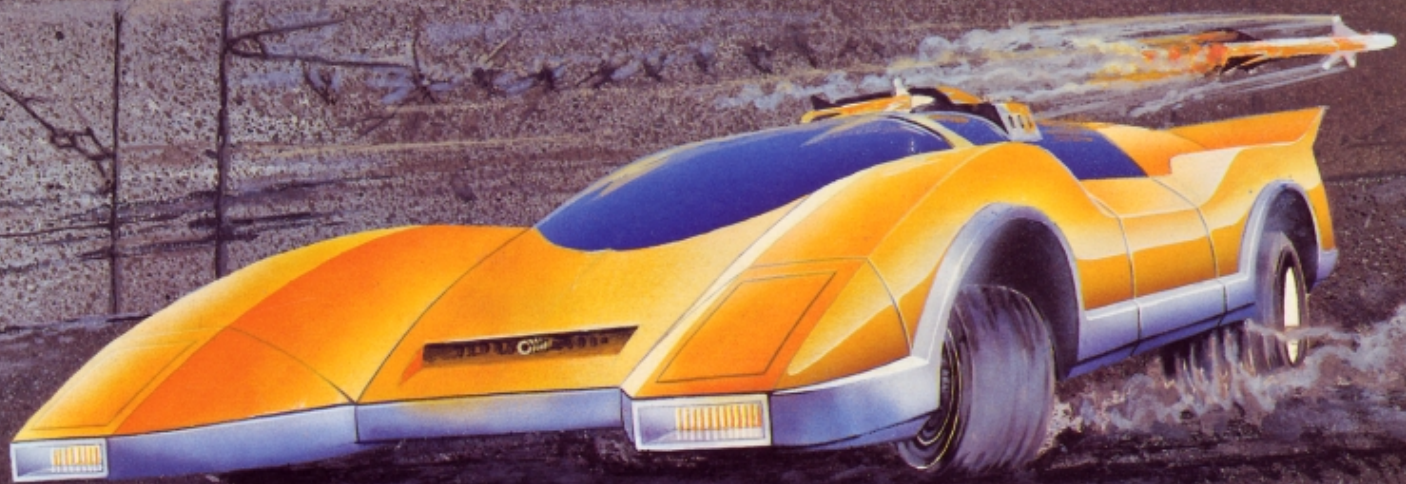


a *CAR WARS*® supplement

THE AADA DUEL CIRCUIT **L'OUTRANCE**



Art Brachak

STEVE JACKSON GAMES

To the Ultimate

Welcome to the heartland of Autoduel America – the L'Outrance Duel Circuit! Blaze your way through the toughest arenas in Illinois, Indiana, Michigan, Minnesota, Missouri, Ohio and Wisconsin!

Featuring:

- 14 action-packed arenas, 5 track layouts and a double-sided 22" × 34" map for your added duelling pleasure.
- Advice on running your own AADA annual circuit. Duel your way to the top in a Rags to Riches odyssey – or play rough with the professionals in Corporate Car Wars! Learn how the pros are listed in the annual AADA Duellist Handbook – and earn the right to include your name, too!
- All the racing schedules and track restrictions you need to run a complete campaign in one of the AADA's deadliest circuits. You can become an Ace on the L'Outrance Circuit, but be sure your Gold Cross is paid in full. . .



The AADA Duel Circuit: L'Outrance
is a 24-page campaign supplement for *Car Wars*.
Compiled by Charles A. Oines.
Cover Art by Guy Burchak.

STEVE JACKSON GAMES



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THE AADA DUEL CIRCUIT

L'OUTRANCE

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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 dueltracks 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 Dueltrack, 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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