

a **CAR WARS**[®]
DELUXE SUPPLEMENT

DUELTRACK™



STEVE JACKSON GAMES

CAR WARS®
moves into
high gear

DUELTRACK™

a supercharged **CAR WARS®** supplement

RACE CARS
Dragsters, Formula One, Can-Am, Sprint
— handling classes of 8 and 9!

CHASSIS & CROSSBOW
Low-tech autoduelling from the good old days.

GASOLINE ENGINES
25 mph acceleration, top speeds
over 200 mph!

METAL ARMOR
Stands up to heavy-duty weapon fire.



Dueltrack
includes a 40-page,
8½" x 11" rule-
book, 115 full-color
counters, and six
sheets of Deluxe
Road Sections.

NOTE: This is not a complete game! You
need the **CAR WARS®** rules to use it.

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Designed by Scott Haring. Cover illustration by Denis Loubet.

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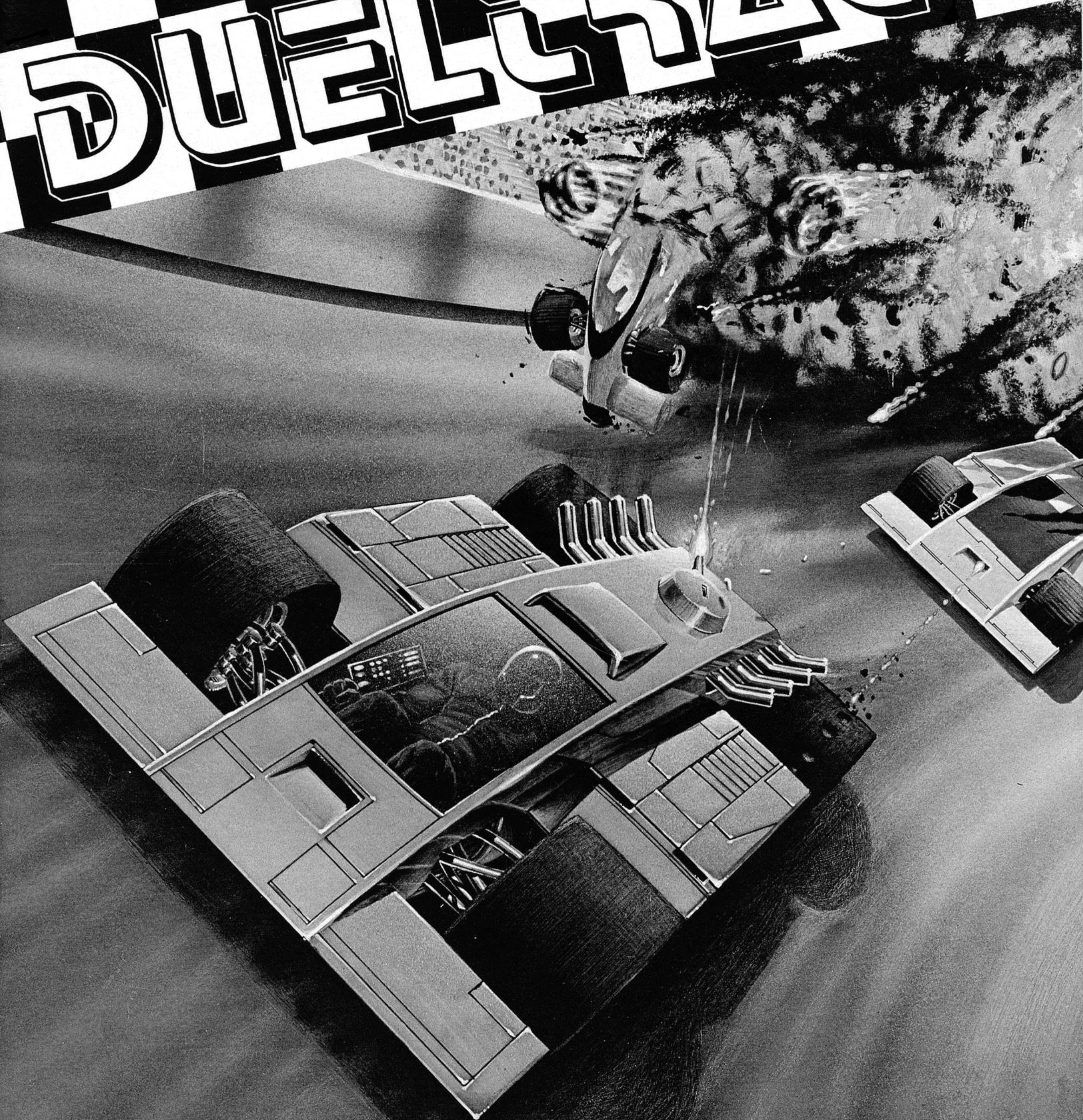


