

G U R P S[®]

AUTODUEL

ROLEPLAYING IN THE WORLD OF CAR WARS



SECOND EDITION
BY CHRISTOPHER J. BURKE AND ROBERT J. GARITTA

STEVE JACKSON GAMES

LIFE IN THE FAST LANE JUST GOT FASTER!

GURPS Autoduel was one of the first worldbooks ever published for the *GURPS* system – over ten years ago! Its post-apocalyptic world, based on the classic *Car Wars* boardgame, was a fan favorite as players faced a world devastated by war, famine and despair . . . on lawless highways where the right of way went to the biggest guns.

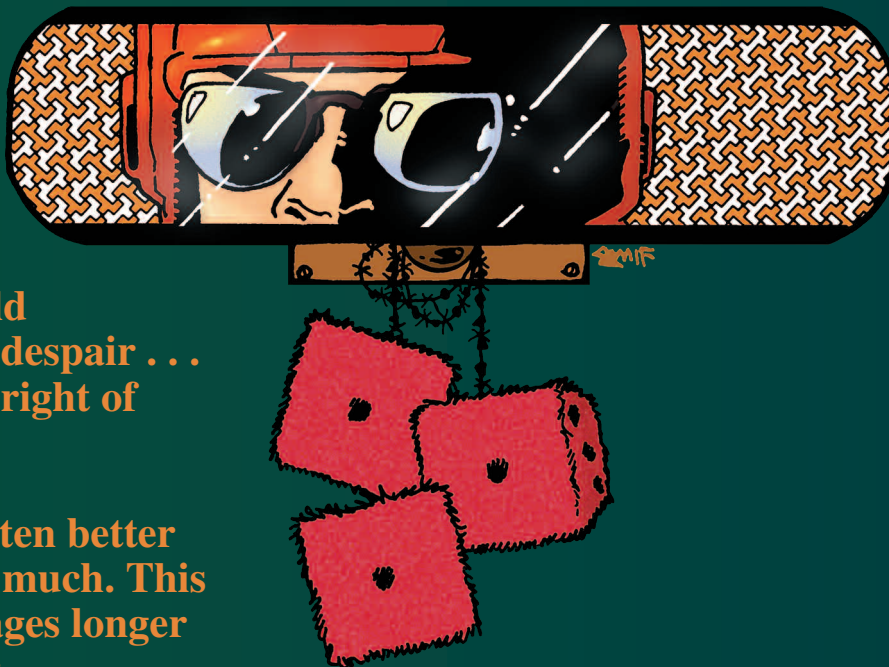
Ten years later, things have gotten better in Autoduel America – but not much. This all-new Second Edition is 32 pages longer than the original, and includes:

- A detailed history and description of “Autoduel America”;
- An updated and expanded “AADA Road Atlas and Survival Guide”;
- Vehicle construction rules completely compatible with *GURPS Vehicles*, 2nd Ed., with a dozen sample vehicles;
- Complete character creation guidelines, including guns, equipment and gadgets galore;
- Loads of campaign ideas for everything from a corporate autoduellling team to a lone wolf vigilante, and more!

AND REMEMBER . . . DRIVE OFFENSIVELY!

**WRITTEN BY CHRISTOPHER J. BURKE
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STEVE JACKSON GAMES



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SECOND EDITION

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1 2 3 4 5 6 7 8 9 10

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CONTENTS

INTRODUCTION4

Changes from the First Edition . .	4
About the Authors	4
About GURPS	4

1. AUTODUEL AMERICA5

American History Since the Turn of the Century	5
Land of Sour Mild and Bitter Honey	5
The Oil Dries Up	5
Death Sports	5
<i>History of Autoduelling</i>	5
The Grain Blight	6
<i>Highway Duelling</i>	6
The Worm	7
The Food Riots	7
<i>Environmentalism</i>	7
Reconstruction	8
Anarchy	8
<i>Cloning</i>	8
Today	9
Around the World	9
Free Oil States	9
<i>Edible Algae</i>	9
<i>Weather Patterns</i>	9
Canada and Québec	10
Mexico	10
<i>The Space Program</i>	10
<i>History of the Corporation</i> . .	10
South America	11
Great Britain	11
Mainland Europe	12
<i>Domestic Terrorism</i>	12
Russia	13
The Middle East	13
Australia	13
<i>Battle of New Mexico</i>	13
<i>Radio and TV</i>	13
Japan	14
Antarctica	14
<i>Entertainment</i>	14

Life in Autoduel America15

Jobs	15
Travel and Transportation . . .	15
<i>Airships</i>	16

2. THE AADA ROAD ATLAS AND SURVIVAL GUIDE17

Driving Customs	17
The Police	17
Bribery Rating	17
Speed Limits and Traffic Laws	17
Weapons Laws	17
Weapon Courtesy	17
Map of The Continental United States	18
Basic Traffic Customs and Laws	20
Road Conditions	20
Violence Frequency	20
Facilities	20
Channel 9	20
The United States of America . .	20
The East Coast	20
Connecticut	21
Delaware	21
District of Columbia	22
Maine	22
Maryland	22
Massachusetts	23
New Hampshire	23
New Jersey	24
New York	24
Pennsylvania	26
Rhode Island	27
Vermont	27
Virginia	27
West Virginia	28
The South	28
Alabama	28
Arkansas	29
Florida	29
Georgia	30
Kentucky aka Bourbon Free State	31

Mississippi	31
North Carolina	32
South Carolina	32
Tennessee	33
The Midwest	34
Illinois	34
Indiana	34
Iowa	35
Kansas	35
Michigan	36
Minnesota	37
Missouri	37
Nebraska	38
North Dakota	39
Ohio	39
South Dakota	40
Wisconsin	41
The Mountain West	42
Colorado	42
The Deseret Autonomous Region	43
Idaho	44
Montana	44
Wyoming	45
The Southwest	46
Arizona	46
Nevada	47
New Mexico	47
The Pacific Coast	48
Northern California	48
Southern California	49
Oregon	51
Washington	52
Alaska and Hawaii	53
Alaska	53
Hawaii	54
The Free Oil States	54
Louisiana	54
Oklahoma	56
Texas	57
Canada	58
Québec	58
The United Mexican States	58
The Commonwealth of Australia .	58



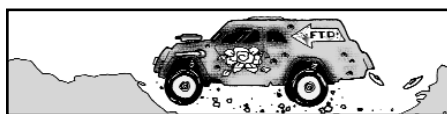
3. THE AUTODUELLIST59

Character Creation	59
Character Types	59
Advantages	63
Disadvantages	64
Skills	65
Skill Specialization and Familiarity	65
Converting Characters from <i>Car Wars</i> to <i>Autoduel</i>	66
Prestige	68
Sample Character:	
Dana Lyons, Aspiring Duellist . .	69
Money	70
Job Table	70
Uncle Al's Auto Shop and Gunnery	
Stop Personals Section	72
Weapon List	72
Grenades	73
Ammunition	74
Gyroslugger Ammo	74
Weapon Descriptions	75
Armor	76
Weapon Accessories	76
Explosives	77
Tools	77
Medical Equipment	77
Personal Electronics	78
Personal Equipment	79
Common Prices Table	79

4. ORGANIZATIONS80

The American Autoduel Association (AADA)	80
<i>The Enemies of My Enemies</i>	80
Anarchist Relief Front (ARF)	81
AADA Behind the Scenes	81
Edsel's Goals	82
Big League Unlimited Duelling . . .	83
<i>The AADA Response</i>	83
The Brotherhood	
<i>The Waking of the Presidents</i> .	84
The Eastern Driving Safety Enforcement League (EDSEL) . . .	85
<i>Who is Stephen Austin?</i>	85
Hawks and Doves	86
<i>The Mounties</i>	86
EDSEL and the Brotherhood . .	87
Cycle Gangs	87
<i>The MONDOs</i>	87
The Good Guys	88

The Paladins	88
<i>Vigilante Groups</i>	88
Citizen's Militia	89
CONDOR	89
The Police	90
<i>Deathrunners</i>	90
Scout Commando Corps	91
American Green Party	91
GreenSpacers	91
<i>The Hill Clans of Maine</i>	91
Green Circle	92
Helicopter Emergency Rescue	
Organization (HERO)	92
<i>Televised Interviews</i>	92
Gold Cross	93
<i>The United Broadcast Network (UBN)</i>	93
Corporations	94
<i>Electronic Databases</i>	94



5. TECHNOLOGY95

Vehicles	95
Electric Cars	95
<i>Autoduel and Ultra-Tech</i>	95
Gas Burners	96
Vehicle Bodies	96
Armor and Composites	96
GURPS Vehicles	96
Steering	97
All-Wheel Drives	97
Computerized Controls	97
<i>Uncle Al, the Duellist's Pal</i> . .	97
Weapons	98
Machine Guns	98
Lasers and Masers	98
<i>High-Tech and Low-Lifes</i>	98
Power	98
Explosives	99
Dropped Weapons	99
Computers	99
Databases	99
Communications	99
Micros	100
Personal Equipment	100
Personal Armor and Weapons	100
<i>Medicine in the 2040s</i>	100
Physical Recovery (an Optional Rule)	101
Generic Brand Clone Bank . .	101

6. VEHICLES102

Armaments	103
Sample Vehicles	106

7. MOVEMENT AND COMBAT 111

Routine Travel	111
Alternate Movement System . .	111
<i>Re-inventing the Wheel</i>	111
Special Maneuvers	112
Optional Rule: DR Reduction .	112
Arena Combat Restrictions . .	113
Optional Rule: Ablative Armor PD	113

8. CAMPAIGNING IN THE AUTODUEL WORLD114

Getting Started	114
Amateur Night	114
Campaign Resources	114
Team Events	115
The AADA Annual	
Duelling Circuit	115
<i>Suicide Jockeys</i>	115
AADA Annual Schedule . .	116
Surrendering	116
<i>The AADA Circuits</i>	117
Collegiate Autoduelling	118
The Corporate Approach . .	119
Cinematic Campaigns	119
<i>The Seven Rammer-ais</i>	119
Vigilantes	120
<i>Adventure Seed: The Man of the Century</i>	120
<i>Making a Living</i>	121
Obstacles	121
Campaign Type	122
Club/Organization Based . .	122
<i>Mortality on Their Minds</i> . .	122
Lone Wolf	123
The Fugitives	123
GURPS Worldbook	
Crossovers	123
The Western	124
Cyberpunk	124
The P.I. Campaign	125
Robin Hood	125
Autoduel Horror	126

BIBLIOGRAPHY127

INDEX128

ABOUT GURPS

Steve Jackson Games is committed to full support of the **GURPS** line. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

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PAGE REFERENCES

References to the **GURPS Basic Set, Third Edition** Revised begin with a B – e.g., p. B121 is page 121 of that edition.

Similarly, CI refers to **GURPS Compendium I: Character Creation**; HT means **GURPS High-Tech, Second Ed.**; S means **GURPS Space, Second Ed.**; SU means **GURPS Supers, Second Ed.**; UT means **GURPS Ultra-Tech, Second Ed.**; M refers to **GURPS Magic, Second Ed.**; RO points to **GURPS Robots**; P signals **GURPS Psionics** and TT to **GURPS Time Travel**.

INTRODUCTION

Nearly two dozen years have passed since “Crazy Joe” Harshman mounted a surplus .50-caliber machine gun in his Chevy to win the Fresno Destruction Derby, giving birth to autoduelling. More important, 14 years have passed since the authors picked up that first slim black box marked **Car Wars** back in college – and Chris still has that box. (No, he's not selling it.) And **Car Wars** is still around, holding annual World Championships every year at Origins and GenCon. After all these years, the cars keep rolling.

Now with **GURPS Autoduel, Second Edition**, the fast-paced action of **Car Wars** meets roleplaying versatility of **GURPS**. Now **Car Wars** characters can be as unique as their duelling machines – with more than *three* hit points, to boot.

For the dedicated **GURPS** players who want to jump into the world of **Autoduel**, the mechanics of vehicle construction, weapon design, movement and combat are laid out in **GURPS Vehicles, Second Edition**. You will need that book to play **GURPS Autoduel**. We also used material from **GURPS Ultra-Tech**, and you may find that book useful, too, though it is not required.

GURPS Autoduel lets you do more than just fight in the arena. Cruise the highways, explore the world, shoot the bad guys, drink some coffee. And at the end of the day – or maybe in the middle of it – get *out* of the car once in a while to interact and adventure. Then after you've spoken to the boss and accepted your mission, get back behind the wheel . . .

And Drive Offensively!



Changes from the First Edition

The **Autoduel** construction system is based on **GURPS Vehicles** rules, rather than the simplified **Car Wars** system. Action is more realistic, but still retains the feel of **Car Wars** autoduelling. Weapons are now in line with their real world counterparts, as well as **Ultra-Tech** designs. We even threw in “Crazy Joe” Harshman's .50 cal! **Autoduel** fully fleshes out the anarchy of a future America with a revised AADA Road Atlas and Survival Guide.

About the Authors

Christopher J. Burke served as president of the Driving Tigers/Road Wolves AADA chapter, as well as the editor of their fiction fanzine **Driving Tigers Magazine**. He has written articles and fiction for **Autoduel Quarterly**, **Roleplayer** and **Mad Magazine**. Chris lives in Brooklyn with his wife, Antoinette, and his two children, Jennifer and Christopher.

Robert J. Garitta lives in Brooklyn and works for the Board of Education. He penned “Repo Blues” and “Epilogue” for **Autoduel Quarterly**, and co-authored the novella **Civic Wars** with Laura Tripoli and C. J. Burke. When he's not building models or practicing his artwork, Rob is adding to his extensive science fiction and gaming library.



1 AUTODUEL AMERICA

AMERICAN HISTORY SINCE THE TURN OF THE CENTURY

Autoduel America consists of a crazy quilt of civilized society and violent anarchy, not to mention the civilized violence, that has its roots in the decline of American and world society. American history since the turn of the century is a story of chaos, collapse, gradual reconstruction and more chaos.

Land of Sour Milk and Bitter Honey

By the turn of the century, America had declined from the glory days that had peaked nearly a decade earlier. The economy collapsed and social programs were on the brink of insolvency. Air pollution and fears of global warming had grown to new highs, pushing several states to pass laws rewarding those who switched to electric vehicles, an industry still in its infancy. Gas prices initially dipped slightly, but the depletion of the world's oil reserves brought them back up. As prices climbed significantly, many followed the U.S. Army's lead and switched to alcohol fuel.

The Oil Dries Up

The United States, desperate to control its remaining resources, nationalized its oil reserves, infuriating four of the major oil-producing states. As a result, Texas, Louisiana and Oklahoma announced their independence and, working together under the name of the Free Oil States, fought the U.S. in a bloody rebellion. America never reclaimed them, and the loss of their oil significantly harmed the U.S. economy. When the fourth state, Alaska, threatened to secede and possibly join Canada, the U.S. stood down and started negotiations.

The oil depletion had even more serious consequences in the Middle East, where nations whose sole significant export was oil found themselves rapidly losing money and influence. Terrorism increased drastically in the region during the 1990s; revolution and warfare were the status quo.

Death Sports

On the airwaves, violence and sleaze ruled. Wrestling and "gladiator"-type programs raked in the biggest ratings, especially after the death of Thunderhand Eisenfaust, the first pro-wrestling death on live TV. A "documentary" replaying the event produced record ratings for any syndicated cable show.

Washington, D.C., unable to take care of its other problems, chose instead to focus on this one by passing legislation on moral decency. Congress ordered the installation of newly-improved V-chips into all televisions. Its effort failed on two counts. First, the courts ruled that their "moral decency" was little more than veiled censorship. Second, the V-chip proved too complex for the legions of couch potatoes whose VCRs (cassette tape was the method of recording in

HISTORY OF AUTODUELLING

Although rooted in Prohibition-era Chicago and the freeways of California of the '80s, "Autoduelling" as we know it was born in 2023 when "Crazy Joe" Harshman mounted a surplus .50-caliber machine gun in his Chevy to win the Fresno derby.

In the two decades since then, the American Autoduel Association formed, Detroit started factory-installing combat equipment, arenas popped up across the nation (and the world!) and autoduellings became the number one sport both on TV and in the hearts of the public.

Not all people agree, however. Groups like EDSSEL want to see the sport, as well as vehicular weaponry, banned, and for a period in the early '30s, they succeeded in effectively eliminating highway autoduellings from the Northeast. For a time, many state legislatures agreed with EDSSEL, but they have since given in reluctantly by officially recognizing or ignoring autoduellings.

