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AUTODUEL CHAMPIONS

A CAR WARS and CHAMPIONS Supplement

*designed by
Aaron Allston*

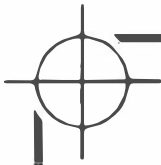
*edited by
George MacDonald
and Steve Jackson*

*interior illustrations by
Denis Loubet, Richard Mather, and Speed Webber*

cover by Denis Loubet



STEVE JACKSON GAMES



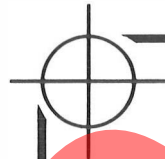
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Introduction

Super cars and superheroes: They've gone together ever since the Green Hornet first cruised the streets in his vehicle, Black Beauty. Yet no contemporary game has fully dealt with the topic of combining superheroes with duelling-class cars.

Obviously, when it comes to putting together a combat cars/superheroes module, it's a good idea to use the best components available: Steve Jackson Games' *Car Wars*, the tactical boardgame of autoduelling, and Hero Game's *Champions*, the role-playing game of superhero activities.

Autoduel Champions will show the discerning referee how to combine the two games. In Section One, we present rules for autoduelling in *Champions*. These rules are compatible with the vehicle movement rules from *Champions II* and *Espionage*, but use the best features of the vehicle creation rules from *Car Wars*. At the end of Section One is a section on translating the useful items from *Car Wars* supplements and publications into *Champions* terms.

Section Two contains a long-awaited addition to *Car Wars*, with aerial rules, specifically helicopter movement and combat. These rules are referred to again in Section Three, Superheroes in *Car Wars*, which introduces rules for super-skills and superpowers (including, of course, Flight). At the end of Section Three is a section on converting useful *Champions*-series rules into *Car Wars*.

And, after Sections One and Three, there are campaign adventures to start a prospective superduelling referee off right. Bound into the center of the supplement are a two-sided map (*Car Wars* scale on one side, *Champions* scale on the other) and a set of full-color counters for each half of this rulebook.

This is a supplement whose time has come. Welcome to the world of *Autoduel Champions!*

—Aaron Allston

Thanks go to Pat Mueller and John Rankin (who came up with the idea for this supplement), George MacDonald (*Champions* co-designer, number-cruncher, and helpful commentator) and playtesters and contributors Kurt Brown, Earl S. Cooley III, Kevin Flanagan, Eric Paul Fretheim, Doug Garrett, Jeff Jacobson, Denis Loubet, and Terry Stroud.

Section One



CHAMPIONS **Autoduelling**

North America, A.D. 2033. It's a new American frontier. The collapse of the U.S. government plunged the country back into the good old days – days of wilderness lawlessness, banditry, regional dictators, and of the men and women who combat them. Modern-day knights and gunslingers are in demand; but the automobile has replaced the horse, and the machine-gun and recoilless rifle have made the sword and Winchester obsolete.

Welcome to 2033. It's a rough world, but it's the only one around . . .



1.1

Character Creation

As in *Champions* (and *Espionage*), *Autoduel Champions* characters receive an initial number of Character Points (just like Power Points) to allocate among Characteristics and Skills. Each beginning character receives 50 Character Points; if he wishes to start with more such points, he must take on certain character disadvantages which increase his starting point total.

Autoduel Champions characters have the same characteristics as *Champions* characters (Strength, Dexterity, Constitution, Body Pips, Intelligence, Ego, Presence, Comeliness, Physical Defense, Energy Defense, Speed, Recovery, Endurance, and Stun), and the same starting values for those characteristics (ST 10, etc.); unlike their superheroic counterparts, however, they have certain limits on their characteristics which they can only exceed by spending even more points.

Characteristic limits for *Autoduel Champions* characters are:

Characteristic	Cost per Point of Characteristic	Characteristic Limit
STR	1	20
DEX	3	20
CON	2	20
BODY	2	20
INT	1	20
EGO	2	20
PRE	1	20
COM	½	20
PD	1	8
ED	1	8
SPD	10	4
REC	2	10
END	½	50
STUN	1	50

In order to increase a characteristic over its limit, you must spend 2x the characteristic's normal cost per point above the characteristic limit. *Example:* A player wants his character to have a Strength of 23. 20 is the stated limit. For each point above 20 that the character has, he must pay 2x the normal purchase cost. The normal purchase cost per point of STR is 1 Characteristic Point; therefore for each point of STR above 20, the character must pay 2 Characteristic Points. It gets expensive. Our character has to spend 10 points to get to 20 and an additional 6 points to get to 23.

Skills Chart

Following is the list of skills available to *Autoduel Champions* characters. The chart shows the skill, the cost to purchase the skill (in Character Points), the cost to buy a +1 to the roll in the skill (for example, to get a 12- roll in Electronics skill instead of the normal 11- success roll), and the way to determine the success roll in the skill.