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DUELTRACK™



Denis Laubet '85

STEVE JACKSON GAMES

DUELTRACK™

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Introduction

It's 2036 . . . and an unfamiliar sound echoes off the arena walls. It's the whine of a perfectly-tuned, high-performance internal combustion engine as it powers a sleek racing machine down the track.

Gasoline and its chemical relatives stopped being the energy of choice nearly 40 years ago — what little is left is hoarded by the military or enjoyed by the eccentric rich. For where there's a lot of money, there's usually a way. . . .

Dueltrack is a supplement for *Car Wars* — you will need the original game to play (either the Pocket Box version or the Deluxe version).

Those of you who've been playing *Car Wars* for a while know that gasoline is extremely scarce in 2036. Yet the demand among *Car Wars* players for gas-powered vehicles has remained high — high enough for us to do this supplement. So where did the gas come from?

Well, we never said it *all* went away. There is gas to be had, if you have enough money. But before you design a car to go across the country (or even across the county!), remember that finding enough juice to fill your tanks along the way will be nearly impossible — at any price.

(And by the way, call it gas, or petrol, or gas-ohol, or anything you want; we're not going to be specific. As far as the game is concerned, these vehicles run on a generic distilled liquid petroleum product. One type fits all.)

In racing (pages 22–24), the race organizers usually provide fuel for the competitors — and that fuel is rationed very strictly to each racing team.

Gas-powered duellists (pages 19–21) had better be so incredibly rich that they can afford such expensive pastimes — gas-powered duelling is sort of the thoroughbred horse breeding of 2036.

And in the "Chassis & Crossbow" section (pages 14–18), well, that was years ago, and gas was more plentiful. . . .