Today, most duels are AADA-sanctioned events, although some are organized by other notorious or unscrupulous operators looking to rake in advertising revenue, and sometimes luring in unwitting participants with the promise of big prizes and national exposure. Groups like BLUD (see p. 83) have taken the sport to deadlier levels.



**AUTODUEL
AMERICA**





HIGHWAY DUELLING

The first known conflicts on the highways date back almost as far as cars themselves. Around 1926, gang warfare between rival Illinois bootleggers peaked when both sides built steel-and-concrete tanks on truck chassis. On a country road north of Mation, Illinois, autoduelling was born. Neither vehicle took significant damage.

By the end of the 1980s, outbreaks of violence on the highway grew commonplace, particularly on Los Angeles freeways, where gunplay between cars occurred on a regular basis for infractions such as cutting ahead, coming too close, and not giving a "Thank You" wave.

In the years leading up to the Blight, armed cycle gangs took to the highways, harassing couriers and private citizens alike. Corporations responded by using heavily-armed escorts. After the Blight hit, they turned more deadly as the pickings grew slimmer. By the end of that decade, the "Brotherhood of Truckers" was formed.

Today, cycle gangs still rule the badlands, although they've been pushed back greatly. The AADA regularly organizes forces to combat cycle gangs after any uprising, and groups like EDSSEL try to keep the roads safe from *anyone else* with guns.

those days) unceasingly blinked 12:00. Worse yet, television grew more violent and sleazier as networks reviewed the ratings and proclaimed, "If they don't want to watch, they can block it out with their V-chips."

A major change in America's entertainment preferences began to take place. *Death sports*, sporting events in which the participants risked – and often lost – their lives, became popular. In 2002, "*Shootout*," a Capture-the-Flag game with real ammo, premiered. Later that year, the FBI shut down the illegal venture, but public pressure led to the legalization of sports-related manslaughter, which was later upheld by the U.S. Supreme Court.

Psychologists concluded that death sports helped their audiences cope with their own deepening frustrations – with the worsening economy, with tightening government control, with the overall stress of modern living – by viewing these murderous sports and vicariously "murdering" every obstacle in their way. This also explained the upswing in vigilantism.

Today, millions watch death sports regularly to pass their troubled days. BGN (Blood and Guts Network) is the top-rated network with its coverage of *Combat Football* and *Slash Hockey* as well as live footage of highway duels provided by local affiliates.

The Grain Blight

In 2012, a microorganism appeared in the grain fields in Nebraska and Ukraine. The virus, called the *Blight*, destroyed the U.S. and Russian grain crops, including most stored grain. It then spread through North and South America, Europe, Asia and Africa, leaving famine and disease in its wake. Only Australia, through strict quarantine, was spared.

Millions died of starvation. The decimation of the pharmaceutical industry resulted in the return of childhood diseases thought eradicated. Economies collapsed. Governments toppled. Nations invaded each other to capture the few remaining stores of food, as did cities within nations.

Both the U.S. and Russia came to the conclusion that the other had bioengineered the Blight as bio-chemical warfare. The two powers, after weeks of accusation, mobilization and threat, finally "pushed the button" and launched barages of "destroyed" nuclear missiles at one another. The 30-minute nuclear exchange, known as *The Russo-American War*, or R.A.W., was almost completely countered by the two nations' sophisticated satellite defenses, with little damage to either side.

Scientists suspect, however, that the exchange is directly responsible for radical changes in weather patterns and a gradual rise in global temperatures over the last 30 years. Droughts and floods have become regular events in many regions of the U.S.

Global Famine

Rice failure in China resulted in the starvation of hundreds of millions, most dying within the first year. Tens of thousands of others escaped on massive flotillas that attempted to cross the Pacific in search of refuge. They were not well-received.

In Africa, nations fragmented into small independent regions, kingdoms and military dictatorships as crops failed. Invasions, military coups and popular uprisings occurred on a regular basis.

In South America and Thailand, drug cartels went bust when the poppy crop fell victim to the Blight as well. (Theories that the Blight was bio-engineered to destroy the drug crops and backfired disastrously have never been proven nor disproved.)



**AUTODUEL
AMERICA**



The global population dropped below five billion for the first time in 20 years, and the population implosion would not taper off for many years.

The Worm

At the same time that the Blight hit, another virus, this one of the computer variety, hit the nation's major computer networks and worked its way into many homes and businesses. Although quickly discovered and eradicated, the Worm caused great damage where it struck. Automated homes self-destructed, some literally, and killed their owners in bizarre mishaps. Businesses had their financial records rewritten or wiped clean. Ironically, the Worm was programmed to activate at a specific time and date, thus sparing many homes where internal clocks still blinked 12:00.

As side-effect of the Worm, many fearful survivors, now distrustful of computerization, fled big cities in favor of smaller towns with lesser degrees of automation. Paranoia only rose with news of the Grain Blight and the fallout of the Russo-American War.

The Food Riots

The United States, the Free Oil States and Canada had sophisticated distribution networks and great quantities of processed foods, which were largely immune to the Blight. It took four years for these nations to realize the trouble they were in.

In May, 2015, the "big one," registering 8.2 on the Richter scale, hit California. That summer, El Niño returned with a vengeance, flooding half of the country, only to be followed by a blisteringly cold winter. Disaster relief was slow in coming, and the distribution networks were greatly disrupted.

In 2016, panic broke out as cities and whole states began to starve. *The Food Riots* began. Looting was widespread. Cities were abandoned. Squatters moved to unoccupied rural areas and started to farm, seizing land by force. Possession was indeed nine-tenths of the law – and firearms were the only way for the average person to hold onto his homestead.

The breakdown of order caused the rise of the *Cycle Gangs*. The motorcycle-based predator society was very efficient. Biker gangs would travel great distances, seize foodstuffs, supplies and slaves, and return to their bases of operations, all at little cost in fuel or energy. Such cycle gangs operated from wilderness and abandoned urban areas, raiding and ravishing farms, small communities, even sections of large cities.

Farms survived only if they were too strong for the local gangs to crack or too weak for the gangs to bother with. Cities fortified themselves, erecting perimeter walls, emplacing heavy weapons, and importing supplies in armed caravans. The term *Fortress Town* entered the national consciousness. Other towns disappeared from the map *deliberately*, later to be known as "Roanoke" towns after the fabled lost colony (see p. 82).

The national government could no longer maintain even a semblance of order. State governments collapsed, some to be replaced by dictatorships. Local governments and small communities were left entirely on their own.

ENVIRONMENTALISM

In the late 1990s, after years of non-enforcement and repeal of many environmental laws, the Pashnik Report was published revealing the state of the environment in graphic detail. It predicted that large areas of North America would be uninhabitable within a decade.

A groundswell of public support followed, culminating in the overnight success of the American Green Party, the first significant third party in over a century to appear on the U.S. political scene. In its first major Congressional election, it claimed over 20% of the House and, though they lost all Senate races, some by margins as slim as two per cent, the Greens had significant influence and support in both houses.

Their popularity plummeted within a year as the oil crunch began forcing industries and utilities to switch to dirtier coal. Two years after that, the Second Civil War began, leaving the U.S. an oil-less future. Technological advances in solar and wind-generated electricity couldn't make up for the loss.

Environmentalists clung to the few laws and regulations on the books, until the Food Riots claimed all law enforcement resources to maintain order. A man who hadn't eaten in three days didn't care if the deer he shot was the last one in all of New Jersey.



CLONING

While attempts at cloning animals started in the last quarter of the 20th century, modern cloning of people grew out of two devices developed by the Pentagon at the beginning of the 21st century. The first read images from the brain's sensory compiler. The second allowed people to share experiences and memories "brain-to-brain."

Thus, one could have his memories read and then shared with another. This had no practical applications until a tragic lab accident revealed that a powerful sensory-transfer device could "read" the brain of a corpse! Months of research followed, determining the time constraint to be 48 hours, or one week if the corpse had been frozen immediately upon death.

In 2007, researchers at Texas A&M University discovered a "forced-growth" method of maturity acceleration of clone embryos. Cloned cattle were forced to maturity in half the normal time with no apparent adverse effects. Environmentalists decried the use of this method and demanded that all "tainted" beef be removed from the market. They were partially successful until the Food Riots. Suddenly, cloning technology couldn't keep up with the demand.

In 2018, Amalgamated Meditech successfully combined these two technologies to create a clone of a human being with memories implanted in it by sensory-transfer devices. The result was a clone with the memories and personality of the sensory-input donor. Amalgamate Meditech announced its new cloning division, Gold Cross (see p. 93), and made a fortune from wealthy individuals around the globe.

Reconstruction

Even as the Food Riots were at their worst, bio-engineers developed a quick-growing, and not too offensive-tasting, algae food product. The algae grew in vats that could be protected behind armored factory walls. Within two years, the new synthesized foods largely replaced the lost grain production.

With the starvation panic countered, conditions in North America began to slowly improve. States could feed their populations at better than subsistence level. Conditions stabilized enough that cities could again cooperate with one another and recognize a central state authority. The states, in turn, could look to the recovering U.S. government and its reconstructed army for protection and order.

Anarchy

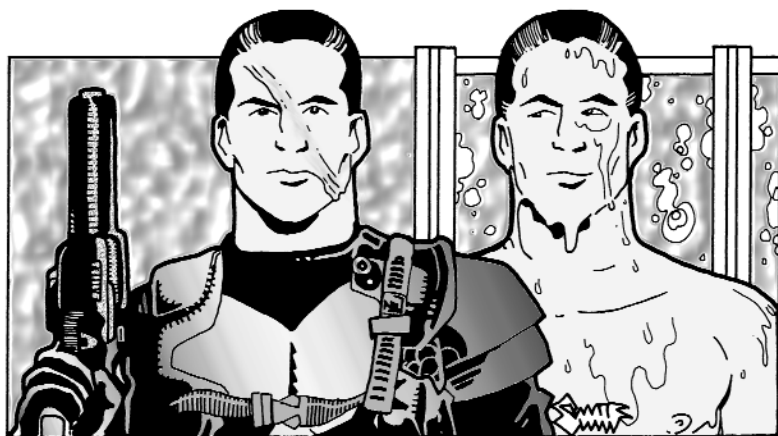
While society tried to pull itself together, one faction sought to tear it apart. The Anarchy Party grew out of the frustration with the federal government and its inability to maintain order during the Food Riots. When the group received less recognition that it thought it deserved, angry members formed the Anarchist Relief Front. Their manifesto: "To curtail intercity traffic is to isolate each community, and anarchy will prosper." Within a decade, ARF became the number one threat to domestic security, according to FBI statistics.

After five years of terrorism, ARF reached its pinnacle by first eliminating eight of ten members of a Congressional subcommittee investigating ARF, and second stealing a prototype Dempsey XM-6 tank from an Army base near Midville, Ohio. But their success was marred by misfires. Senator Albert Wesley's life was spared when his wife used the car that day, and the Dempsey was destroyed by militia resistance when Midville was attacked. (It has been claimed that ARF wanted only to steal – and sell – the tank, not actually attack Midville with it. Few believe this claim.)

For nine years after a decisive defeat in Boston, ARF was thought destroyed, its membership scattered, but this was not the case. On February 2, 2045, President Wilson Tanner appeared on live TV to announce that the U.S. would join Oklahoma in a national day of mourning on the 50th anniversary of the worst terrorist attack in the U.S., the Oklahoma City bombing. As he spoke, the studio was stormed by a newly-formed ARF which declared war on the country. The "Secret Service" (in actuality, ARF replacements) whisked the President quickly from the building; he was never seen alive again.

The ARF leader, known only as "Kleiner," declared that ARF had seen its shadow and there would be six more weeks of anarchist winter. That day marked the beginning of Black Snow. For the next four weeks, members of ARF nationwide simultaneously pounded government installations and television studios in every state in the union as well as the Free Oil States and parts of Canada. By February 28, ARF had been beaten back by law enforcement, militia patrols and local autoduellists, and ARF's Inner Council was assassinated, but Kleiner's body was not found. February 2045 became known as *Black February*.

Meanwhile, security forces at secret installations guarded each of the President's four clones, protecting them from all harm. No one expected ARF to send phony revival orders. Two days after the



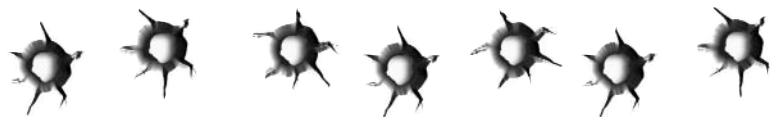
**AUTODUEL
AMERICA**



President's body had been dumped on the South Lawn, all four Presidential clones were flown into the White House by teams unaware of the others. With no clone willing to deactivate himself, the Presidency was thrown into Constitutional crisis. In the end, one retired, moving back to Kansas with their wife and kids, leaving the other three Tanners as co-President, governing jointly.

Today

While the Blight, the Russo-American War and the Food Riots – forces that conspired to destroy the U.S. but failed by inches – are just bitter memories, the country currently enjoys another revival. At the same time, it remains on a precarious ledge waiting for the big push. Thirty years after the Food Riots started, more than half of the country is populated, but vast stretches of land remain deserted except for cycle gangs, criminals and other outcasts. Progress is neither uniform nor assured. Society now struggles to maintain order, vowing not to allow anarchy to win.



AROUND THE WORLD

Free Oil States

Now independent for nearly half a century, the Free Oil States no longer fear invasion by the U.S. Indeed, although the federal government would love to reclaim its lost territory, the U.S. just doesn't have the resources nor the drive necessary for another war. For most Americans, Texas, Louisiana and Oklahoma were foreign countries on the day they were born.

Relations between the U.S. and Free Oil States have greatly improved over the last two decades. All three nations export some of their oil, which the U.S. greedily buys up. Tensions among the Free Oil States are another thing altogether.

In 2025, Louisiana, under President-For-Life Gary "The Weasel" Stevenson, threatened war due to expansionism. The Baton Rouge militia, the "Crusade of Wheels," seized Beaumont in a surprise Christmas Eve attack and claimed the Big Thicket Region. Within weeks, the Texas Rangers reclaimed the territory and continued with punitive raids. The following year, Stevenson was assassinated and his clone later imprisoned.

Eight years later, in 2035, the president of Louisiana and his daughter were kidnapped by an Oklahoma oil baron in an attempted coup. There have been no major incidents in the years since, but history is etched in the public's mind, and distrust for the neighbors across the border is high.

Adding to the problem are the Mexican bandits. Although Texas forced a treaty years ago, some bandits still feel free to violate it sporadically – and would do so regularly if Texas didn't commit troops to patrol the border. Thus,

EDIBLE ALGAE

As soon as the Grain Blight struck, Congress turned to the Department of Agriculture, which in turn went to all the major universities, to find a cure for the Blight and hybrid grains resistant to it. Additionally, a new source of food had to be found before existing food stores were depleted.

Within three years, the University of Washington developed a simple recombinant technique for mutating *Chlorella algae* in fairly predictable ways. The following year, the USDA Northern Regional Research and Development Division in Peoria, Illinois developed *Chorella peoria*, an algae that reproduced quickly and was simple to grow. Moreover, the new strain could be easily textured and flavored to resemble other foods, while providing a complete and balanced diet in and of itself. Announcement of this bulk food manufacturing process was misinterpreted by nearby Chicago residents, triggering the first Great Food Riot as thousand stampeded to Peoria only to be met by heavy resistance.

Soon, algae farming made up for much of the lost food production in many areas. Mass starvation and the ensuing riots subsided as civilization started its long trek back to normalcy. Today, algae farms produce approximately half the food in America, a percentage which decreases annually as regular food production (including real beef!) climbs toward pre-Blight levels.

WEATHER PATTERNS

Meteorologists, still unable to precisely predict the weather, have divided into two camps: those believing the global warming trend will continue, and those believing we're on the verge of the next Ice Age. Both groups cite the same extreme weather patterns of the last several decades.

Every few years, one or more Nor'easters dumps a couple of feet of snow on New England and all the way down to the Carolinas. Summers in the barren stretches of the Midwest bring either record scorching heat or treacherous floods. Crops are devastated and farms destroyed every seven years in the aftermath of El Niño.

THE SPACE PROGRAM

The U.S. space program ground to a halt during the Second Civil War when NASA lost Mission Control in Houston. The program suffered another setback during the hurricane season of 2011, which leveled much of the eastern coast of Florida, including the Kennedy Space Center.

Manned spaceflight could not be funded by cash-strapped federal government for the next 25 years, and only recently have flights been resumed. A number of private corporations are building their own civilian spacecraft using modern materials. Space industry is becoming as cut-throat as Earth-based industry, as companies are competing for clients and Low Earth Orbital space.

