
Saturday	Special Events
Sunday	Divisionals



The L'Outrance Duel Circuit



~~~~~ The AADA Annual Circuit ~~~~~

Divisional Breakdown

The AADA Division classifications represent the maximum dollar value of the duellist's vehicle and personal equipment which may participate in that division's duels. There are nine Divisions: 5, 10, 15, 20, 25, 30, 40, 60 and 100. Division 5 duels allow a total of \$5,000 for vehicle and personal equipment, Division 40 allows \$40,000 and so on. *Divisionals* are usually melees with two to eight vehicles competing. *Team Events* are also classified by Division (and are usually corporate-sponsored), but the Division indicates the total amount available for as many vehicles and crew as the team needs or wants. *Special Events* are championships, guest appearances, Ladies' Nights or anything listed under *Arena Events* in the arena descriptions. With the exception of championship events, special events rarely count for ratings points.

The weekly schedules given in the arena descriptions are steady through the regional and regular seasons. However, they slack off during the end-season as attention focuses on the arenas that host the championships.

AADA Annual Schedule

March: Regional Duelling

The March duels are regional competitions: The duellist may only register at local or state arenas. City duellists will have enough variety at home, but small-town combatants will cross the state through these four weeks, planning their trips well in advance to coincide with the competitions. Regional combats tend to be comparatively friendly — there are few deaths. These competitions bring full points.

April through September 15: Regular Season

Each weekend, six sites across the continent (each in one of the twelve circuits) are *Designated Arenas* for official competition; the chosen arenas change from week to week.

The Designated Arenas are chosen well in advance, based on arena offers of facilities and publicity. One arena can be designated several times during the year. Only duels fought in Designated Arenas are counted toward official AADA point totals for the season.

A duellist may choose which of the six he will attend. Most plan a "tour" around the country that hits their favorite arenas at least once during the year.

Duelling still goes on elsewhere: Amateur Nights, challenge and grudge matches, demonstration duels and semi-professional duelling off the circuit. As summer comes on and rating points rack up, tempers get short — and the proportion of arena deaths rises dramatically.

September (Last Half): Regional Championships

During the third and fourth weeks of September, the United States and Canada hold their regional championships for each Division. The 30 highest-scoring duellists from each region return to their regional circuit's Designated Arena and duke it out for the championship. The top ten point scorers for each Division advance to the national championship.

In Texas, Louisiana, Oklahoma, Australia and Quebec, the autoduellist returns to the arena registered as his *home arena*. The thirty top-scoring duellists from each arena participate in the circuit finals, and, when the dust clears, the ten top-scoring duellists in each division from each AADA arena in that country are advanced to the national championships.

Prestige gained during the regional, national or world championship matches counts double.

October (First Half): National Championships

National championships are held at a Designated Arena — no arena may sponsor the nationals more than once every five years.

Non-champion duellists continue to compete into October. These late season matches allow competitors to acquire ratings points which,

while not counting for championship purposes, still count for career standings. Scouts for the major autoduellling sponsors watch late season matches carefully, looking for next year's surprise combatants.

October (Last Half): World Championship

The national champions in each Division meet in the World Championship's Designated Arena. The United States, Canada, Quebec, Texas, Oklahoma, Louisiana and Australia are each represented by their Divisional champions. The winner of each Division is proclaimed that year's world champion for that Division.

November through February: Off-Season

The regional, national and world champions appear in commercial after commercial on television. Arenas remain open for practice, grudge matches, challenges and the occasional exhibition.

Placement and Point-Scoring

In each official AADA competition, the top finishers earn rating points. These points determine the duellist's place in the official AADA standings. How many points the competitor receives for an arena duel depends on his placement among finishers of the duel. The first place finisher gets 5 points, the second place finisher gets 3, and third place gets 2. All other surviving participants get 1 point.

To place in competition, a duellist must be alive at the end of the duel — not necessarily conscious, but alive. If the apparent victor of a duel is found to be DOA, the second-place finisher is advanced to winner, the third-place finisher is advanced to second place, etc.

If a duellist dies in competition, but has Gold Cross, he is not eliminated from the year's circuit, but cannot place among the winners of the duel in which he died (and receives no ratings points for it), regardless of how well he did in the duel.

The Duel Circuit Campaign

There are several ways to play out a Duel Circuit campaign. The first way is to start from nothing . . .