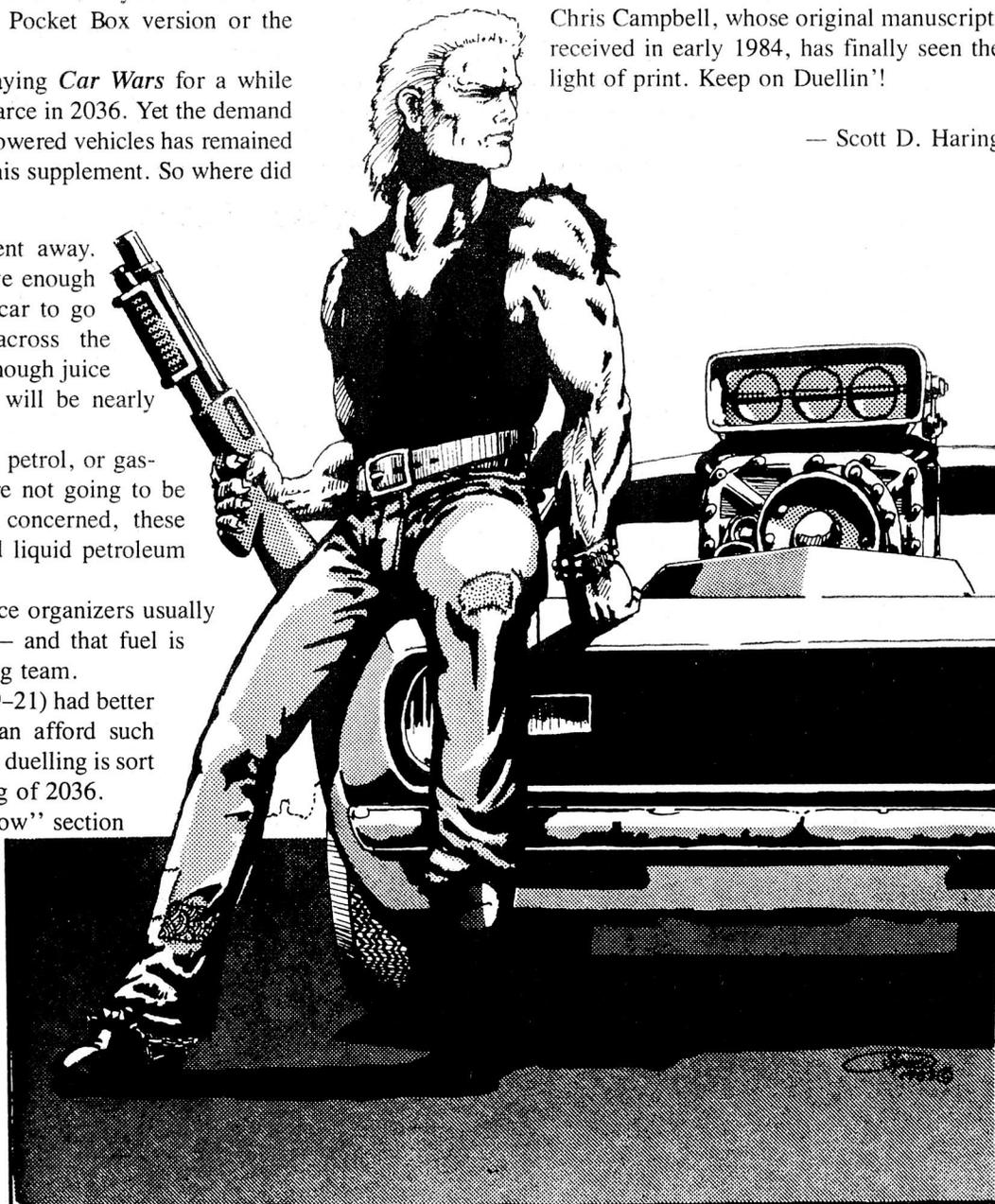
Thanks to Warren Spector, our resident car freak, for lots of information on auto racing and cars in general, and thanks to Steve Jackson for all his helpful comments. Also, a big thank-you to all the American Autoduel Association chapters that play-tested early drafts of *Dueltrack* and helped find the bugs.

Hats off to:

The Royal Autoduelling Association of Australia, the Tulsa Overt Operators for the Betterment of Autoduelling, The New Jersey Foundation for Death on Wheels, The NorCal Transit Authority, the Land of Lincoln Autoduel Association, the Carmel Autoduel Association, the Minneapolis Autoduel Association, and Tim Ray and the River City Autoduel Association.

Thanks also to the playtesters at WarCon and UtherCon. And, of course, thanks to Chris Campbell, whose original manuscript, received in early 1984, has finally seen the light of print. Keep on Duellin'!

— Scott D. Haring



The vehicle decelerates by 5 mph each turn, and weapons that ran directly off the engine (like lasers) stop working, too. Other weapons and accessories continue to operate.

Even a partially damaged gas engine may not function as well as an undamaged one. *Every time* the engine takes damage, immediately roll 2 dice and consult the following table:

Engine Critical Damage Table

2: Black smoke pours out of the engine compartment (not enough for a smokescreen, but enough to deliver a good scare . . .).

3-5: *Clang!* Something got hit in there . . . but performance is unaffected.

6: After 5 seconds, the oil gauge will show a dramatic loss of pressure, and will stay there until repair. But it is the gauge, not the oil system, that is damaged.

7: Hideous grinding noises come from the engine. Roll again on this table. If you get "7" again, stop rolling. No other effect on performance.

8: *Cylinder!* You've blown a seal or lost a valve. Acceleration drops by 5 mph (but never goes below 5), and top speed drops by 20 mph (if you're going faster than your new top speed, you decelerate at 10 mph per turn until you get within your new limits). Repairs will cost 25 percent of the cost of a new engine, and are considered a Very Hard job for a mechanic.