There have been talks of joint American-Texan space missions, but nothing solid has materialized.



HISTORY OF THE CORPORATION

Over 150 years ago, rich men and their corporations did whatever they wanted, whenever they wanted, to whomever they wanted. These "robber barons" were curtailed greatly by the Sherman Antitrust Act of 1890 and the Clayton Antitrust Act of 1914. Yet some things never seem to change.

The 1980s gave birth to a new era of deregulation which began to reverse decades of government control of business practices. Consumer protection was in place, but environmental abuses and interference in foreign governments abounded.

When the Oil Crash came, oil companies' stocks dropped to pennies on the dollar in just three days, leaving only the multinationals that had followed sage advice and diversified. In the wake of millions of oil workers hitting the unemployment rolls, Congress passed sweeping deregulation measures, removing almost all controls.

Continued on next page . . .

Texas' forces are divided along three borders. Oklahoma and Louisiana aren't faring much better, but both countries rest easier knowing that the U.S. isn't breathing down their necks along the other borders.

Ironically, despite the relative abundance of petroleum products, the Free Oil States are severely lacking in many other areas. The main reason trade with the U.S. started was to import sorely-needed supplies. Experts predict that each nation, within the next decade or two, will find itself petitioning Washington for readmittance to the Union. Others think the U.S. will wait until its prodigal children have dissipated their armies before moving in to pick up the pieces.

Canada and Québec

The United States was not alone in feeling the sting of secession. In 2010, Québec once again declared its independence, only that time it really meant it. After a brief, but fierce, battle, the Treaty of the St. Lawrence granted Québec its freedom.

Today, there is still some tension between the two countries, which even managed to work together to prevent cycle outlaws, bandits and refugees from crossing the American border. The Royal Canadian Mounted Police maintains order throughout Canada and will lend a hand to Québec authorities, if asked, but Québec rarely asks.

Mexico

The new millennium brought total collapse to Mexico when the oil and natural gas supplies ran out. Cycle gangs took advantage of the anarchy and raided and looted the border towns, committing general mayhem.

Mexican governments and wealthy private citizens built fortifications to protect their towns and estates. Mario Arciniega, defense coordinator of Matamoros, developed the first home-built weapon designed to fight vehicles, an eight-foot tripod-mounted crossbow. The cycle gangs accepted the challenge and the war escalated. By the decade's end, Mexican defense armies and their crudely-armored, grain-alcohol-powered cars eradicated the gangs, and then began attacking one another.

Loosely defined geographical states formed, each ruled by a *jefe* or warlord. Southwest Texas proved to be easy pickings for the raiders. However, when the Grain Blight destroyed the Mexican food supply, the raids on Texas abruptly halted as the jefes fought over croplands, looking for alternatives to grain. The situation lasted for less than three years, though. In 2015, the jefes re-established fuel crops using other vegetation, and the raids began anew. Captain J. D. Harshman of the Texas Rangers led the charge in the decisive Battle of Del Rio, in which the Texans' FAVs (fast attack vehicles), armed with machine guns and rocket launchers, turned back a major Mexican offensive.

After a series of punitive raids into Mexico, a set of treaties were signed between the Republic of Texas and most of the major Mexican jefes.

In 2028, Mexican bandits focused their attention on Southern California. They made it as far north as Anaheim before they met a fully-reorganized and fully-equipped U.S. army. Within two weeks, Mexican forces were turned back.



**AUTODUEL
AMERICA**



Today, border hostilities are only a fraction of what they once were, but Texas, New Mexico, Arizona and southern California are still subject to occasional raids. (See *Battle of New Mexico* sidebar, p. 13.)

South America

South America's farmland suffered badly through both the Blight and the extreme weather patterns of the last 35 years. The Colombian drug cartels found their plantations overrun by wave upon wave of peasants looking for any piece of farmland they could find. The drug lords are not out of business yet, but their clientele, as well as their influence, has decreased considerably.

Brazil's economy is the strongest in South America, due solely to its size. In truth, the coffee and orange crops have crumbled under perennial blizzards that ravage the country. Still, the country is in better shape than most others on the continent.

Great Britain

The United Kingdom started unraveling as soon as the century started. Great Britain fell into a steep decline, accelerated by the U.S. recession and Second Civil War. Northern Ireland took advantage of Britain's difficulties and declared independence. The result was a devastating war, ruining the economy of Northern Ireland and placing an enormous stress on that of Britain. Guerilla fighting and terrorist tactics became standard on both sides. Finally, in 2012, Britain withdrew all its forces, leaving Northern Ireland to rule itself.

Emergency measures kept food riots from breaking out in England. The government imposed strict food and fuel rationing and order was maintained easily at first. After some five years, the government found it necessary to confiscate all privately-owned firearms. Capital punishment was the sentence for any violation.

The economy picked up in 2025 when car makers started producing professional-class duelling machines for the American market. Each factory needed to secure nearly a dozen permits just to allow the weapons on the premises, and every car produced was declared illegal on British soil. Not surprisingly, numerous vehicles disappeared between the factories and the shipping ports. In 2034, a rash of spectacular robberies were pulled off in several of these missing cars, most of them camouflaged as normal cars.

The public, fed up with the emergency measures, the weapons ban and the inability of the police to deal with those who did have guns led to a popular uprising – the English Revolution of 2036. The war was a short one, and managed to achieve none of its major goals, but it did manage to finally topple the monarchy. The royal family fled to Canada.

Today, duelling and guns are still illegal in Great Britain. The police are well-armed and have combat automobile divisions to duel with offenders.



HISTORY OF THE CORPORATION (CONTINUED)

During the Second Civil War, corporations developed standing armies to repel invading troops, and these forces stayed in place even after the war ended. New ground was broken, however, several years later with Randall Enterprises's hostile takeover of a competing Alabama steel plant, which was eventually bought for \$1 and the return of the women and children. This bloody era of American free enterprise lasted until the Food Riots began, and corporate armies turned to protecting their own.

The end of the Big Corporation came in the decade following the Food Riots, when most of the remaining multinational conglomerates saw their assets picked apart by struggling governments. The largest companies found they couldn't allocate enough forces to protect all factories at once, and soldiers shipped in from neighboring plants often didn't survive the trip. Those that did were rarely in any shape to fight.

The number of assassinations dropped sharply when Gold Cross opened nationwide, and when CEOs realized that destroying plants in the process of seizing them was counterproductive. Well-defended installations made armed ventures too costly to consider. Still corporate armies defended private property, and occasionally performed socially useful functions.

To keep their armies in peak physical condition, many corporations allowed some of the duellists on their payroll to enter occasional duelling events, but stopped short of allowing them to travel on the AADA circuit. In the mid-30s, the Big Six accounting firms established their own corporate league of autoduelling teams, and other lines of business soon followed suit.

DOMESTIC TERRORISM

Terrorism became a world-wide problem in the 1980s when any small group, sufficiently armed, could grab headlines for its cause around the world. The United States and other Western countries were their most frequent targets. Most responses were ineffective because nearly every terrorist group had some country that secretly supported it. The best the U.S. could do was to increase security and deal harshly with all offenders – those who hadn't killed themselves already.

Despite all precautions, two major terrorists attacks hit the U.S. in the 1990s. First, an explosion rocked one of the Twin Towers at New York City's World Trade Center, leaving a five-story spherical cavity deep in the bowels of the foundation. Rumors persist, although never confirmed, that the single car bomb had exploded early and that a dozen others were parked in the underground garage with the intent of toppling both towers. Then in 1995, American-born terrorists destroyed the federal building in Oklahoma City. This attack proved only the beginning, and home-grown terrorism became the most violent strain – most dangerous, as well, because the usual precautions weren't enough.

During the Second Civil War, most terrorists took time off. As the U.S. was concerned primarily with its own affairs, Middle Eastern interests, which had problems of their own, saw no need to strike. In fact, when world air travel ceased due to the lack of fuel, the terrorists lost their two favorite targets: planes and tourists. Meanwhile, back in the U.S., given the state of war of the country, any acts of terrorism were chalked up to the other side.

Terrorism came back in vogue during the Food Riots and with the foundation of the Anarchist Relief Front, a group that made death and destruction not only an artform but a way of life. Some sociologists believe that ARF cannot – indeed, should not – be eliminated because another, probably more extreme, group will be waiting to take its place in the sun. Case in point: ARF's supposed elimination in 2036 lulled the country for many years, but was proven to be merely a ruse.

Mainland Europe

The European mainland suffered from the American recession and the oil shortage. When the Grain Blight hit, there was widespread famine immediately, which in turn gave rise to gang violence.

Criminal car gangs ruled much of the Lombardy region south of Switzerland. They were such a scourge in Italy, they contributed to the breakup of that country into the Republic of Naples and the Vatican States. They struck into Austria, southern France and Germany.

Germany had internal problems, as well. With each new crisis, the Neo-Nazi movement seem to grow in strength. Additionally, Germans had their own brand of anarchists, the *Geheimstadt* or Secret City. In the beginning of the century, the Geheimstadters were just a public nuisance, but by 2012 had graduated to full-blown terrorists. Fortunately for Germany, these two movements fought each other as much as the government.

Germany also gave birth to the European phenomenon of the *Fussmannschaft*, the foot gang. Foot gangs operated in the cities. Using cell phones and beepers, they co-ordinated massive looting sprees, usually setting off tear gas or explosives to draw the attention of police. The mayhem quickly spread to the rest of the European mainland.

During this trouble, France became extremely isolationist. In 2017, the government closed its borders, nationalized all foreign assets and withdrew from NATO *again*. To stem the tide of German refugees (and to keep its own people in), the French built a new Maginot line of barbed wire and mines across the eastern and northern borders.

Switzerland weathered the Food Riots better than most countries. The Swiss adopted stringent rationing early on. Many went hungry, but few starved. However, the country was plagued with bandits operating out of Lombardy. When the governments – and armies – of neighboring countries fell into disarray, Switzerland acted to insure its safety. The Swiss army moved over the borders into the Italian and Austrian Alps to eradicate the bandit kingdom. They also occupied parts of southern France. This advance stopped in 2020, but the Swiss have shown no signs of returning the territories of the *Swiss Occupation Zone*.

Today, Switzerland is the economic giant of Europe. The Swiss stock exchange rivals those of New York and Tokyo. Swiss corporations have been buying out German, Dutch and Italian companies for the last decade. They are small, but powerful players.

The unrest in the Balkans gave rise to the Balkan Federation, a council of warlords who agreed to band together for mutual defense. In spite of this, the region is plagued with constant small-scale wars.



Russia

After the war, the Food Riots threatened to destroy what government remained in Russia. In 2016, Army leaders staged a coup and reinstituted Communist rule. Two years later, they had annexed Ukraine and Belarus – both devastated by the Blight and by several brutal winters. The new Communist regime is opposed by the White Russian Army, a group of revolutionaries fighting to restore democracy. Russia is still under martial law and vehicular weapons are illegal except in arena events.

The Middle East

In 1998, a thermonuclear device destroyed Beirut, Lebanon, killing 1.3 million people. A special 86-nation summit convened on world terrorism as a result. By the end of the year, the “Beirut Accords” were signed, calling for massive economic sanctions against nations harboring and training terrorists. Many nations only paid lip service to them, however, and pro-terrorist nations continued their activities under tighter secrecy.

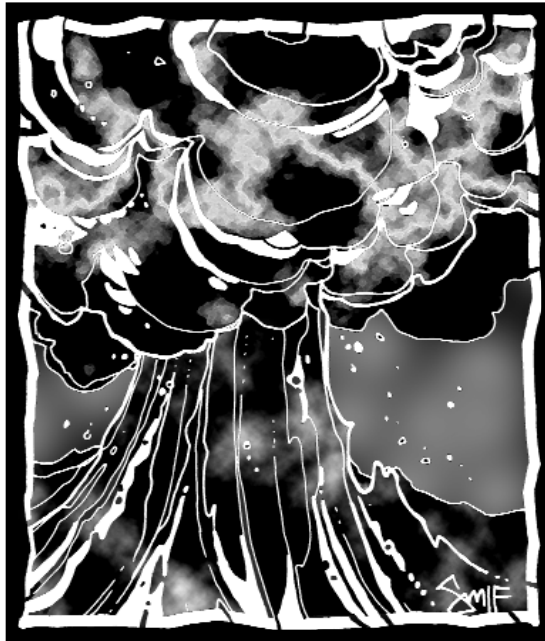
Within a year, several Middle East nations underwent revolutions and collapse. The new regimes launched an oil embargo against the United States and rejected the Beirut Accords openly. The embargo became moot when the oil reserves started to dry up worldwide. Terrorism increased dramatically as nations in the region looked to hold onto whatever power and influence they could. Revolution and warfare became the status quo.

For the most part, the terrorist nations killed each other off. And while this was happening, Israel sat out the wars, content to defend itself. Over the last two decades, however, Israel has started “picking up the pieces” of the states around it, and has slowly grown into a powerful empire, with control of or influence in the affairs of nations from what used to be Libya to Yemen and Turkey.

Australia

Australia, the Land Down Under, has been the only country to escape the Blight entirely and successfully navigate the troubled 21st century – so far. When the oil dried up at the turn of the century, Australia turned to ethanol fuels derived from Queensland sugar cane. Within a few years, it was exporting large quantities of cane alcohol to the U.S. and Japan. Strict quarantine kept the Blight out and later kept the refugees fleeing Asia in the Northern Territory. (The actual number of refugees who reached shore was low compared to the number that went down, or fell victims to vigilantes, at sea, but the number was still considerable.)

Autoduelling is legal in several regions, and tolerated elsewhere. American-style power plants have replaced most of the cane alcohol plants.



BATTLE OF NEW MEXICO

During Black February, Mexican warlords used the chaos spread by ARF to launch an attack on New Mexico. A coalition of cycle gangs led the assault, followed by Mexican FAVs, supposedly to protect the Mexican people in the area. Cycle gangs overran Las Cruces and advanced on Albuquerque along the Rio Grande.

FAVs struck to the west along the Black Mountain Range, capturing Silver City, but were halted in the Gila National Forest by National Guard troops, boosted by forces from Arizona. Attacks by ARF on mining operations along the northern border drew vital forces away from the front.

The invasion advanced steadily, and military intelligence reported that Texas was massing troops and aircraft along the Rio Grande. At the 11th hour, New Mexico received reinforcements when special forces arrived. They struck at the biker coalition using assassination and sabotage to cause dissension in its ranks.

The U.S. forces stood ready to meet a likely Texan invasion. However, the Texans launched an air attack on Mexican supply lines and air bases. The Texas president was not crazy about the warlords getting nuclear capacity, let alone some biker gangs. This action allowed the New Mexican Air National Guard to gain air superiority and blitz the invaders.

RADIO AND TV

A CB radio is standard on all factory automobiles: to drive without a radio is to court disaster.

All towns, regardless of size, have sophisticated ham radio setups (belonging to the city government); most have at least a small satellite TV dish and broadcast facility for local transmissions. Most farms any distance from a community have radio setups.

Most urban areas with more than 100,000 people have at least one television station serving the city and the surrounding area. Many of these stations transmit to the old network of satellites as part of an elaborate continent-wide cable TV system.

ENTERTAINMENT

The three biggest industries in North America are government service (including armed services and law enforcement, followed by Motor Vehicles and welfare services), food production and *entertainment* – especially television.

TELEVISION

Watching TV is the sole occupation of the vast majority of America's unemployed, and with TV prices low, almost every home in North America possesses a TV set capable of accessing some 150 different channels (although program availability varies by locale).

Most television programs are produced in New York City, with Los Angeles a close second. The other major centers of television production are Las Vegas, Memphis and Toronto. Additionally, most large cities have television stations, and those with local programs or special packages to offer generally beam their shows continent-wide through the satellite network.

Networks such as UBN and RSVP compete with local stations, services which assemble the best offering of several different stations for one cable channel, and bizarre superstations which offer one type of specialty programming, such as BGN, the Blood & Guts Network.

The most popular programs are comedies and action/adventure shows. Typical of TV fare is *McDade*, an action-trucker series, one of the top shows in North America.

Sports TV has a very strong following: autoduelling and combat football are perennial favorites, and winning duellists and football players are afforded the same status as series stars.

Nostalgia TV is popular as well, and some TV shows which premiered nearly a century ago still have cult followings across the continent, leaving some viewers even in this day and age to wonder, "Why didn't they just fix the boat and get off that dumb island?" Some are fanatic enough to venture across several hundred miles of rough terrain to gather at conventions held for the sole purpose of viewing the original shows alongside the modern, computer-enhanced versions that air daily.