Rags to Riches

The Rags to Riches campaign follows a character (or several characters) from a lowly beginning in Amateur Night to fame and fortune or flaming death on the AADA Duel Circuit. This is best played as a roleplaying campaign, with occasional side adventures for variety and to supplement the duellist's funds.

In a Rags to Riches campaign, the duellist (or duelling team, if there are more characters involved) starts out as an amateur, with no money and base skills, and enters Amateur Night at a local arena. The usual prize for the first-place winner is \$1,500 × the arena's PR, and the vehicle he drove. He is also allowed salvage rights on the other vehicles. A beginning duellist is allowed to enter Amateur Night up to three times or until he's finished first in an event. If a duellist fails Amateur Night three times, the sponsors tend to think he's not worth the dollar value of the cars, and drop him.

After the duellist has (presumably) won an event and made a little money, he can get himself a car, hit the circuit and attempt to make a name for himself.

A lone character must pay all his expenses — new cars, maintenance, ammo and other supplies, travel, basic life-support and so on. A small group, with diverse skills, can make the going easier (especially if one of them has Mechanic +3!). Extra money can be made through convoy escort, courier missions, and other odd jobs if the referee allows. Note that a duellist will probably have only one or two vehicles at any time until he's gained considerable experience and notoriety.

The average duellist will (if he's skilled or lucky) participate in 15 to 25 events during the regular season. Since it's impractical to play out all the duels over the whole circuit, assume that any duellist who racks up more than 35 points can move on to the regionals in September.

Corporate Car Wars

The Corporate Approach

The Corporate approach is modeled around a few important concepts. First, each player controls a corporation, rather than an individual character or crew. The player/president must balance the company budget and (hopefully) show a profit at the end of the season.

Each corporation has a team of characters. Each character has different strengths and weaknesses, depending on how the player sets up his team. These characters must be kept alive, because you might not be able to afford hiring replacements until the next season rolls around.

Starting Out

Each corporation can employ up to 18 characters per year. Each new character starts with 80 points worth of skills (these are professionals, after all), with no more than 30 (skill+2) points in any one skill, and at least 5 skills at base level. The skills mentioned in *Deluxe Car Wars* — Driver, Trucker, Pilot, Cyclist, Gunner, Handgunner, Mechanic, Running, Paramedic and Martial Arts — are available.

Each character should be kept on a separate record sheet which can be easily updated, with enough room to record the duelling history of that character.

In actual use, each player would record the performance of their character(s) after each duel. Any money awarded must be written down here or it will mysteriously vanish. The date of the game, a small description of the event, and any skill points earned should also be recorded. A running total of the character's cash is kept here as well.

Each corporation starts out with some working capital. A good starting value is somewhere between \$150,000 and \$300,000. This money is used to build vehicles, repair damage, purchase other equipment, and provide Gold Cross coverage for your key team members. In addition, the money can be used to buy characters from other teams — just like in professional sports today. If you run out of money, you go bankrupt (see below).

Using Corporate Money

Corporate money comes from only one source — prize money. Prize money is awarded for a first, second or third place team finish in an event. Note that each character who survives an event in a conscious state will receive survivor money, but this amount is awarded directly to the characters and is recorded on their individual record sheet. Any other sort of prize is recorded on the Corporate Balance Sheet.

Corporate money can only be used for a few specific items. New vehicles may be purchased, and old ones can be repaired. Body armor and hand weapons can be bought for team members, and Gold Cross coverage can be arranged for any or all members of the team. Loans can be made to other corporations, and bets can be made between groups as well. You can also buy characters from other teams to replace dead members, but you cannot replace injured characters. You can fire team members, too. However, they cannot be replaced until the end of the season. You cannot buy members to exceed the 18 character limit, either.

Setting Up A Schedule

Let's assume that you and several of your friends have now set up their corporations. Next you need a schedule. One person in the group (the president, if your club is that structured) should be in charge of setting the schedule and determining the events. The events should be of the type that all players can afford to enter (no \$500,000 events if only one corporation has that much money), and should be scheduled so at least 3 corporations can participate. You can name any arena or track, any combination of vehicles, any number of characters, and any sort of special rules you want.

For those players that desire greater detail, you can even pay the costs of transporting the characters and their vehicles to the various arenas, or play out the trip as the team convoys along the duel circuit, even taking side jobs to increase their personal funds.