9: *Radiator!* In 10 seconds, your temperature gauge will be in the red. For every second the engine continues to run after that, roll one die — on a 6, the engine seizes up and is totally ruined. For full effects, see entry under "Disaster," below. If you shut off in time, repairs will cost 10 percent of the cost of the engine, and are considered an Easy job for a mechanic.

10: *Oil System!* In 5 seconds, your oil pressure gauge goes in the red. Starting after 3 seconds, roll one die — on a 6, the engine seizes up and is totally ruined. A turbocharger is especially sensitive to oil pressure. If the engine in question is equipped with a turbocharger, the chance of an oil-related disaster doubles — it happens on a 5 or a 6.

Since you (as your driver character, that is) don't know there's a problem until the gauge tells you, there will be two seconds in which your engine may self-destruct without warning — those are the breaks! For full effects, see the entry under "Disaster," below. If you get lucky and shut down in time, repairs will cost 10 percent of the cost of the engine, and are considered a Medium job for a Mechanic.

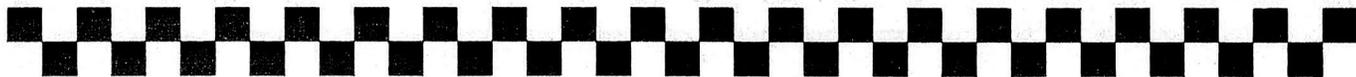
In either case, place an oil slick immediately behind the vehicle — but only *after* the engine seizes up or the oil gauge drops — don't let the oil slick give the driver an early clue that there's a problem! Oil Jet and Flaming Oil Jet weapons are completely separate systems, and are not affected by this result.

11: *Fuel System!* The car will shut down by itself in 5 seconds, (the engine will be starved for gas), but otherwise performance is unaffected. Now for the bad news — you may be on fire! (See the section on "Fire and Explosion," below.) If there is a fire, the vehicle will leave a patch of burning gasoline behind it! Treat this as a flaming oil slick in all respects. Repairs will cost from 10 to 60 percent of the cost of the engine (roll one die and multiply by 10 — if it's a sliced fuel line, it's a cheap fix, but if it's the fuel injection computer, well. . .), and are considered a Medium job for a mechanic.

12: *Disaster!* The block is cracked, or a rod is thrown, or something else equally bad happened. You decelerate at least 15 mph per turn (more if you want to put on the brakes), until you get to 20 mph; you lurch along at that speed for five more seconds, and then the engine dies a miserable, permanent death. Turning it off early won't help. The engine is totally ruined — get a new one. Place an oil slick behind the vehicle each of the next three times the vehicle moves. Replacing an engine, by the way, is considered a Hard job for a mechanic.

Secret Engine Damage: The referee can make all the appropriate rolls on the table above and immediately tell players what happened; alternatively, he can roll and, if something goes wrong, not tell the player the result until something noticeable actually happens.

For example, the ref could roll a "Radiator" result, and just keep quiet about it. Then, ten turns later, he could announce, "Hey, Car #43, you just noticed that your temperature gauge is in the red. What are you going to do?" This will add to the realism of racing, and drive up the blood pressure of the players.



Chassis & Crossbow

It wasn't so long ago that "low-tech" duelling was common. Back around the turn of the 21st century, low-tech was the only tech! "Chassis & Crossbow" recreates those good old days.

(Note: A version of this article first appeared in *Autoduel Quarterly* Vol. 1, No. 3. Revisions have made it compatible with *Deluxe Car Wars* and this supplement, but the drama of low-tech autoduellling remains unchanged.)

The Setting

Shortly after the turn of the 21st century, the U.S. government was still recovering from an expensive war of secession with the Free Oil States. The economies of all nations involved were shaky at best. Authentic gasoline was rare (except in the Free Oil States), but many grain-derived alcohol substitutes were used with some success. (This would all change when the Grain Blight of 2016 hit). Military equipment, heavy firearms, and ammunition were in short supply. Outlaw gangs were on the rise, and the weakened governments were in no position to do anything about it. Private citizens began to arm themselves for self-defense, but like the gangs, the lack of high-powered weaponry forced them to improvise.