Continued on next page . . .

Japan

Japan has the strongest, most robust economy in the world today, despite its rocky history in the 21st century. The oil crisis hit Japan particularly hard, crippling its industry overnight, but to the country's credit, Japan immediately made major investments in alternative forms of power. Then, just as production returned to normal, North Korean terrorists released the Blight into Japan's rice fields. Within a year, Japan was in ruins. The government tried strict quarantine controls and internal discipline to maintain order, but too much of the rice crop had already suffered. Additionally, Japan had always relied heavily on imports, but when food became scarce, all imports ceased – with the sole exception of Chinese boat people, fleeing the devastation in China. Millions died of starvation.

But as it has done several times before, Japan rose like a phoenix from its ashes. Algae production started in the nick of time, the first step on the road to reconstruction. By 2020, a new corporate government began a military and economic expansion, that included buying interests in foreign countries, including large tracts of land in Montana. Within a decade, Japan had grown into an economic empire spanning the Pacific, and profit motives heavily influenced national policy.

Today, Japan's American holdings have many native-born citizens a little ill-at-ease, and verbal Japan-bashing has once again become prevalent,

everpresent in most third-rate network sitcoms. Some speculate that ARF's heavy assault on Montana targets is proof that ARF, while promoting anarchy, prefers its own American tyrants to the Japanese variety. Others believe that the resentful citizenry of the state took it upon itself to destroy Japanese assets, while pinning the blame on ARF. Nothing has been proved, and most Japanese companies held firm, refusing to sell or leave.



Antarctica

To this day, the United States and Russia have abided by the treaties that set Antarctica aside for scientific research. However, that didn't stop Argentina, Australia, Britain, Chile, France, New Zealand and Norway from carving out pieces of the frozen continent for themselves. The vast reserves of oil under the ice, as well as coal and natural gas, proved too strong an incentive. The U.S. and Russia, along with other nations, denounced the annexation by the aforementioned countries and continued to set up research stations wherever they pleased.

Within a year of the first well going into production, eco-terrorists struck. Although an offshoot of GreenSpace, calling itself WhiteOut, claimed responsibility, the foreign colonies blamed secret American CIA forces. The terrorism subsided, however, as infighting between the occupying nations did ever more damage. After the Blight, much of the French zone was abandoned, the Latin Zone was seized by a joint Chile-Argentine military force, and the British were ousted entirely.

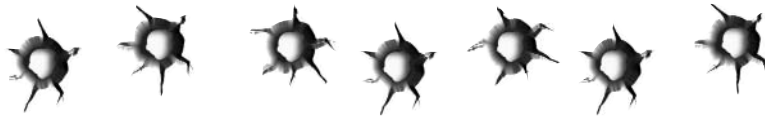
The winter of 2042 brought severe weather with temperatures as low as -150°. Citizens had to withdraw or freeze – many chose to stick it out and paid the ultimate price. Today, the only residents of Antarctica are the temporary



**AUTODUEL
AMERICA**



occupants at jointly-operated research stations and the congregation of a fanatic cult calling itself "The Children of the Snow" who believe that the winter of 2042 was a sign that the "Lord Beneath the Ice" will soon rise again.



LIFE IN AUTODUEL AMERICA

Jobs

The chance of getting a safe, honest job, rising through a company's ranks, and eventually retiring with a decent pension is very low in Autoduel America; it's referred to by radio talk show hosts as a "tail pipe dream." There just aren't enough jobs to go around.

Unemployment is very high in North America – about 30% continent-wide, although considerably higher in cities with populations of over a million, and somewhat lower in regions with agricultural or natural resources.

Unemployment is a constant spectre hanging over the working man's head. Most large companies have waiting lists for jobs with over 100 names. This keeps salaries and tolerance for mistakes low, although no one is fired for trivial reasons. (Training new employees is expensive!) Furthermore, although there are some large regional corporations with multitude of factories, most of them keep their employment rolls as low as they possibly can while maintaining profitable production levels. The average slob on the assembly line works ten hours a day, and unions are a thing of the distant past.

Unemployment benefits keep most of the unemployed from starvation, but that is a long way from comfortable living. In fact, people on public assistance are barely well-off enough to be struggling, and many have created false personas to collect supplemental checks.

Although a small percentage have managed to become "professionally unemployed," for the rest of the public, the best shot at employment is to go into business for themselves. This doesn't necessarily mean the arena, although those without other skills have few choices. Mechanics are always in demand, even guys who just tinker with engines in their back yards. And anyone handy with tools can make a good living in home repair and landscaping, undoing the damage wrought by stray bullets and stray cars.

Naturally, March, 2045, after the great ARF attack, was a highly profitable month for the construction industry, allowing for many luxurious Easter vacations.

Travel and Transportation

Tourism, as an industry, is almost dead, primarily due to the treacherous nature of the roads, skies and waterways. (Rampant unemployment and lousy wages for those employed are also big factors.) The wealthy and those traveling on business occasionally find time to patronize the usual tourist traps, but for the average citizen, tourism is traveling to a nearby city for a sporting event and spending the day in town.

Land Travel

Most intercity traveling in North America is done by busnought, which costs an average, assuming good roads and limited violence, of \$30 for every 200 miles. Naturally, high risk areas are far more expensive,

ENTERTAINMENT (CONTINUED)

Micros

These plug-in interactive games, called "Micros" for MicroCosmos Electronics (the firm which produced the first of them), are incredibly popular.

For about \$2 per minute (each real-world minute seems like ten), you can sit in a small booth, don a helmet, and be plunged into the setting and fiction genre of your choice. Suddenly you *are* McDade, or the wealthiest person in the world, or a championship autoduellist, or an English noblewoman captured by a pirate in the Caribbean . . .

The most popular sorts of such games are action-packed adventures, romances, pornographic odysseys, and "horatios" (dramas where the character in the story rises from humble beginnings to vast wealth, and enjoys the fruits of his labors).

Some of the stories have preset lengths – usually ten minutes of real-time. More elaborate setups have stories that can go on for hours of real-time, with players participating in 20- and 30-minute sessions – picking up each time where they last left off.

WARNING: The U.S. Surgeon General has determined that playing Micros in sessions of longer than 30 minutes is harmful to your mental health.

MAGAZINES AND FICTION

Magazines and popular fiction are now transmitted electronically and accessed on computer bulletin boards. Since there is no copy protection for them, fees for writing and creating magazines and fiction are rather low, which has turned the publishing business into a cottage industry.



**AUTODUEL
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AIRSHIPS

While not fast (20-40 mph, depending on wind conditions) these bulky craft are marvelously fuel-efficient and popular in 2040s America.

Blimps are non-rigid or semi-rigid airships – the easiest to build, and the most common in Autoduel America. The blimp airship lines provide both tourist-class “cattle cars” and expensively-appointed luxury coaches. Prices start at about \$50 per 200 miles for tourist class, \$1 *per mile* and up for luxury.

Many millionaires own their own small blimps; some large corporations own several; and numerous (mostly west coast) airship companies provide air transport to and from major commercial centers for steep prices.

Zeppelins, or rigid airships – they have exterior skeletons over the lifting bags – have so far been limited to military use because of expense.

The Texas Naval Guard is the largest user of “zeps”; a U.S. squadron operates out of Pensacola, Florida.

when service is available at all. If there isn't any available bus service, give careful thought to the reason why a bus won't travel there before going out on your own. Sometimes it's just not a profitable route, but more often it's because of the danger involved.

Some areas are safe enough for intercity travel by automobile, although the roads may require the use of off-road vehicles or tires. The important thing to remember is that there is safety in numbers. When traveling with only one or two vehicles, it's advisable to hire escorts, join up with a convoy going the same way, or even advertise for other travelers making the same trip. For instance, in many college (and even some high school) combat football towns, the team, their families, friends and fans will load up and set off *en masse* for the Big Game – and local merchants will be preparing for it weeks in advance!

The American rail system, abandoned nearly a quarter of a century ago, is starting to make a comeback. Although it will be years before it even attempts to run rails through the Badlands again, part of the Northeast corridor is back in operation. Six trains run daily in each direction from Boston to New York, and one more train makes the run to Philadelphia. It is hoped that by the end of the decade, partial service to Washington, D.C. can be restored, but the constant vandalism on the tracks makes that almost entirely unfeasible. Track damage is also the reason why trains will rarely run faster than 50 mph; few remember the pre-Blight trains ripping along at nearly 200 mph.

Several large cities do maintain subway systems; notably the San Francisco Bay Area, Washington, D.C., and New York City.

Air Travel

The last big jet was junked four decades ago, and commercial airliners no longer exist. If you need to get somewhere quickly and safely, you need a helicopter. They're fast and versatile, can carry a decent amount of weapons and armor, and don't require a vulnerable landing strip to set down. Helicopters can climb above any firefight they wish to avoid. Attack from another copter is unlikely, as most pilots belong to their own brotherhood, and attack choppers don't usually chase down commuter birds.

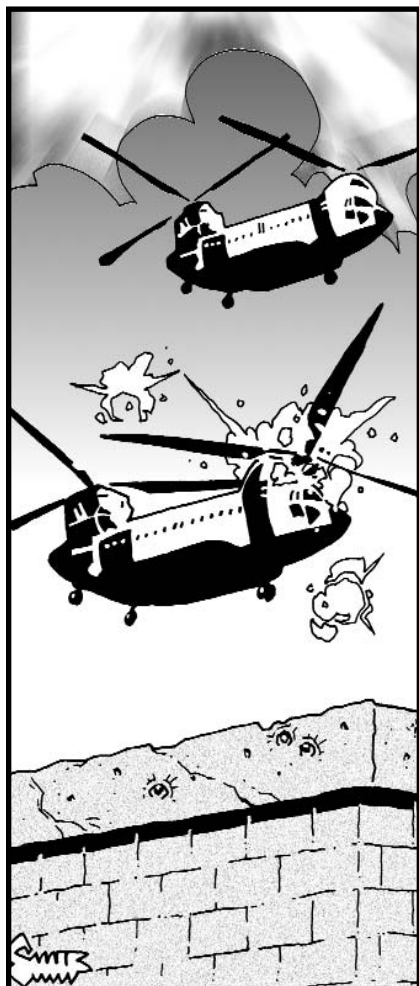
Those who have more time and less cash might consider taking a blimp. It's uncomfortable, but the view can't be beat. It still costs much more than bus travel, but it's quicker and safer for longer trips over dangerous areas.

Light single-engine aircraft powered by electric motors are not unknown. Some vintage models belonging to rich collectors and historical societies can occasionally be spotted, although most of these routinely fail strict inspection standards and their pilots are breaking numerous laws every time they take off.

Water Travel

Travel by sea is often more dangerous than land travel. A duellist who loses his ride can always walk home. A seaman whose ship is lost to piracy or the elements has to swim for it.

Most commercial water vessels are small to medium boats, usually fishing boats. Wind power is common, as is electric power; many vessels use both. Piracy and terrorism spelled the end of the cruise ship industry, but relatively inexpensive and safe passage can be bought by those wishing to travel overseas in partially-converted cargo haulers. Combat-trained individuals willing to help defend the ship can get discounted or even free passage.



**AUTODUEL
AMERICA**



THE AADA ROAD ATLAS AND SURVIVAL GUIDE

This AADA special publication covers the following social and geographical regions: The United States of America (the East Coast, the South, the Northwest, the Midwest, the Mountain West, the Southwest, the Pacific Coast, Alaska and Hawaii), The Free Oil States (Louisiana, Oklahoma and Texas), Canada, Québec, The United Mexican States and Australia.

The reader is warned that though the data is as up-to-date as is possible, random local, national and world events can cause tremendous changes. For example, the anarchist attack of 2045 caused great damage to many of the locations presented below, and the AADA has spent countless hours reviewing all entries and updating the information to reflect current conditions.

DRIVING CUSTOMS

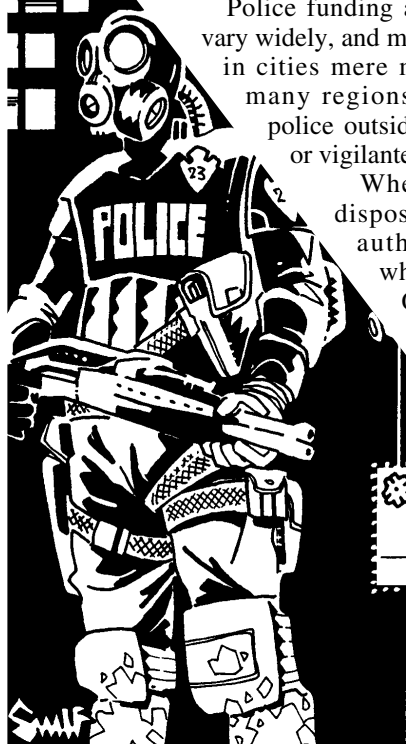
Across North America, there are some basic rules which the driver must know:

The Police

Police funding and methods of operations vary widely, and may be diametrically opposed in cities mere miles apart. Additionally, many regions of the country have no police outside of local sheriffs, militias or vigilante gangs.

When traveling, find out the disposition of law enforcement authorities on the roads on which you will be traveling.

Questioning the operators and patrons of truck and car stops along your route is the most efficient method.



Bribery Rating

In some states, bribing a law officer to overlook an infraction is so common that it is practically public policy. In other states, even a hint of a bribe will add another serious charge to

whatever you are being arrested for. As a service to all drivers, the description of each state includes a numerical rating, from +10 to -10; the higher the number, the more likely an individual trooper from that state is to accept a bribe. These are guidelines only – the disposition of an individual officer, the circumstances, and the amount (or type) of bribe offered all affect results.

Also, it should be noted that these numbers reflect the disposition of *state* police. There are cities with crooked cops even in the most honest sections of the Northeast, and there are pockets of law and order in places as corrupt as the Carolinas.

Note to GMs: Use the Bribery Rating as a modifier to an officer's reaction roll when a bribe is offered, taking into account the other factors mentioned above.

Speed Limits and Traffic Laws

Most interstate and intercity highways have no speed limits, although road condition and highway design may dictate practical limits. Most cities do have limits, usually 20 mph in residential areas and 40 mph on major thoroughfares.

Where speed limits and traffic requirements are posted, obey them. Some police departments look upon infractions as misdemeanors, resulting in citations or fines. Others might find them cause for physical violence.

Weapons Laws

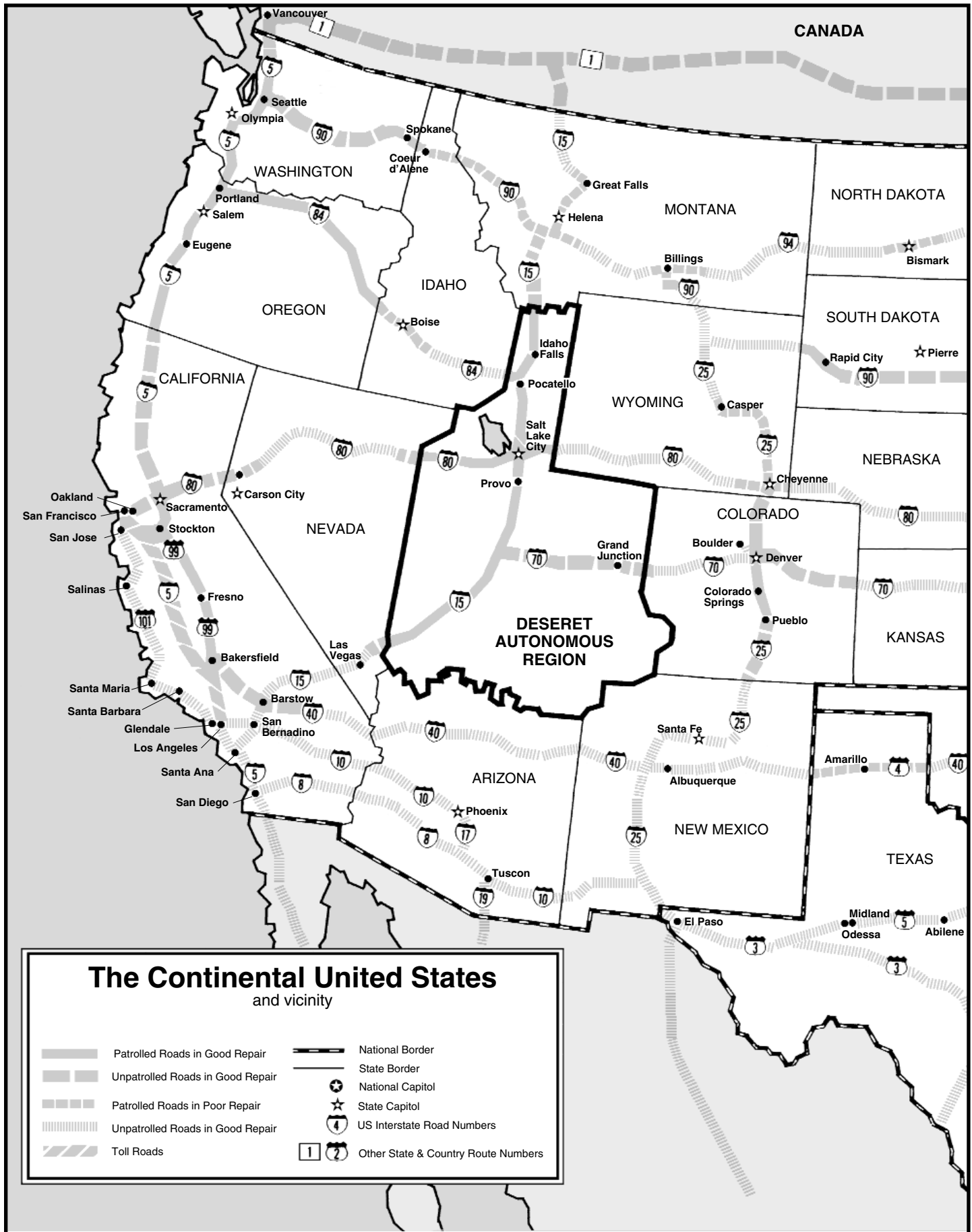
Except in the regions and states otherwise indicated, citizens are permitted to carry personal weapons (exposed or concealed), and to operate vehicles (bearing concealed or exposed armaments) inside and outside city limits. Other areas require a weapons permit sticker to be displayed prominently on the windshield of an armed vehicle (usually easily obtainable from the state police for a nominal fee).