Just as in *Champions*, a player creates his character by allotting his Character Points between Characteristics and Skills. By this means, the *Autoduel Champions* player may create a character ranging from the intrepid jack-of-all-trades duellist to

the cantankerous master mechanic ("The engine, she canna take it!") to the lone wolf biker to the crazed survivalist to the local policeman to the frenzied terrorist. And, if the initial 50-point allowance isn't quite enough for you to build the precise character you want, you can always load the poor chap down with disadvantages — which are discussed immediately after the descriptions of the individual skills. Note: Where success rolls and other details differ between *Champions* and *Autoduel Champions*, use the latter rules for autoduellling characters. If *Espionage* is also being used, use the *Espionage* methods instead.

Skill:	Cost:	Cost for +1:	Roll:
Acrobatics	5	2	9+(DEX/5)
Area Knowledge	2	1	11-
Breakfall	3	2	9+(DEX/5)
City Knowledge	2	1	11-
Climbing	3	2	9+(STR/5)
Combat Vehicle Operation	3	2	9+(DEX/5)
Computer Programming	3	2	9+(INT/5)
Detective Work	3	2	9+(INT/5)
Disguise	3	2	9+(PRE/5)
Electronics	3	2	11-
Familiarity	1, 2, or 3	n/a	n/a
Gunsmith	3	2	11-
Knowledge	2	1	11-
Languages	1, 2, 3, or 4	n/a	n/a
Lockpicking	3	2	9+(DEX/5)
Luck	5/level	n/a	n/a
Martial Arts	= to STR	n/a	n/a
Mechanics	3	2	11-
Money	varies	n/a	n/a
Paramedic	3	2	9+(INT/5)
Professional Skills	2	1	11-
Running	2/1"	n/a	n/a
Sciences	2	1	11-
Security Systems	3	2	9+(INT/5)
Skill Levels	n/a	varies	n/a
Stealth	5	2	9+(DEX/5)
Transport Skills	varies	n/a	n/a

Skills Listing

Acrobatics operates exactly as it does in *Champions*, except that here it costs a mere 5 character Points, and you cannot diminish falling damage; that requires the skill Breakfall. To buy a +1 to your Acrobatics roll still costs 2 points.

Area Knowledge is a specific understanding about a large geographic area, such as the Free Oil States, Germany, etc. Purchase of Area Knowledge gives the character an 11- basic roll to know a specific fact about the area of his choice. A +1 to the roll costs 1 point. It is also possible to temporarily increase the roll, when searching for a specific fact, by consulting atlases or resource materials; the GM should give the character a temporary +1 to +3 when he has time to study materials available. *Example:* Chad (the Bad) Hoffritz has put 3 Character Points into Area Knowledge of his home area, the Republic of Texas. Chad will have a 12- roll on 3 dice to know a specific fact about Texas — for example, in which areas IH 35 is now impassable, which roads to the other Free Oil States are patrolled, which bike gangs operate in which regions, etc. If he botches a roll, and can't remember

which area has the meanest farmers, he can consult an appropriate resource — such as the *North American Road Atlas and Survival Guide* (3rd ed.) — to temporarily augment his roll, at the GM's discretion. Area Knowledge only permits knowledge of a large area; small regions are covered under City Knowledge, below.

Breakfall is a skill which enables individuals to take less damage from dangerous falls — such as from the top of a semi or from a fast-moving motorcycle. With a roll of $9 + \text{DEX}/5$ ($+\frac{1}{2}$ points), a character may (a) stand up after a fall without wasting the normal half-phase required for that action; (b) take less damage from falls; for every 1 by which he makes his Breakfall roll, he may subtract 1d6 from the amount of damage a fall would do. A character may also use the skill to minimize damage taken when he suddenly has to jump from a moving vehicle — or is abruptly thrown from a moving vehicle. A character jumping/being thrown from a moving vehicle, when he hits the ground, will take the appropriate damage for his speed. Consult your *Champions* "Segmented Movement" chart. If a character riding a motorcycle at 50 mph is suddenly thrown and impacts, he will take 12 dice damage — 50 mph translates to approximately 12"/segment (which is actually 51 mph), and impacting at 12" causes 12 dice damage. This is, on the average, a mortal wound for a normal man and still seriously injurious to even exceptional characters. But if a character can make his Breakfall roll, he takes less damage — subtract 1d6 for every 1 by which the character makes his roll (i.e., if he has a 13- skill roll and rolls an 8, subtract 5 dice from the damage he would take). A character rolling from a moving vehicle is presumed to decelerate at 5"/segment, and must make a Breakfall roll every segment to control his roll. A motorcyclist thrown from his 15"/segment cycle will make his Breakfall roll the first second; if he's not stunned, he makes it for 10" the second segment, 5" the third segment, and he stops on the fourth. A Stunned character may not make a Breakfall roll.