Using Your Team

You should now have your team of characters created, your game schedule set, and your balance sheet prepared. Time to fight!

You've decided to enter the duel coming up next week. The schedule says:

Arena Event: \$30,000 — 2 Cars, Warrior Arena

First, you should choose the characters you want to use in this event. Then, you should select two cars whose total cost does not exceed \$30,000. There are two ways to pay for these cars:

Use Corporate Money. In this case, the cost is deducted from the Balance Sheet, and the cars become the property of the corporation if they survive the event. The corporation can then do what it wants with the cars — pay to have them repaired, sell them for salvage, or just keep them in inventory as is. It *cannot* be used by any characters for non-corporation purposes.

Use a Character's Money. In this case, an individual character buys the vehicle(s) out of his personal savings (it's not likely that an individual will have enough money to do this until late in the season — remember, the corporation cannot loan money to a character). When an individual buys a vehicle, he can get a discount on the purchase based on his prestige (a corporation gets no such discount).

Even though the purchase price may be lower, use the original price for determining event eligibility. When a character buys a vehicle, the cost is deducted from his character sheet, the vehicle is added to his personal belongings list, and the car is his to use outside the arena, if he wishes. Also, the individual is responsible for ammo and repair costs — the corporation cannot pay those for him.

Corporate Scoring

At the end of each corporate event, points are awarded to each corporation that participated. First place gets 5 points, second place gets 3 points, third place gets 2 points, and all other corporate participants get one point. At the end of each duel, corporate standings are updated, so everyone can see where they stand.

Corporate Prizes

The total cash pot for any given event is equal to the total cost of the vehicles participating multiplied by the arena's PR (Prize Rating). If, for example, five teams participate in a \$30,000 event at the St. Paul Duellodrome (PR 3), the total cash pot will be \$450,000.

Only the top three finishing corporations get any prize money. The first place team gets 50%, the second place team gets 30% and the third place team gets 20%.

In addition, all characters who are not killed or knocked unconscious will receive "survivor's money" to the tune of $\$1,500 \times \text{PR}$. This is not a great amount, but it gives the characters a chance to improve their personal equipment without tapping corporate funds. A character who surrenders or leaves the arena while the duel is still on will also receive survivor's money.

Corporate Victory Conditions

Special victory conditions can be set up for any event. But for standard arena battles, we use a formula that takes into account not only how many kills a team racks up, but how many of a team's vehicles and characters survive the battle.

Vehicle kills are worth 50 Victory Points (VPs), number of surviving vehicles is worth 30 points, and number of surviving characters is worth 20 points.

Each participating team will get some percentage of the available points in each category, depending on performance. If you entered an event with two cars and one survived, you would get 50% of the available 30 points — 15. If you entered the event with five characters and only three survived, you would receive 12 points — 60% of 20.

The Vehicles Killed category is a little more complicated. The team with the top number of kills gets a 100% score, good for the entire 50 points, and the other teams get a percentage based on the ratio of their kills to that top number.

Example: Four corporations (A through D) enter an arena event, with each corporation entering three vehicles and five characters. At the end of the event, they finished like this:

- A: 2 kills, 2 surviving vehicles, 4 surviving characters.
- B: 3 kills, 1 surviving vehicle, 2 surviving characters.
- C: 0 kills, 1 surviving vehicle, 3 surviving characters.
- D: 2 kills, 1 surviving vehicle, 3 surviving characters.

In the Vehicles Killed category, B set the pace with three kills, so they get the full 50 points. A and D both got 2 kills, so they get 2/3 of the 50, which is 33 (always round to the nearest whole number). C got no kills, and gets no points.

In the Surviving Vehicles category, A gets 2/3 of 30 — 20 points, and the other 3 corporations get 10 points (1/3 of 30).

And in the Surviving Characters category, A leads again with 4/5 of 20 points — 16, C and D receive 3/5 of 20 — 12, and B gets 2/5 of 20 — 8 points.

Totaling the scores, we get:

- A: 33 + 20 + 16 = 69 points
- B: 50 + 10 + 8 = 68 points
- C: 0 + 10 + 12 = 22 points
- D: 33 + 10 + 12 = 55 points

Even though B scored the most kills, A won the match by keeping more vehicles and characters alive. This tends to keep people from engaging in suicide attacks and throwing away vehicles and equipment.