It is usually illegal to duel, either in person or by vehicle, within city limits, and never assume that duelling *is* legal just because you witnessed one. In cities where duelling is legal, participants are likely to be held responsible for any property damage that results from combat. Except in states noted below where duelling is currently illegal, duels outside city limits are perfectly acceptable.

Some cities enact their own special laws: Local regulation must be posted at the city limits. Violations are usually capital crimes, so obey these laws strictly.

Weapon Courtesy

It is considered discourteous to point a weapon at anyone who is not approaching you in a threatening manner or under unusual circumstances. Do not "cover" vehicles passing you on the road. This is an insult and often provokes a duel. In some regions, drivers lean on their horns rather than their triggers, but don't misinterpret this as an unwillingness to fight.





It is *not* a discourtesy to keep weapons trained on strangers approaching your camp or home.

Do not demand to retain your weapons when entering an area which prohibits them – this is foolish and often fatal.

Basic Traffic Customs and Laws

Vehicle licenses are acquired from the state or national police. The United States, Canada, Québec and the Free Oil States all recognize each others' licenses. Visitors to North America from other countries must acquire temporary licenses for their vehicles (dated to expire with the visas) from the state or national police.

Vehicles drive on the right side of the road and are expected to obey all posted traffic signs.

Road Conditions

The map of North America included with this mini-atlas shows all interstate roads still in usable condition. State and local roads are not shown. The roads are graded, *Good*, *Fair* or *Poor*. Occasionally roads are described as *Excellent* or, when unexpectedly absent, *Off-Road*.

Good roads may be driven with minimal tire damage. Frequently, organized police forces patrol the roads, ready to aid stranded pedestrians and discourage duels between motorists.

Fair roads may also be patrolled, but are marred by potholes, obstacles, abandoned roadblocks or other hazards.

Poor roads are almost never patrolled and may inflict severe damage on tires. Motorists proceed at their own risks.

The map also indicates *Toll Roads*. These highways are the best maintained, most heavily patrolled, and safest on the continent. Their upkeep is paid by the exorbitant tolls charged to

every motorist by the private owners. Expect to pay \$100-300 (U.S.) to use these stretches of road. Don't even think about trying to bypass or crash the toll booths.

Violence Frequency

Virtually every person in North America gets shot at many times in his lifetime. The question is not so much whether the average person will be involved in violence, but how often. In some communities, inhabitants are lucky to get through a day without having to fight over food, water, clothing or breeding rights. Foreigners – that is, anyone new who looks like he might be able to read – are attacked almost automatically.

Facilities

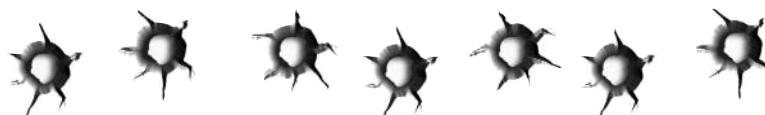
The description for facilities includes how far you will probably be from the nearest truck stop or garage. Remember that this information tends to be pessimistic: only a maximum value for the range is given.

Channel 9

CB Channel 9 is the emergency distress channel, by rules laid down by the Federal Communications Commission in the 1970s. The Free Oil States follow this tradition because a channel reserved for emergency use is useful. Most radios are designed to continuously monitor this channel and to break into a conversation on another channel if a signal from nearby is received. This feature can be shut off, but it is a serious breach of road etiquette.

Unfortunately, gangs also listen to Channel 9 to find where injured drivers and vehicles are.

THE UNITED STATES OF AMERICA



THE EAST COAST

Although hard-hit by the unpleasantness of past decades, the eastern United States has recovered quite well overall. Indeed, parts of New England are as civilized as they ever were before the Food Riots, and vehicular combat is virtually unknown outside the arenas in many major cities. That's not to say that all intercity and interstate roads are safe. Gangs and anarchists abound, but they are usually handled quickly.

In the Northeast, the winters are severe. From November to March, motorists are advised to carry chains and/or snow tires, long-range radios, and two days' supply of food. Carry plenty of beverages in the summertime; temperatures climb into the three-digit range often, although they don't come close to the scorchers of the South.



**ROAD ATLAS &
SURVIVAL GUIDE**



CONNECTICUT

Government: Democratic.

Police: Friendly, cooperative. The border with New York is heavily patrolled and defended, usually by helicopters and police blimps. Bribery Rating: 0.

Major Roads: I-95, I-91, I-84, US-6. I-84 and US-6 are the most heavily traveled in the state. All roads are Fair to Good. They are well-maintained, except for snow removal, but are poorly designed. Heavy patrolling by state police.

Facilities: Automotive and other amenities widely available throughout the state. You are never more than 20 miles from a garage staffed with honest mechanics. Prices are slightly higher than national average. There are three truck stops in the entire state, all on the New York border.

Violence Frequency: The average citizen of Connecticut will be involved in violence once in eight months.

Lowest highway combat fatality rate in nation; you're quite safe here if you don't annoy the police. Odds are you'll be so busy navigating – entrances and exits on both sides of the roads, lanes that disappear and reappear with bizarre whimsicality – that you won't have time to fire your weapons. It is claimed that the designer of I-84 died in an auto wreck on I-84 . . . further proof that there is a God.

AADA ADVISORY: Autoduelling and possession of vehicular and personal arms without permits are illegal statewide.

Hartford

Population: 160,000.

Description: The downtown area is a barbarian ruin that even the police avoid, but the uptown is heavily defended, safe and peaceful, especially the ultra-posh Asylum Hill area. People carrying anything more powerful than a pistol will be harassed by police. Hartford is the insurance capital of North America, and street violence is very much frowned upon.

Duelling Facilities: Hartford Cycle Battle Arena (the old civic center) is one of the largest indoor cycle arenas on the East Coast. Wide TV coverage, although not popular locally.

Gang Activity: Numerous small, violent gangs vie for supremacy in the downtown ruins. Despite their hostilities, they will band together to fight a common threat. The richer parts of town are gang-free, due to intensive police protection.

Bristol

Population: 55,000.

Duelling Facilities: The Bristol Oval on the outskirts of town. Popular despite, or because of, its simple oval design.

Other Facilities: A variety of shops, including a store specializing in inexpensive reproductions of 20th-century comic books.

Gang Activity: Cycle gang activity is near non-existent. EVIL, more a bunch of practical jokers than a serious threat, is active. Campfire stories persist of Vandervecken's Sharks, a cycle gang cursed to cruise I-84 for all eternity, searching hopelessly for the exit to Route 6 West as their only hope of redemption.

DELAWARE

Government: Democratic.

Police: Quite mellow and relaxed. Bribery Rating: +1.

Major Roads: I-13 and Delaware 36. All roads are Fair. Moderate patrolling by state police.

Facilities: Garages are scattered across the state (never more than 15 miles away), but most are not combat-oriented. Guns and ammo cost 5-10% more than the national average, mostly because of low demand.

Violence Frequency: The average citizen of Delaware will be involved in violence once a year.

Delaware is among the quietest states in the U.S., a virtue appreciated by the many corporations with facilities here. Dover Air Force Base is the largest USAF facility on the East Coast, and security has been beefed up after the ARF attack in 2030 and Operation Black Snow in 2045.

The AADA opened offices here in 2038, much to the chagrin of local BLUD and EDSEL chapters.

AADA ADVISORY: Autoduelling and possession of vehicular and personal arms without permits are illegal statewide.

Dover

Population: 2,500,000.

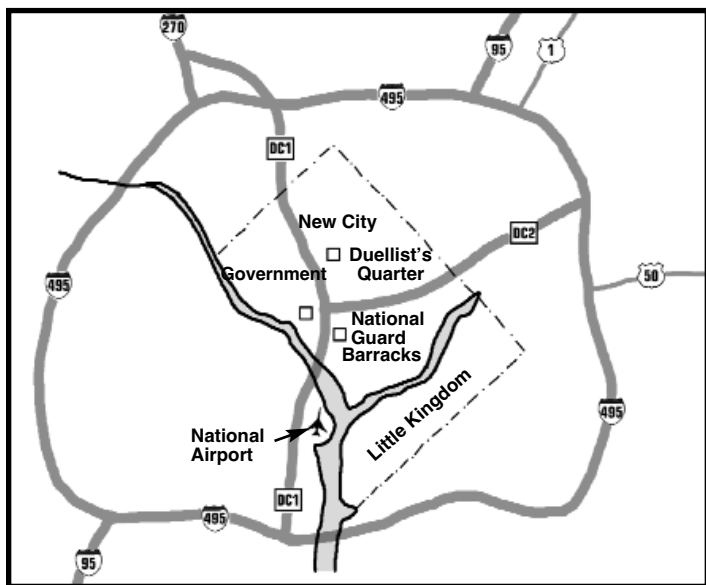
Description: Dover is the largest arcology (city within a single building) on Earth. The roughly circular building housing the city is currently two miles in diameter and growing. Dover's electrical energy comes from low-orbit powersats, launched early in the century, which transmit to the microwave reception antennas covering the roof.

Tours of Dover Air Force Base are quite popular; they are well-guarded and no weapons are allowed. A tour group was once machine-gunned over an apparent misunderstanding regarding a cigarette lighter, but security has apologized for the mishap.

Duelling Facilities: None.

Gang Activity: The most common penalty for a first offense is expulsion. As a result, the crime rate is near zero.

DISTRICT OF COLUMBIA



DISTRICT OF COLUMBIA

Government: Democratic. U.S. national capital.

Police: Slightly on edge, but not hostile. Very used to tourists and other strangers. Bribery Rating: -1, -5 if it involves what appears to be a possible threat to national security.

Major Roads: DC1 and DC2 are the only roads into D.C. proper and are heavily patrolled. I-495 circles the area with entrances from I-270, I-95, US-50, and US-1. All are heavily patrolled except US-1 which is badly maintained and dangerous.

Violence Frequency: The average citizen of D.C. will be involved in violence once a month. In New City, it drops to once in eight months.

Population: 250,000.

Description: *The Government Quarter* (no unauthorized vehicles, no weapons allowed) is the political center of the USA. The city government is democratic, answering to the federal government. *The New City* is an arcology a mile long and expanding into the riot-devastated rubble. No vehicles allowed inside, except for security go-carts. *The Little Kingdom* is self-enclosed and self-sufficient, trading only for high-tech items; the area is closed to visitors. *The Duellists' Quarter* is also growing from the wasteland around it, although not as quickly as the New City.

Duelling Facilities: Capital Center Duelling Arena, Foster Motor Vehicles, one truck stop and several garages in the Duellist's Quarter.

Other Facilities: One TV station, one university, one airport, two hospitals (one with Gold Cross), operating subway system (heavy security), President's Guard, National Guard, CIA, FBI, thousands of shrines, memorials and museums.

Gang Activity: The wasteland is infested with barbarian gangs. The Redskins and the Coyotes cycle gangs are serious threats to lone travelers. Biker groups large enough to attack a convoy attract the attention of the National Guard.



MAINE

Government: Democratic.

Police: Courteous and friendly. Bribery Rating: 0.

Major Roads: I-95, I-295, I-195, which are in Good condition. The rest are mostly Poor or Off-Road condition.

Facilities: You'll never be more than 50 miles from a garage. About one garage in ten is a fortified truck stop. Half of those will not be able to repair exotic weapons, like lasers or gauss and fletchette guns. Prices as high as 120% of national average.

Violence Frequency: The average citizen of Maine will be involved in violence every two months.

Vehicular travel is safe almost by default: Traffic is so low outside major cities that you can drive 20 miles without seeing another car. Perhaps because of this, Maine drivers maintain a continuous chatter over the CB channels. Maine has the most beautiful mountains in the Northeast, and Hill Clans (see p. 91) rule most of the state outside of the urban areas.

Portland

Population: 50,000.

Description: Portland turned to the sea to support itself during the Food Riots, and is home to the finest seafood restaurants. Out-of-staters asking for directions are told, "You cain't get thar from hyear." Laugh politely and persist: this is a local joke.

Visit the King Horror Haven in Portland. (Management will dry clean any clothing splattered by the "Carrie's Prom" exhibit.) Behind-the-scenes tours are available for those interested in Robotics; don't miss the "Dungeon of Dismemberment." For the weak of heart and stomach, the Portland Literary Festival is held annually, and "literary duels" take place.

Gang Activity: Essentially non-existent.

MARYLAND

Government: Democratic.

Police: Courteous and friendly. Bribery Rating: 0.

Major Roads: I-301, I-50, I-95, I-40. All roads are Good to Poor.

Facilities: You'll never be more than ten miles from a garage, or 50 miles from a truck stop. The prices are average.

Violence Frequency: The average citizen of Maryland will be involved in violence once a month. Most of this is because of overly-touchy drivers, and not spill-over from Virginia.

Maryland survived the Food Riots basically intact by exploiting its small petroleum reserves. The light petroleum production allows for a rare gas-powered car to be seen occasionally on the racetracks. A local idiosyncrasy of Maryland autoduellists is the Jousting event, a specialized arena event which rewards speed and maneuverability.

The "Baltimore Code of Honor" is called "rude driving" anywhere else in the United States. In Maryland, minor roadway infractions, not even serious enough for a honk of the horn, will be answered to with weapons fire.

Baltimore

Population: 350,000.

Description: The largest city in Maryland, Baltimore has interesting museums and galleries and is the home of the Chocolate Kitty, said to have the most interesting and classy pornographic stage productions in the Western hemisphere. Rowdies are heavily discouraged.



Duelling Facilities: Irsay Memorial Arena, JoustDuel Arena. Note: Duellists in this region prefer a medieval jousting approach to duelling, with strafing runs along parallel tracks.

Other Facilities: One airport, major seaport facilities, numerous small colleges and universities, three television stations, 12 hospitals.

Gang Activity: None.

Cumberland

Population: 30,000.

Description: The industrial capital of Maryland. It is estimated that 45% of the ablative armor, tires, and rocket weapons in North America are from Cumberland.

"Petrol Pete's" Real Oil Well is a museum devoted to petroleum technology, and it has a great restaurant and souvenir shops. The Cumberland Valley Rocket Club has been unpopular with tourists ever since their reproduction V-2 exploded, but if you ask someone about scramrockets, you'll make his day.

Duelling Facilities: It is possible to find armor, tires and rocket weapons for as much as 15% off the normal prices. Electronics are inflated, running as much as 30% over the national average.

Gang Activity: A few small, well-organized cycle gangs working Maryland; most of these tend to stay at least 20 miles from urban areas.

MASSACHUSETTS

Government: Democratic, with some oligarchic overtones. Rural inhabitants feel Boston exerts undue pressure to the detriment of the rest of the state.