City Knowledge is a thorough understanding of a city's (or small region's) layout, streets, alleys, hospitals, political faction headquarters, major garages, etc. It costs 2 points for an 11- roll and 1 point for every +1 to the roll. Advantages for access to resource materials are handled the same way as with the skill Area Knowledge.

Climbing is the skill which enables a character to climb exceptionally difficult surfaces — brick walls, moving vehicles, etc. For 3 points, the character may make a roll of $9 + \text{STR}/5$ to climb a difficult surface; a +1 to the roll costs 2 points. While climbing, the character is at $\frac{1}{2}$ his normal DCV, climbs no faster than 1"/phase, and is incapable of conducting an attack while moving. Sample modifiers to the success roll: $-\frac{1}{3}$ " the surface is moving, if it is moving; -3 if the surface is zigzagging or otherwise performing combat maneuvers; $+1$ if the character only climbs $\frac{1}{2}$ "/phase; $+3$ if the surface has a gentle incline (say 45° instead of 90°), etc. An unsuccessful Climbing roll means that the character cannot successfully climb the surface; it generally means he wasn't even able to get off the ground, and will not have a dangerous fall. On extended climbs, the GM should have the character roll for every 10" of surface travelled. Simple climbing surfaces — such as ladders or low trees — generally do not require the Climbing skill.

Combat Vehicle Operation is a skill near and dear to every duellist's heart. For 3 points, a character is allowed to add his

CV to the CV of any vehicle he is driving (for which he has the appropriate Transport skill). This generally makes the vehicle significantly harder to hit; it is rationalized as the driver's ability to weave, dodge, and perform other combat maneuvers designed to baffle anyone attacking his vehicle. With a roll of $9 + \text{DEX}/5$, the skill user may accomplish difficult vehicular combat maneuvers: controlled skids, jumps, controlled rolls, bootlegger reverses, etc. See the sections on Movement and Combat for more details. A +1 to the Combat Vehicle Operation roll costs 2 points.

Computer Programming operates as it does in *Champions*, but costs only 3 points, plus 2 points for a +1 to the roll.

Detective Work operates as it does in *Champions*, but costs only 3 points, plus 2 points for a +1 to the roll. Note that a GM using *Espionage* with this game will generally prefer use of the *Espionage* detective skills.

Disguise operates as it does in *Champions*, but costs only 3 points, plus 2 points for a +1 to the roll, and is a Presence-based skill.

Electronics operates as it does in *Champions*, but costs 3 points plus 2 points for a +1 to the roll. Electronics Skill is not required to, say, use a targeting computer or CB radio — every character is presumed to have a basic familiarity with those functions — but would be necessary to repair one. When repairing electronic devices with this skill, some sample roll modifiers include: +1 to +3, good-to-excellent working conditions (workshop, good light, no pressure); +1 to +3, using good-to-excellent equipment to perform repairs; -1 to -5 , poor-to-miserable repair conditions; -1 to -3 , attempting to repair in varying degrees of combat; -1 to -5 , lack of proper equipment; +1 to +3, preparing for some time in excess of a single phase.

Familiarity with a weapon is required for a character to use it well or buy skill levels with it. A character receives a -3 to hit when using an unfamiliar weapon. For 1 point, a character may buy familiarity with a specific weapon (vehicular laser, heavy handgun, tripod-mounted recoilless). For 2 points, a character may buy familiarity with a weapons group (all handguns, all blades, all machine guns). For 3 points, a character may buy familiarity with a general weapons group (all firearms, all hand-to-hand weapons, all vehicular weapons, all artillery). Familiarity with a weapon must be purchased before the character can buy skill levels with the weapon.

Gunsmith is the skill of cleaning and fixing firearms, most commonly small firearms (pistols and rifles), but also including larger ones such as machine guns. An 11-roll is purchased for 3 points; each +1 to the roll costs 2 points. With a successful roll, a character may clear a gun (in one phase) which has jammed in combat, recognize a specific gun by sight or sound, assemble his own ammunition under workshop conditions, and perform other, similar activities relating to gun maintenance. To repair a damaged gun, a character must make a successful roll with much the same modifiers as are mentioned under Electronics Skill. A failed repair roll means that the weapon has been inadequately repaired; it may not function at all, or it may (if the character fails a Luck roll) seem perfectly normal and then fail or even explode at a crucial moment in combat.

Knowledge skills grant the character a thorough understanding in some specific field of knowledge. For 1 point a