Corporate Bankruptcy

Unfortunately, there are some teams that just can't keep their collective heads above water. Bankruptcy is the technical term, and it occurs when you run out of money. If the budget for the next event is more than the money you've got left, you have a couple of options. You

can enter the event underbudgeted, and take your chances against more powerful foes; or you can skip the event and hope the next one has a lower budget. You can also raise money in other ways, including selling off equipment, selling characters or making side bets.

If you do go bankrupt, you can start again with a brand new corporation immediately. This new corporation does not get any characters, however; you'll have to bid on the "free agent" characters that used to belong to the bankrupt corporation. Minimum bid is \$5,000, and the other corporations may join the bidding if they have room in their rosters.

Year-End Options

At the end of the duelling season, the players should hold a meeting to recognize the corporate champion of the previous season, and hold a Player Trading Session.

In the Player Trading Session, corporations can swing any deals among themselves that they wish, trading players, money and vehicles in any combination. In addition, corporations may cut unproductive or unwanted characters. These cut players are bid on in auction, with the money going to the team that cut the player (the corporation that cut that character may not bid on him). Any empty roster spots at the end of all this may be filled with new 80-point characters, as detailed above.

Prestige Rollback

After a year of play, it's quite possible that you may have players with ridiculously high prestige. This can be a small problem, as it gives older corporations a distinct advantage over a new corporation. (This can also be applied to lone characters from a Rags to Riches campaign, if your characters have done extremely well . . .)

Instead of carrying over a character's prestige from the previous season, determine his new prestige from the following formula:

- +1 for each vehicle kill
- +2 for being an Ace
- +4 for being a Double Ace or higher
- +1 for every event participated in
- +1 for every year experience
- 2 for every time the character died

Figuring your Duellist's Statistics

In the world of professional autoduellling, duellists' careers are described with statistics, much like the pro baseball players of the last century. The AADA has no "official" roster of statistics. The eight that follow are the ones most used by fans, sportscasters, bookies and other interested parties.

Year of Entry (Yr). The year the duellist first participated in a professional AADA-sanctioned event — usually Amateur Night.

Duels. The number of scheduled arena duels in which the duellist has participated. Highway, non-vehicular, or spontaneous encounters are not counted.

Wins. The number of scheduled arena events that the duellist has won. Draws or tied events count as 1/2 a win.

Winning Percentage (WP). "Wins" divided by "Duels," expressed as a decimal fraction. For instance, a duellist who's fought in ten duels and won four of them would have a WP of .400.

Clone. The number of the clone that the duellist is currently using. If the duellist has not been killed, the letter "O" designates that he is the "original." If he has died once and is on his first clone, a "1" would be listed, and so on.

Survival Percentage (SP). The percentage of "Duels" which the duellist has survived, given as a decimal fraction. If a duellist has never been killed in combat, the SP is 1.000. If he survives just half of his duels, his SP is .500, and so on. The duellist's SP equals the number of clones, divided by "Duels," with that amount subtracted from 1.000. This provides a rough percentage chance that the duellist will survive any given arena combat.

Target Hit Average (THA). This decimal fraction tells how often your duellist has hit a target. Divide the number of hits the duellist has

gotten by the total number of shots he has attempted. If you don't want to keep track of every single shot your character attempts, just assume a base THA of .250, plus .100 for each level of Gunner skill.

Combatants Killed Average (CKA). This fraction is the number of combatants (including pedestrians) the duellist has killed in regular arena events, divided by "Duels." If the duellist kills one opponent in every duel (on the average), his CKA will be 1.000. The average CKA among AADA pros is 1.213; among champions, it is closer to 1.500. A duellist whose CKA routinely exceeds 2.500 is viewed poorly by fellow duellists and fans, due to the perception of excessive brutality.

In addition to these statistics, duellists are marked as aces, double aces, etc. by "A," "2A" or other abbreviation following the stats. Additional lines may mention certain spectacular victories, wins in championship duels or other notable victories for that duellist.

Example. Joe Average began his duelling career just last year (2038). In that time, he's entered 10 duels, won three and died once (so he's on his first clone). His Winning Percentage is (3 wins) divided by (10 duels), or .300. His Survival Percentage is .900 — 1.000 minus .100 (1 death in 10 duels).

Joe fired 145 shots and hit 50 times. His Target Hit Average is 50/145, or .345. He made four kills in those 10 duels, so his Combatants Killed Average is .400.