Police: Their manner is slightly distant, but they're decent enough. Be forewarned, though – a popular local line holds that "Everything is illegal in Massachusetts." Most of these laws are not enforced, but know ahead of time that if they want you badly enough, they've got you. Bribery Rating: 0.

Major Roads: I-95, I-90, I-91, Route 128. These are the best maintained in the Northeast. The rest of the roads are Fair to Good.

Facilities: There are ten truck stops around the Boston area, and the easternmost section of the state is filled with garages and charge stations. Garages are required by law to report damage which smacks of road combat. They will turn a blind eye to light damage, but anything excessive will be reported unless a successful \$50 bribe is made. The police won't do more than make you waste a day with paperwork. Further west, things are more sparse – at least 40 miles between stations. Hill Clans are suspicious of strangers, but may allow you to recharge your plant for free.

Violence Frequency: The average citizen of Massachusetts will be involved in violence every six weeks. Note that rural violence is seasonal, with most of the combat taking place in winter.

Massachusetts is composed mostly of Boston in the east and Hill Clans in the west. It is also home to the old Yankee nuclear plant. The Massachusetts Motor Vehicle Department is possibly the most disorganized in the United States; insurance companies don't even bother trying to get information from it any more.

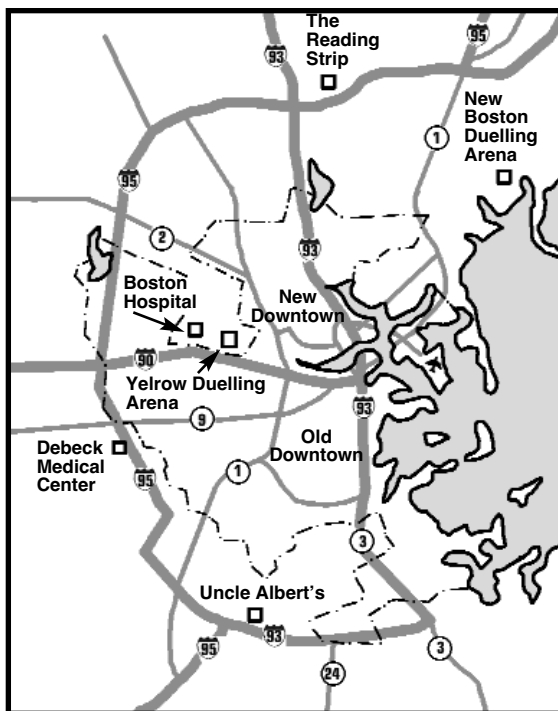
Boston

Population: 2,000,000.

Description: Boston is the largest city in New England. It's an example of "abandonment architecture" – the old downtown, destroyed in the Food Riots, is a ruin, with the new downtown built west of the Charles River.

Duelling Facilities: New Boston Duelling Arena, Yellow Duelling Arena, Gold Cross, headquarters plant of Uncle Albert's Auto Stop & Gunnery Shop, Uncle Albert's Catalog Showroom (where components are sold at a 10% discount).

Other Facilities: Numerous hospitals, Boston College of Learning, one TV station.



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Gang Activity: Moderate. Notable Gangs: Pulsers and Hellriders. (Gang Activity would be rated as "High" except that these two organizations spend most of their time fighting one another.)

NEW HAMPSHIRE

Government: Democratic. Relations between the urban and rural populations are probably the best in the Northeast.

Police: Decent people who are grossly underpaid and forced to accept bribes to support themselves. They remain, however, basically honest and will not aid serious criminals. Bribery Rating: +5 for victimless crimes, 0 otherwise.

Major Roads: I-89, I-95, I-93. Generally Good; heavily patrolled.

Facilities: Garages are commonplace, about one every 50 miles. About four in six are simply recharge stations, without real repair facilities. They might be able to lend you tools to fix it yourself or direct you to a bona fide mechanic who can help you. Recharges are 90% of national average, but repairs and reloads of anything doing more damage than a standard rocket launcher will cost 115% of the national average.

Violence Frequency: The average citizen of New Hampshire will be involved in violence every two months, not including pickpocketing or swindles by con artists.

A trip through New Hampshire is almost like a trip through time. The state was almost untouched by the war and the Food Riots. Any criminality encountered here is most likely to be of the non-violent pickpocket and con-job variety. Unfortunately, there is a lot of that, so watch out.



The White Mountain National Forest is magnificent, but camping is not advised because of "forest folk," the crazed debris of modern society. Winter thins the herd appreciably, so early spring is the best time to go camping. Overall, New Hampshire is still a nice place to relax and clear the cordite from your nostrils.

AADA ADVISORY: Autoduelling and possession of vehicular and personal arms without permits are illegal statewide.

Combine

Population: 150,000.

Description: Combine, the largest single producer of computer memory media in the U.S., was formed in 2020 when Manchester, Concord and Nashua were unified under a single government.

Gang Activity: Very low.

NEW JERSEY

Government: Nominal democracy, but the Modified Golden Rule ("He who has the gold makes the rules.") has never been more amply demonstrated than here. Corporate feudalism is the reality.

Police: Some are demoralized, depressed and fatigued. The bad ones are outright crooks; New Jersey police are probably the only ones in the world who hesitate to come to each other's assistance. Bribery Rating: 1/3 of the time bribes are accepted automatically, no matter the circumstances, so long as the bribe is substantial enough to cover the offense. The rest of the time: +5.

Major Roads: Garden State Parkway, New Jersey Turnpike (essentially I-95), I-78, I-80. All are in Fair or Poor condition and indifferently patrolled.

Facilities: There are numerous fortified truck stops scattered throughout the state. You won't ever be more than 30 miles from one. They tend to be slightly paranoid, and overprotective of Brothers.

Violence Frequency: The average citizen of New Jersey will be involved in violence every two weeks. This is almost entirely of the mugging and rolling variety, however.

New Jersey has been described as "looking like a fire sale in Hell." Its poor government services, casual violence and generally bad standard of living place New Jersey squarely in the 2020s; if anything, New Jersey has gone *downhill* in the last 30 years. The only bright spot, Atlantic City, once the Las Vegas of the East, is now an enormous private club, catering only to the highest of high rollers.

If you read Edgar Allen Poe to cheer up, you'll like New Jersey.

Newark

Population: 200,000.

Description: Newark, largest city in New Jersey, boasts numerous manufacturing concerns which, by and large, govern the city. Autoduelling is illegal within city limits, but enforcement is non-existent. Giant industrial corporations employ secret police against each other and the general population. Federal health and safety inspectors are ignored, and the inside of factories resemble something out of *Metropolis*.

Duelling Facilities: Garden State Duel Arena, numerous truck stops (fortified). Drag racing on the Turnpike (I-95) is quite common as well as on the airport runway right next to the turnpike.

Other Facilities: Medical college, law school, numerous hospitals, one TV station, one airport, major seaport.

History: Newark is one of the most independent cities in the U.S., a condition dating back to the Food Riots. The city government managed to keep control by gaining union support, and successfully repelling hungry mobs from New York City. Gang rivalry between the two cities is heavy and bloody; the bridges and tunnels have military emplacements at each end, and the Hudson River is a border between armed camps. The only three growth industries in Newark are prostitution, cheap drugs (alcohol) and random street violence.

Gang Activity: Moderate cycle activity, heavy street gang activity, mostly unorganized punks. Most run if you stare menacingly; there are always easier targets for them to prey on.

NEW YORK

Government: Nominal democracy, with upstate and downstate interests locked in an eternal struggle for superiority.

Police: Honest and clean-cut. The NYPD in New York City are the proudest in the world. State troopers are serious, grim and incredible drivers. Bribery Rating: -1 for New York City, Brooklyn and Staten Island, -2 for state police.

Major Roads: I-81, I-90, I-84, I-87, I-88. All roads are generally Good and well-maintained.

Facilities: There are numerous fortified truck stops scattered throughout the state. You won't ever be more than 60 miles from one. (In New York City, garages are every couple of miles.) They tend to be slightly paranoid, but remember that upstate New York is a dangerous place. No matter how placid and friendly the area seems, at any moment a covert vigilante group could thunder by on a rendezvous with mayhem. Every town and



village in upstate New York has a power station and a guy who makes money tinkering with cars; aside from them, there are no unfortified garages left.

Violence Frequency: The average citizen of New York will be involved in violence once every two months. Upstate incidents can be incredibly violent – covert vigilantes often use hunter/killer helicopters, and some regional militia have air support consisting of P-38 fighters from World War II (how they keep them flying is a well-kept secret).

Bandit activity is high in the state in areas outside New York City and Buffalo. Additionally, vigilante action – particularly by criminal groups such as Nightword – is heavy, directed at gangs and bandits. Despite stringent law enforcement measures levied against weapons and combat in New York, the state continues to be a dangerous area to travel outside major cities.

While most people think of New York City when they hear about New York, remember that most of the state is rural, with extensive dairy farms and apple orchards. (Many dairy farmers survived the Food Riots by shooting anyone who looked at a cow sideways; many farms were burned down for the fresh meat.)

The traditional conflict between city dwellers and country folk was fanned into war in New York. A guerrilla war between Manhattan and the rest of the state started over grievances such as the right to pump fresh water out of the Hudson River. Since New York City was heavily involved with inter-borough violence, there was little it could do when upstate forces cut its water and power supplies. The resulting negotiations modified the state government into an electoral college system which left the government of the state firmly under the control of upstaters.

In 2040, after New York City reunited, the city government, along with Staten Island and Long Island, threatened to secede from New York, and take 70% of New York state's population with it, if a more equitable deal was not reached. Concessions came slowly at first, and stalled during the brief Civic War between Manhattan and Brooklyn in 2043. When ARF rose up nationally in February 2045, many of the smaller communities, as well as the Albany state house, were struck hard. New York City, still in a war-ready state, was pretty much spared. The balance of power shifted yet again in New York, but the pendulum has always swung two ways.

AADA ADVISORY: Autoduelling and possession of vehicular and personal arms without permits are illegal statewide.

Brooklyn

Population: 2,700,000.

Description: Brooklyn considers itself the largest city in New York, mainly by ignoring its rival across the East River. A true crossroads of the world, nearly 100 cultures and languages are represented here, although some perished in gang wars over the past decades. Despite a few No Man's Lands that dot the city, order is maintained by police and citizen's militias. This "Borough of Churches" has a distinct attitude. Visit the Botanic Gardens and Prospect Park, two huge GreenSpaces side by side in the heart of the city.

Duelling Facilities: Gowanus Raceway, New Steeplechase Park, VisualDuel at Coney Island.

Other Facilities: Scores of churches, numerous colleges and hospitals, two TV stations, a museum, Ralph Kramdem bus depot, major seaport. Samaritans patrol the Belt Parkway.

History: The Great Mistake of '98 (1898) was repeated in 2038 when Brooklyn rejoined a new New York City. It didn't

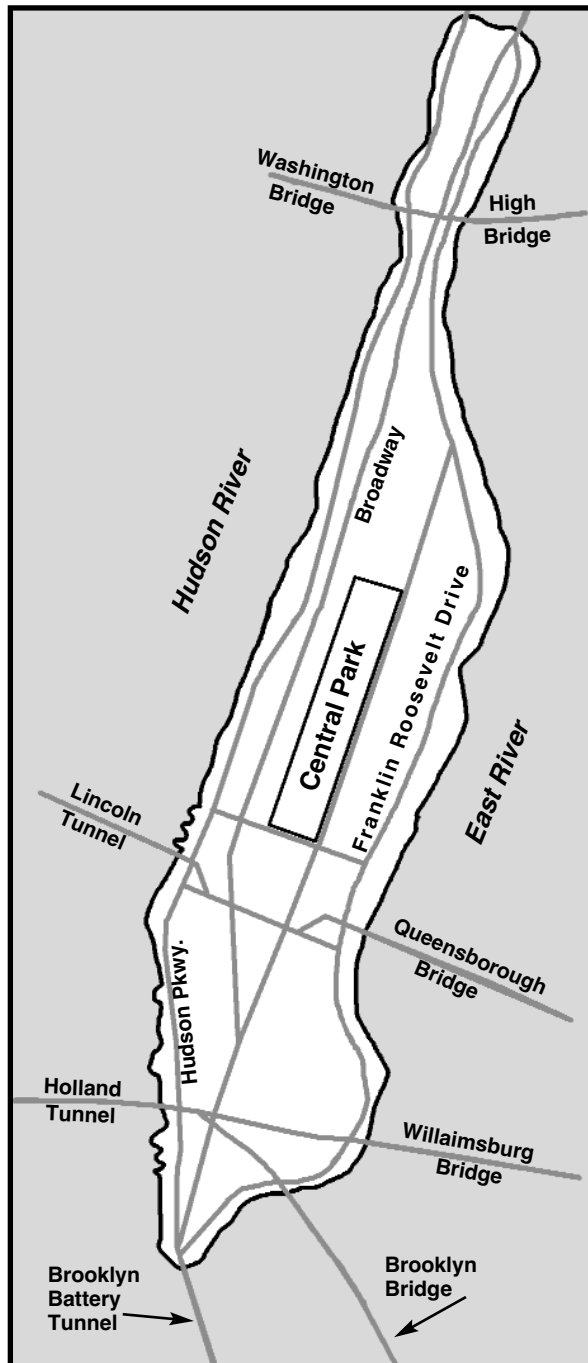
take as long to realize what a raw deal the outer boroughs were getting and in 2043 Brooklyn freed itself from these bonds after a brief, bloody Civic War.

Gang Activity: Moderate cycle activity, heavy street gang activity in No Man's Land areas. Otherwise, low activity. It is believed that the vigilante group, the Road Wolves, has been forcibly disbanded.

Manhattan

Population: 5,500,000.

Description: Manhattan is still the financial and shipping capital of the United States. Only official vehicles and public transportation are allowed in Manhattan on the city streets. Large walls have been erected along FDR Drive and the West Side Highway.



MANHATTAN ISLAND

The most striking police unit anywhere in New York is Manhattan's Mounted Police. A single Mountie on crowd control is worth ten foot-patrolmen. A mob isn't afraid of a line of people, but 1,400 pounds of well-trained horse is terrifying.

Duelling Facilities: Some cycle exhibitions at Madison Square Garden. None otherwise.

Other Facilities: High-speed link to three airports (two in Queens, one in Newark), large amusement park, numerous TV stations, network centers and Broadway theaters, 43 hospitals, 18 colleges, one combat football team.

History: In 2016, as the Food Riots gained momentum, New York City ceased to exist, splitting into four separate cities. (Staten Island had seceded a dozen years earlier.) Hardest hit was Manhattan; commerce stopped, and looting and fires razed sections of the city. As food became scarcer, those who couldn't flee the city fed on rats, stray pets and one another. Hundreds of thousands fled, even more died, and cannibal tribes thrived in the anarchy.



Relief came in 2018 when the first large algae plant was set up at the Central Park Reservoir. Shipping started through the ports again and the Stock Exchange returned to the island. Manhattan is now peopled by businessmen and the tough survivors of the Food Riots and their descendants. Weapons are outlawed on the island but are commonplace, especially among street gangs.

In 2038, Manhattan reunited New York City and fleeced the outer boroughs for taxes while returning little in services. Five years later, a "revoltin' development" developed in Brooklyn, which forcibly seceded. After a bitter defeat, Manhattan held onto Queens only after weeks of negotiations and concessions.

When it comes to shopping, anything you can imagine, and most of the things you can't, can be found in New York City. From a T-shirt with a picture of a three-eyed man saying "I VISITED POUGHKEEPSIE" to gag LAWS which are actually Roman candles (Note: fireworks are illegal) to Serious Theater, it's there. Whatever you're looking for, someone in Manhattan will sell it to you.

Gang Activity: None in the southern tip of the island. Light to Moderate activity north of Central Park.

Poughkeepsie

Population: 300 (estimated).

Description: Poughkeepsie was one of the few cities actually hit during the Russo-American War. A 20-megaton air burst razed it in 2012; the survivors abandoned the ruins. Currently, the city serves as an occasional haven for bike gangs unconcerned with lingering radioactivity.

Actually, it is only close to Ground Zero that levels exceed the maximum allowed in nuclear power plants, which are in turn comparable to the levels found in buildings made of granite, such as Grand Central Station in Manhattan. Remaining in a car should cut the dosage to insignificant levels. Nevertheless, NBC suits are highly recommended for extended work, especially near Ground Zero, where fallout could still presumably be inhaled. If you are forced to stay there long, use a gas mask, and throw it away after you return to civilization.