Vehicle Construction

Vehicles are not so much built in this period as they are *found*. There aren't a whole lot of car lots for shopping purposes, either — players should be forced to use whatever the breaks give them.

All standard body styles of cars, cycles, sidecars, trucks, and buses are available. Helicopters and trikes are not; use the standard *Car Wars* stats for the available vehicle types. The gas engines in these early duelling vehicles should be no bigger than 350 cubic inches, and referees should roll randomly (in some fashion of their own choosing) to determine the precise size of the engine. Most engines have carburetor fuel systems; multi-barrel carbs, fuel injection, turbochargers, superchargers, and nitrous oxide should all be extremely rare.

No improvement of the chassis or suspension is possible in Chassis & Crossbow, so vehicles have HC 1 (HC 0 for vans) and can carry no additional weight over the listed limit. Standard tires are the only kind around, and all vehicles use the Economy gas tank. Fuel is reasonably priced — \$3 a gallon.

Gunners only take up one space in these older vehicles, because the fancy targeting equipment that takes up all that room in modern vehicles doesn't exist in these vehicles. Drivers still take up two spaces, however.

Very few vehicular weapons are available, and those that are can't usually be aimed like basic *Car Wars* weapons. Instead, the weapons are mounted fixed to the chassis. Consider each

weapon to be facing straight out from the side, and fired as if on automatic. There are two accessories, however, that may be helpful for aiming weapons:

Articulated Mount. This is a vehicle weapon mount which allows an arc of fire that is the same as normal vehicular weapons in basic *Car Wars*. It requires that a gunner sit behind the weapon and physically move and fire it. A gunner firing a weapon mounted on this item has no accuracy penalty, even if it's a hand weapon. The driver of a vehicle may fire a weapon with this mount, but at a -2. The Articulated Mount costs \$500, weighs 50 lbs., and takes up one space.

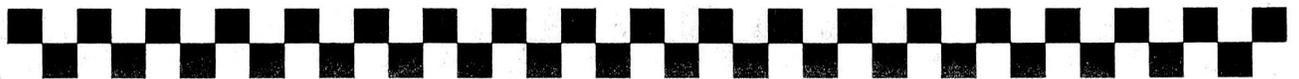
Ring Mount. A vehicle with a ring-mounted weapon may not have any top armor, and a vehicle can have only one ring-mounted weapon (cycles can't use this item at all). The gunner stands behind the weapon and swings it in the desired direction before firing. The weapon on this type of mount has a 360-degree arc of fire, but it cannot swing around as fast as a modern-day turret. Each turn, the weapon may change its facing up to 90 degrees. Example: If the weapon is in the front arc of fire, it may swing around to the right or left arc, but not to the back. This type of mount takes up 4 spaces (but the gunner doesn't take up any additional space), weighs 200 lbs., and costs \$1,000. A gunner firing a ring-mounted weapon can fire no other vehicular weapon, though he can fire personal hand weapons.

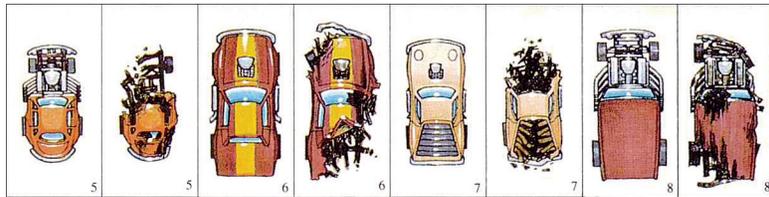
Either vehicular weapons or hand weapons can be mounted on these special mounts. Hand weapons of three grenade-equivalents or less take up no space when mounted on an Articulated Mount or a Ring Mount (though the weight of the weapon must be counted against the vehicle's chassis limit). Larger hand weapons take up one space on an Articulated Mount. On a Ring Mount, no weapon of any kind takes up any additional space (the Ring Mount acts like a turret in this regard). The weight of the weapon, of course, must still be taken into account.