Joe isn't an ace yet, but he's got a trophy he doesn't mind letting people know about. So his first time listing in the annual AADA Duellist Handbook looks like this:

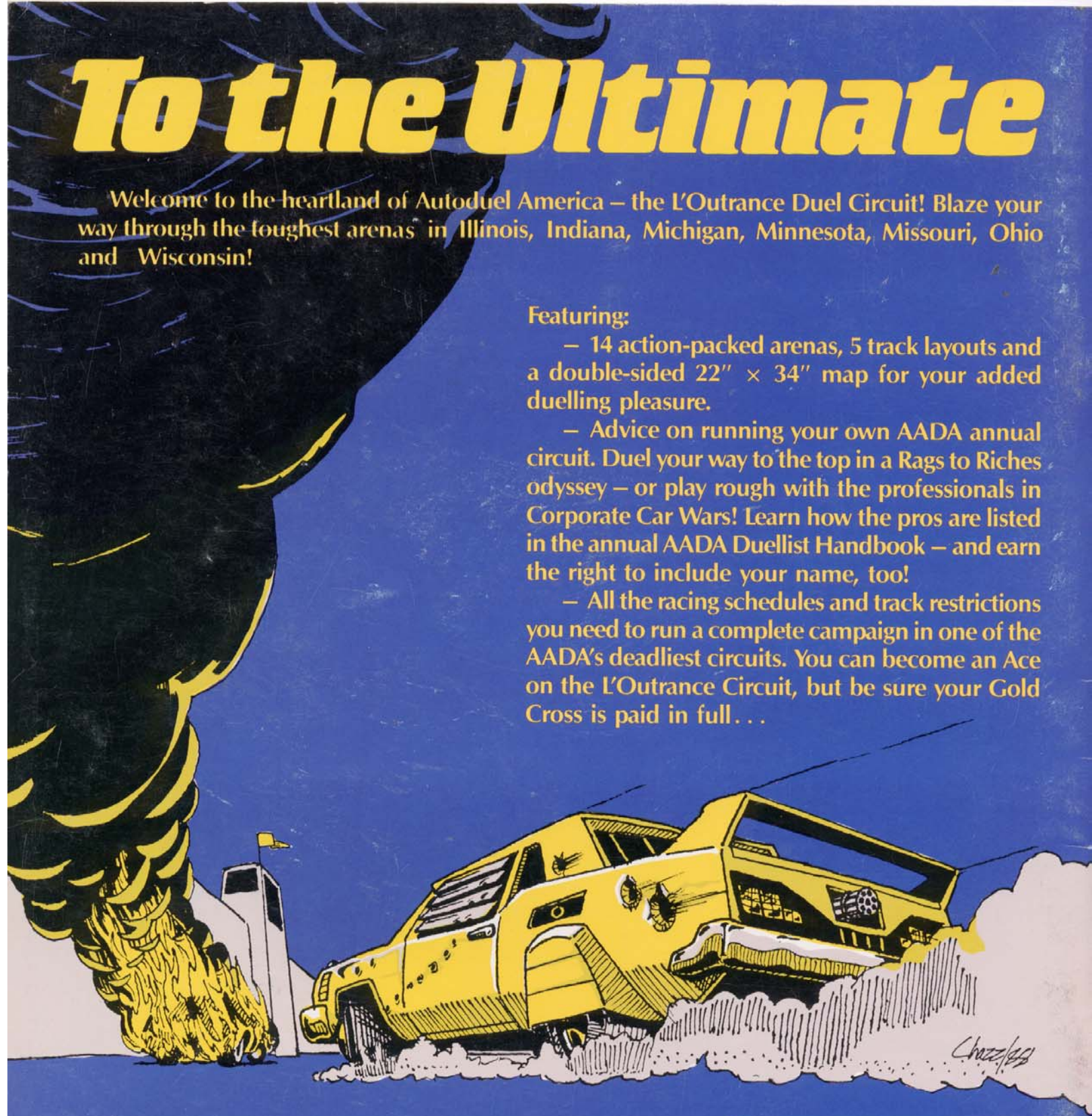
	Yr	Duels	Wins	WP	Clone	SP	THA	CKA
J. Average	38	10	3	.300	1	.900	.345	.400

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ISBN 1-55634-131-8

SJG00695 7138

Made in the U.S.A.