Facilities: None.

Gang Activity: Plentiful. The townies are barbarians, and very little is known about them to this day. They are apparently semi-cannibalistic, but mostly rely on nets for Hudson River fish.

PENNSYLVANIA

Government: Bureaucratic oligarchy, theoretically democratic.

Police: Sincerely dedicated and courageous. Accepting a bribe is a capital offense for an officer and entrapment is legal. Bribery Rating: -10.

Major Roads: I-81, I-80, I-76, I-95. Roads are Poor, except for the Pennsylvania Turnpike, which is well-maintained and heavily-patrolled, with no autoduelling permitted.

Facilities: Fortified truck stops are easy to find throughout the state. You won't ever be more than 40 miles from one. Garages are plentiful in the urban areas.

Violence Frequency: The average citizen of Pennsylvania will be involved in violence once every two months.

During the Food Riots of 2016, the state government was wiped out in a single riot. Ever since, Pennsylvania politics has been dominated by the Transport Authority (the combined Harrisburg political machine, State Police and roadway contractors) with the promise of free elections Real Soon Now.

AADA ADVISORY: The Transport Authority has a license to kill for any infraction smacking of road combat.

Allentown

Population: 69,000.

Description: Allentown is a large corporate town, with one of the nation's largest steel manufacturers and a major automotive industry.

Duelling Facilities: Pocono Duel Arena, Allentown Steelworks Arena.



Other Facilities: One airport, one TV station, three hospitals.

Gang Activity: Light. The last major gang, the Steal Machine, was stung by a surgical strike in 2034 and fled to Poughkeepsie, NY to regroup, where they were wiped out by Nightword.

RHODE ISLAND

Government: Democracy. Extensive Naval bases exert some influence on the state government; any reasonable and some unreasonable favors asked by the military are likely to be granted.

Police: Very friendly to visitors. There is some slight chance of being arrested by U.S. Marines (not military police, but combat forces with gunship support). Marines have the “Me Soldier – You Enemy” mentality. The last marine here to take a bribe was shot for treason. Rumor has it that, to this day, the Marines go out of their way to spit on his grave. Bribery Rating: 0 for State Police; don’t even try with Marines.

Major Roads: I-95. Roads are Good.

Facilities: There are several garages that can handle tanks, if you happen to have one. You’ll never be more than ten miles from a decent garage. The best ones have prominent green rectangular signs with white ovals. This is the standard military symbol for tracked vehicles, and indicates the garage is able to repair heavy equipment.

Violence Frequency: The average citizen of Rhode Island will be involved in violence once every eight months.

Rhode Island hosts popular annual yacht races and other water sporting events. Newport mansions, now converted to lower-income apartment complexes, retain picturesque atmosphere. Open display of sidearms, even with permits, is frowned upon in the capital.

A tradition dating back to the Food Riots gives the State Police the right to receive aid from the U.S. military. This provides the police with impressive firepower, and gives Marine recruits a baptism by fire. A uniform is usually enough for a free bus or taxi ride as well as discount beers should no one in the pub offer to buy you one first.

Tourist boats go out to watch the nuclear subs maneuver. The crews enjoy showing off and put the subs through a series of high-performance dives and surfaces when there’s a good crowd. Visitors should be forewarned: Rhode Islanders return things they find in the streets. Some out-of-staters have gone into shock when presented with lost wallets perfectly intact.

If you plan to visit Quonochontaug, Weekapaug, Matunuk or any other town that will have your spell checker frying bits, learn to pronounce them first.

AADA ADVISORY: Autoduelling and possession of vehicular and personal arms without permits are illegal statewide.

VERMONT

Government: Democracy. There is increasing rural dissatisfaction with the state government now centered in Burlington.

Police: Getting slightly nervous and paranoid. Vermont’s always been a peaceful state, but recently there has been an increase in violence in the South. Bribery Rating: 0, -3 if the police suspect you are involved with cycle gangs or covert vigilantes.

Major Roads: I-89, I-91, both in Good condition. Other roads Fair.

Facilities: In the North, there is generally one unfortified garage every 70 miles. In the south, many are closing down and moving to fortified truck stop facilities. Getting your car fixed in the southern regions may be difficult.

Violence Frequency: The average citizen of northern Vermont will be involved in violence once every two months. In the south, this increases to once every six weeks, and that number is getting worse.

Gang activity is mostly in the southern region, but covert vigilante groups have started to spring up. Law enforcement attempts to stamp out the coverts have so far been half-hearted, at best.

Among the best sites for hiking and camping in the entire nation. Rent an off-road vehicle for the best views of the spectacular mountain scenery.

AADA ADVISORY: Autoduelling and possession of vehicular and personal arms without permits are illegal statewide.

VIRGINIA

Government: Democracy, often dominated by mob rule. There are regions which deny allegiance to the governments of the United States and Virginia.

Police: Many are crooked, most are of limited competence, but there is a minority of dedicated peace officers. Thankfully, they are the ones doing most of the work. Bribery Rating: -1 to +4 (roll one die and subtract 2).

Major Roads: I-95, I-64, I-81, I-85. All generally Fair to Poor.

Facilities: Fortified truck stops are a little sparse. At any time, drivers should be within about 75 miles of the closest one. Travelers should take every opportunity to recharge their vehicles and to pick up current road news. Truck stops charge a fair price, but sometimes the parts just aren’t available, particularly ammo for exotic weapons.

Violence Frequency: The average citizen of Virginia will be involved in violence once every three weeks.

The Blue Ridge Mountains continue to harbor gangs and felons despite persistent efforts at eradication, but the scenery is breathtaking. Parts of the state are even yet without effective government control.

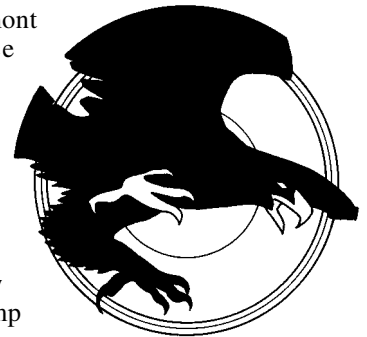
The megalopolis of Norfolk, Newport News, Chesapeake, Hampton, Portsmouth, Suffolk and Virginia Beach was torched and destroyed during the Food Riots. The area is considered a total loss – cannibalism is rampant.

The urban areas of Virginia are relatively safe and hospitable, but entering a rural area with a foreign (i.e., non-Virginian) accent can mean the death penalty.

Richmond

Population: 250,000.

Description: Richmond is now a major transport nexus for North America. “Secession Fever” once ran particularly hot here, but secessionism is now mostly an excuse for bar fights and to make a lot of noise at political rallies.



Duelling Facilities: No arenas, but several garages and one truck stop.

Other Facilities: One hospital (with Gold Cross), one TV station.

Gang Activity: Heavy and dangerous in some areas; ask at the local truck stop. There are places even truckers will wait for a convoy. Urban violence is disorganized, but common.

WEST VIRGINIA

Government: Democratic, with a heavy preponderance of political “bosses” with a good deal of power. Many of West Virginia’s outlying areas are seriously infested with criminal gangs, bikers and barbarian hordes. Some have reverted to a semi-feudal society, complete with serfs, warlords and knights. A code of honor similar to bushido or chivalry has not yet evolved; some common reprisals are horrifyingly sadistic.

Police: This is where you have to be a good judge of character. Some of the police are sadistic brutes paroled from the state prisons, some are merely lazy, and there are, as always, a few courageous peace officers risking their lives to hold things together. Bribery Rating: 0 to +5.

Major Roads: I-79, I-77, I-64. All generally Fair to Poor.

Facilities: Truck stops are rarer than they are in Virginia. If you can find one, congratulations. They’re about 80 miles apart, at least, and vary greatly in quality. Converse with truckers to find the best one – if you have a choice.

Violence Frequency: The average citizen of West Virginia will be involved in violence once every two weeks, every week in the rural areas.

Certainly the most hazardous area in the region, West Virginia is more of a concept than a political entity. Drivers should avoid outlying areas, where the population is reputed to be inbred and vicious, particularly with strangers. Roads are likely to have illegal barricades, complete with tollbooths, although the State Police do their best to eliminate these.

Truckers will charge double if asked to drive through West Virginia. Maybe more.

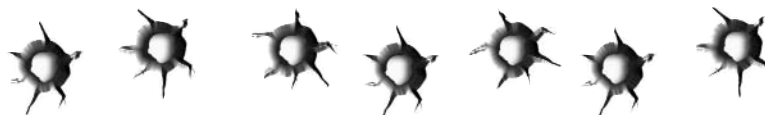
Charleston

Population: 40,000.

Description: The inhabitants of Charleston are too busy surviving to actually enjoy living. Nightlife consists of getting drunk and collapsing. The live music scene is surprisingly quite good: some of the local bands have real talent. Aside from that, bring a book and go to bed early, unless you happen to be into bad sleaze.

Gang Activity: It’s there, but not organized. State banditry oversteps the bounds of “crime” and could be considered a continuous state of war between cycle gangs, petty warlords and legitimate authority.

One of the most bizarre cycle gangs in the country, the Mild Ones wear fake ties and tails over their body armor. They are at extreme pains to behave with excessive courtesy and respect while they rob you. About 50 strong and well-equipped, they are superb tacticians and very sneaky. Victims who surrender peacefully are always left able to return to civilization safely, and drivers can negotiate with them to leave them alone.



THE SOUTH

The southern United States is a region of bucolic beauty. Rich farmlands produce cotton and legumes; teeming cities are home to many industries large and small. In general, Southerners are very strong on weaponry (except in South Carolina), but very weak on making international tourists feel welcome; foreigners should not expect congenial treatment.

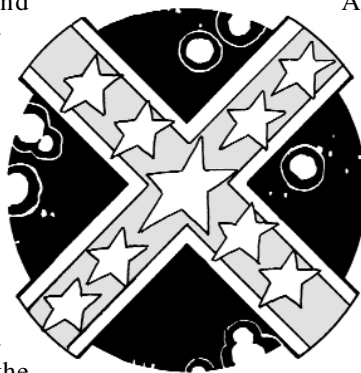
ALABAMA

Government: Democratic in the southern portion of the state.

Police: When not dealing when gang violence, they are friendly and cooperative. In the north, however, they are almost *always* dealing with gang violence. Bribery Rating: -1.

Major Roads: I-20, I-59, I-65, I-85. Fair to Poor (occasionally Off-Road). The “Lifeline,” I-65 between Montgomery and Mobile, is patrolled heavily.

Facilities: Amenities are sparse throughout the state, particularly in gang-dominated regions. You are never more than 40 miles from a garage south of Montgomery, but that number grows to 60 further north. Prices are slightly below the national average.



Violence Frequency: The average citizen of Alabama will be involved in violence once every two weeks. Gang activity is medium to heavy throughout the state. The Goremongers have taken over most of Huntsville. The Vulcans are a major force in Birmingham. The Kill Joys keep the region in between. Fighting among themselves has prevented their movements south. State Police use undercover operatives in each gang to keep this antagonism going.

Montgomery

Population: 350,000.

Description: Montgomery is gripped in a pessimistic melancholy; everyone believes the state’s days are numbered. Refugees from around the state have squatter camps on the outskirts of town. Police have shoot-to-kill orders should they try to enter the city.

Duelling Facilities: Maxwell Arena (formerly the air base) and Lagoon Park Combat Zone.

Other Facilities: Five hospitals (two with Gold Cross), four TV stations, 14 radio stations.

Gang Activity: Light; there is some banditry among squatters, but no organized gangs.



Birmingham

Population: 200,000.

Description: Birmingham is a war zone. It has lost nearly half of the city to the Vulcans cycle gang and will probably lose more. I-59 is treated as a demilitarized zone. All motorcycles on that road will be fired on by police. The Vulcans lost one-quarter of their strength a year ago when they raided a radio station that was booby-trapped by police, who blew it up. They have since gained new members and have finally taken over a station.

Duelling Facilities: None.

Other Facilities: Two TV stations, five radio stations (one run by the Vulcans).

Gang Activity: The Vulcans are approximately 500-strong, and have routed all resistance groups that have stood up to them.

ARKANSAS

Government: Democratically-elected governor with near-dictatorial powers.

Police: Paranoid, particularly when it comes to Texans or anyone traveling from Texas. Bribery Rating: -1 to -5. A bribe from anyone sporting a car with Texas plates had better be substantial.

Major Roads: I-30, I-40. Fair condition.

Facilities: The citizens from this state are duelling fanatics. You are never more than 30 miles from a garage. Prices are slightly below the national average.

Violence Frequency: The average citizen of Arkansas will be involved in violence once every two weeks. The violent Arkansas citizenry keeps common bike gangs off the street, but political gangs are actively supported and harder to eradicate.

During the Second Civil War, Texas launched a preemptive strike against Arkansas. Local militias delayed the Texans until federal troops arrived and fought the tide back. The Food Riots only added to the devastation.

The state attracts activities of dubious legal nature. The Confederate Commando Corps, a terrorist organization, has its headquarters somewhere in Arkansas, but because they do not conduct much terrorism in this state, authorities have done little to search for it. At the other end of the political spectrum is Green Fist, which owns most of the marijuana in the state, and transports it to the Northeast in well-armored trucks. The Arkansas Highway Patrol is eager to catch these trucks, and sometimes hires outside help to do it.

The Arkansas State Police and the U.S. Army are on constant alert "just in case" there is another incursion by Texan forces, particularly in the area of Crater of Diamonds. Although a major altercation with a foreign power has been deemed unlikely by neutral observers, as the only U.S. state that borders *all three* Free Oil States, Arkansas would rather be safe than sorry.

Crater of Diamonds

Population: 1,883 (in Murfreesboro).

Description: The Crater of Diamonds, near the small town of Murfreesboro, is the only diamond mine in the U.S. and generates a large percentage of Arkansas' overall revenue. The mine is owned by a dummy corporation fronting for the Confederate Commando Corps; the corps uses the profits to finance its out-of-state activities. The state collects a substantial tax on the mine's income, so it is reluctant to close the operation down. All area residents 15 or older are employed there. The CCC is a

ruthless taskmaster, working its miners to the point of death under highly dangerous conditions.

Duelling Facilities: None.

Other Facilities: There is a medical clinic run by a first-year medical student, equipped with little more than a few band-aids and a half-bottle of rancid rubbing alcohol.

Gang Activity: The CCC has the town in an iron grip. Other criminal activities are ruthlessly suppressed.

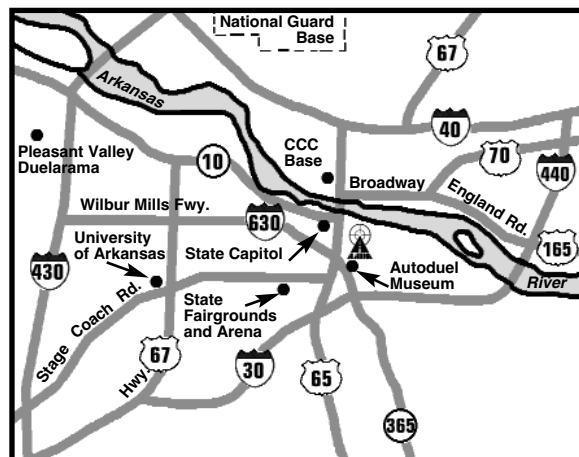
Little Rock

Population: 200,000.

Description: The capital of Arkansas is a *booming* place. The populace make it a point of shooting at everything at least once. The police won't bother people who are fighting in the city, as long as they are fair fights. They will interfere in total mismatches, for laughs if nothing else. The police use standard issue military firearms, from anonymous suppliers.

Duelling Facilities: The State Fairgrounds and the Pleasant Valley Dueldrama have unusually high numbers of arena fatalities. Both have been given warnings by the AADA. Attendance is phenomenally high. Spectators should bring their own firepower to protect themselves from rowdy spectators and sometimes frustrated duellists who strafe the armorless stands.

Other Facilities: Six hospitals, four colleges, and four TV stations. The National Guard has a training center here and will assist the cops in the event of a major threat to Little Rock.



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Gang Activity: Only political gangs. Purely criminal gangs do not live long enough to make much trouble. The CCC has some support in the city, but it is on the wane in light of recent activities, and because of the fallout of Black February.

FLORIDA

Government: Semi-dictatorial. Gov. Bart Lesion assumed office when the previous governor shot himself 15 times while cleaning his gun.

Police: Friendly, except for Los Disneys' paramilitary force which will shoot with little provocation. Bribery Rating: 0, -5 for Los Disneys.