Without big-time military or underworld connections, the only weapons players can find easily are of the hand weapon variety. And even some hand weapons — like the tripod-mounted MG and RR, and the LAW and VLAW — are tough to find. These harder-to-find weapons are divided into two categories: Rare and Very Rare.

The following weapons are considered Rare: The machine gun, flamethrower, smokescreen, heavy rocket, and the tripod-mounted MG. To find a vehicle equipped with any of these weapons would be a Real Stroke Of Luck; to find two on a single vehicle would be nearly impossible. Rare weapons cost twice the cost listed in basic *Car Wars* — both for the weapon and ammunition.

These weapons are considered Very Rare: The Vulcan machine gun, rocket launcher, recoilless rifle, anti-tank gun,



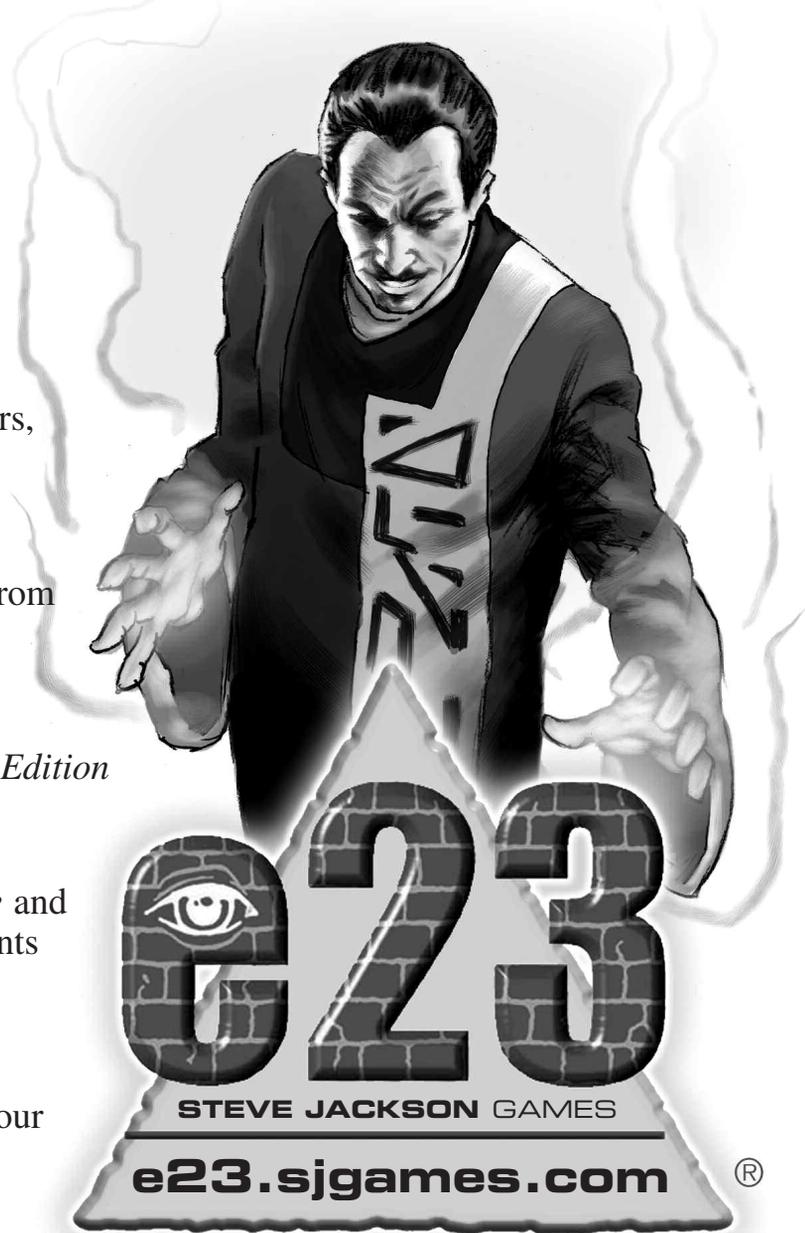


		CYCLE 1
1	1	CYCLE 2
		CYCLE 3
2	2	CYCLE 4
		
3	3	
		
4	4	
		

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