Major Roads: I-4, I-10, I-75, I-95. All roads are Fair to Poor, although occasional stretches of some interstates are Good.

Facilities: Duelling is popular and facilities are abundant in major cities. You are never more than 30 miles from a garage north of Los Disneys, 50 miles south of it. Prices are slightly below the national average.

Violence Frequency: The average citizen of Florida will be involved in violence once every four months. Gang activity is light and mostly restricted to the ruins and slums.

Florida was devastated by Hurricanes Annette and Barbara in 2011, which left Ft. Lauderdale, Miami and Jacksonville flooded and thousands dead or homeless. Most of the east coast of the state was abandoned. The climatic change raised average summer temperatures to 120°. Tallahassee was almost entirely razed during the Food Riots, and the capital moved to Los Disneys. The state is in fair shape, and the economy is improving. However, senior citizens who can still afford to retire go elsewhere.

Los Disneys

Population: 400,000.

Description: Los Disneys was once a luxury high-tech amusement park located just south of Orlando. The city is divided into two distinct sectors. *The Park* is the high-technology domain of the city's rulers, and is totally enclosed beneath a series of armored, translucent domes. Entry into the Park sector is tightly controlled; all transport within is by monorail and computer-controlled taxi. *The Outzone* takes in the rest of the city – a depressing collection of slums, hovels and ghetto housing where the survivors of Miami and Fort Lauderdale eke out livings. Anything goes in the Outzone, unless the LD Security Police choose to intervene.

Duelling Facilities: One arena (in the Outzone), adequate truck stops and garage facilities on the periphery of the Park.

Other Facilities: Two TV stations, ten hospitals, several universities, one combat football team, all in the Park.

History: The famous Disney entertainment corporation weathered the Food Riots and ensuing confusion quite well, using good business sense and a regimented employee base to convert its theme parks into self-sufficient cities. Some Outzoners (mostly south Florida refugees) are bitter; a guerrilla campaign of sabotage and destruction is underway, as subversives use the Park's labyrinthine underground passageways to infiltrate the high-tech sector.

Gang Activity: Medium in the Outzone; many small gangs fighting one another, with Los Disney security forces taking part only if they feel a need.

GEORGIA

Government: Democratic, although many small towns are run by warlords.

Police: Half of the Georgia Highway Patrol are released convicts. The force is so corrupt that some mayors hire military freelance from local bases. Bribery Rating: +5 for police, -10 for the military.

Major Roads: I-20, I-75, I-85, I-95. All roads are Fair to Poor.

Facilities: Duelling is popular and facilities are abundant in major cities. You are never more than 30 miles from a garage.

Violence Frequency: The average citizen of Georgia will be involved in violence once every two months. Gang activity is moderate to high in rural areas, but light to non-existent in cities.

Georgia is home to many wildlife preserves; however, most of the wildlife has fallen victim to poachers. The GHP does little to stop it – they take bribes to look the other way when they're not poaching themselves!

Foreigners are generally unwelcome, so travelers should act inconspicuous.

Atlanta

Population: 700,000.

Description: Atlanta is the biggest city in the South, so big that it has trouble coping with scum gangs that inhabit the ghettos of the inner city. Street gangs are common, and the police ruthlessly hunt them down. The capitol building and the highways around it are heavily patrolled.

The Peachtree Tower has been converted into an electronic fun park, where people can be plugged into micros and sent on weird fantasies all over the building.

Duelling Facilities: Omni Coliseum and Atlanta Stadium. The huge highway system is also a major duelling site – cutting someone off is akin to saying, "Shoot me."

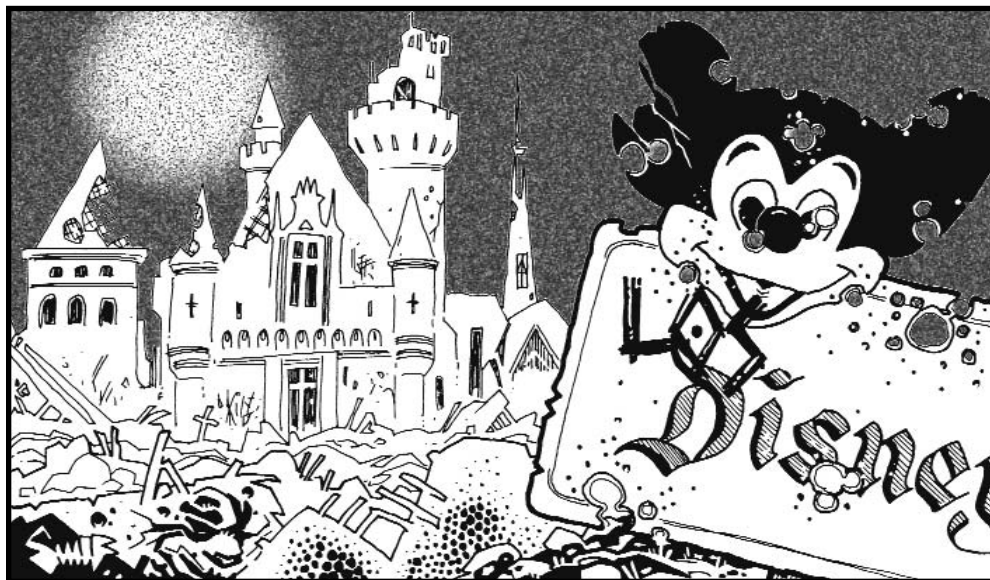
Other Facilities: There are regional chapters of every conceivable organization, legal or otherwise. Eight TV stations, 41 radio stations, 28 colleges, and 56 hospitals (as well as the National Centers for Disease Control) are based in Atlanta.

History: The city grew as the crossroads of a rail line. By the 21st century, Atlanta was the fourth biggest city in the Union. The Food Riots stunted its growth somewhat, but did no

serious damage to the city as the Atlanta Police, under the reign of Tiger Walkup, brutally put down rioters. (They even used old water cannons.)

Gang Activity: Scum gangs, notably the Festers, bother poor people in the ghettos. Political gangs regularly war among themselves. The Mafia has built a strong power base in the city and has a few cops in its pocket.

Roads: The roads of Atlanta deserve special attention. Three interstates cut right through the core of the city and a fourth (I-285) circles the city completely. The traffic is mind-boggling, but it keeps moving because Atlanta has an unusual *minimum* speed limit of 45 mph on all interstates within city limits.



Macon

Population: 120,000.

Description: The city is surrounded to the east and south by impoverished cycle gangs that would like to loot and burn the town. The residents of Macon are armed to the teeth to prevent this. The city is propped up by its munitions industry, and the police are the best-armed in the state. Visitors are stripped of weaponry and treated with hostility and suspicion.

Duelling Facilities: Several arenas and garages.

Other Facilities: Eight hospitals, a university, municipal golf course.

Gang Activity: Small-time gangs attack the suburbs regularly.

KENTUCKY aka BOURBON FREE STATE

Government: Fully democratic.

Police: Well-trained and well-paid (thanks to heavy coal tax). Bribery Rating: -5.

Major Roads: I-64, I-65, I-75. All roads are Fair to Poor. Moderately patrolled. Parkways have \$5/ton tolls at each major intersection.

Facilities: No-holds-barred duelling is popular (deaths occur nightly everywhere). You are never more than 35 miles from a garage.

Violence Frequency: The average citizen of Kentucky will be involved in violence once every two months. Gang activity is light. Most bike gangs are just mobile distilleries, getting wasted on home-grown bourbon. The Comancheros, however, ride through Kentucky and Tennessee looking to bust heads and pick off easy targets. The Peaceniks are a pacifist sect from Christian County who drive unarmed.

The name "Bourbon Free State" is strictly informal; Kentucky residents made a lot of noise about seceding from the U.S. at the time of the Food Riots, but never really came close. Residents still use the name, however, to assert an independence that is mostly talk and very little action. Residents from neighboring states will go out of their way to mention "Kentucky."

AADA ADVISORY: Concealed weapons are illegal, both in person and mounted on vehicles. All weapons must be in plain view.

Frankfort

Population: 30,000.

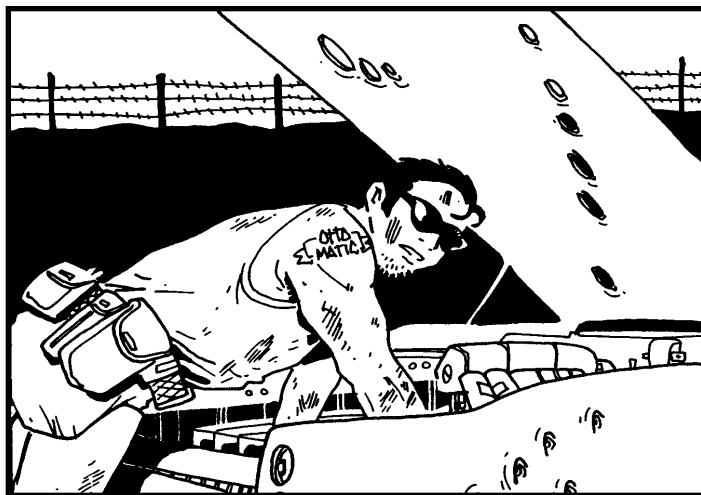
Description: Frankfort is a sleepy little town that is also the state capital. It was severely damaged by a flood of the Ohio River valley in 2021, and by a Comanchero attack later that year. The town is rebuilding, but it's a massive job and progress is slow.

Duelling Facilities: The annual Duelfest runs from January through March, and hosts a variety of events, including combat with cycle, off-road and gasoline-powered vehicles.

Other Facilities: The two hospitals are rather poor clinics but they both have Gold Cross.

History: After the Blight and the troubles that followed, the city withered and its economy died. Now, the city has new life, thanks to rejuvenated bourbon and tobacco industries.

Gang Activity: Frankfort has adopted a militia system where every available body is shoved in a vehicle and sent out to overwhelm the better-armed invaders by sheer numbers.



Casualties run high on both sides, but the system has kept the city alive so far.

Louisville

Population: 300,000.

Description: Louisville, the largest city in the state, is a tranquil place, with many parks and sidewalk cafes. The flip side of sophistication (i.e., brothels, porno shops and casinos) is also common. The city is a leading purveyor of bourbon, cigarettes and other vices.

Duelling Facilities: Rolling Hills Track (outside the city) runs duelling events on the weekends. It hosts horse racing during the week.

Other Facilities: There are 20 hospitals and 15 veterinary clinics for horses.

Gang Activity: Outlying roads are threatened by the Comancheros who have sworn to carry the head of the mayor through the streets. Police fire at will, regardless of civilian casualties.

MISSISSIPPI

Government: Democratic.

Police: Well-trained professionals, usually found engaging cycle gangs or patrolling the Louisiana border. Bribery Rating: -1 to -3.

Major Roads: I-55, I-59. All roads are Fair.

Facilities: You are never more than 30 miles from a garage.

Violence Frequency: The average citizen of Mississippi will be involved in violence once every two weeks. Gang activity is heavy in the north, where rival gangs try to outdo each other's atrocities. The Scuz Squad razed Tupelo with white phosphorus, while The Shredders use cycle blades and collect ears. The Highway Patrol strafes biker locations at night with infrared-equipped helicopters.

Mississippi was devastated by the Blight that ravaged the southern part of the state and thrown into complete chaos during the Food Riots. Today, the farmlands are producing alternate Blight-resistant foods. The border with Louisiana is heavily-patrolled, and skirmishes and potshots are regular occurrences. The "Crusade on Wheels" is kept in check.

BLUD enjoys immense popularity in Mississippi, and duelling in accordance with AADA restrictions is considered bad form. Rival duelling organizations fight often on the roads outside of major cities.

Jackson

Population: 200,000.

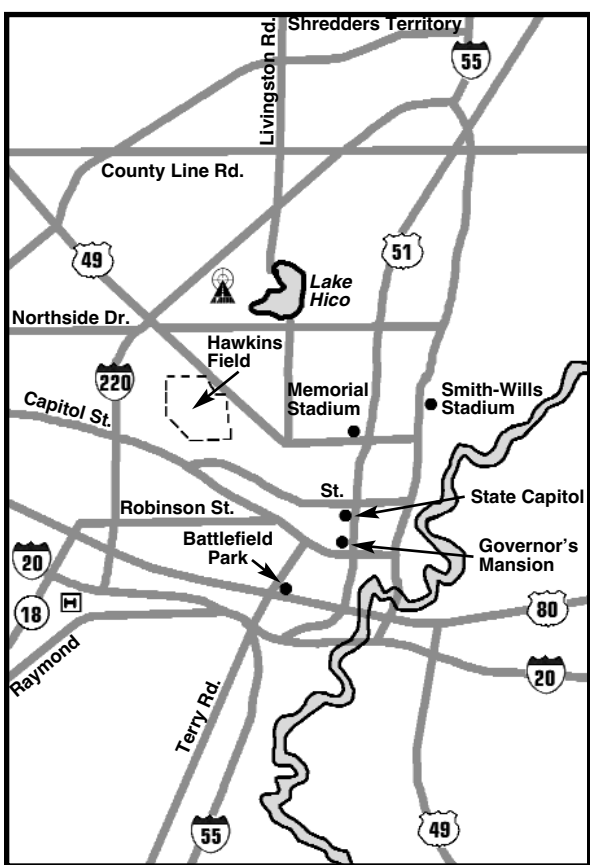
Description: Jackson, the capital and largest city in the state, is a busy, cultured city, with a strong literary presence.

Duelling Facilities: Battlefield Park and Smith-Wills Stadium. Duelling is popular with the young crowd. Older residents prefer the more "refined" game of combat football.

Other Facilities: The city has 11 hospitals, six colleges and four TV stations. There is a large blimp port at Hawkins Field.

History: Jackson grew rapidly in the 20th century. Its strong economy and its strategic natural gas reserves helped fend off the bad times. Refugees from the north have strained the local economy, but the police have managed to keep hostilities to a minimum.

Gang Activity: The Shredders have been moving steadily south and now attack traffic on I-55. The Jackson police are throwing everything short of surplus nuclear weapons at them. The area is currently a no-man's land.



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NORTH CAROLINA

Government: Democratic.

Police: Honest, hard-working, and ever-ready for cycle gang attacks or invasions from expansionist South Carolina. Bribery Rating: -2.

Major Roads: I-40, I-77, I-85, I-95. All roads are Good.

Facilities: You are never more than 40 miles from a garage.

Violence Frequency: The average citizen of North Carolina will be involved in violence once every two weeks in the west, once every two months elsewhere. Cycle gangs are usually based in Tennessee.

North Carolina's reputation for ideological tolerance has made it home to some eccentric groups. The liberal element wants a ban on all firearms (and favors EDSEL), while others feel that an armed citizenry is necessary to protect the state against the criminal elements.

The U.S. Army's Rapid Deployment Force stands ready to repel any South Carolinian invasion.

Charlotte

Population: 320,000.

Description: Charlotte is surrounded by military fortifications to protect it from invasion. The defenders of Charlotte are very touchy, bordering on paranoid. Don't do anything suspicious here. Townsfolk will consider a stranger guilty of espionage until proven otherwise. Citizens are very heavily armed, even by modern standards.

Duelling Facilities: The Metrolina Fairgrounds are large enough to stage team matches with 20 or more vehicles to a side. Wealthy fans watch from blimps overhead.

Other Facilities: Seven hospitals, six TV stations. Charlotte/Douglas Airport has a few alcohol-powered jets that are used to protect the city in extreme emergency.

Gang Activity: Gangs are held at bay by the military presence around the city. Light activity along I-85 west to the little town of Gatonia.

Raleigh

Population: 150,000.

Description: Although it's the most prudish area of the state, the mayor's wife runs the local bordello. This is staid by North Carolina standards. The insurance industry has long departed, but high-tech firms are moving in. Special efforts are being made to attract firms working with cloning technology.

Duelling Facilities: Carter Stadium hosts creative events, such as underwater duelling and all-helicopter combat.

Other Facilities: The N.C. Center for Genetic Study offers very inexpensive medical care in exchange for a few skin cells (for practice clones). There are three other hospitals, one with Gold Cross.

History: The city survived the Food Riots because of the governor's presence. He paid special attention to the city's defense.

Gang Activity: None, thanks to Fort Bragg to the south. In the event of an invasion from South Carolina, the governor has a commitment from the president to send Camp LeJeune Marines to protect the city.

SOUTH CAROLINA

Government: Military dictatorship under Governor-for-Life Charles Jordan, assisted by S.C. First Mechanized.

Police: Corrupt. Inmates are actively recruited. Bribery Rating: +5 to +10 for police. Don't even try bribing the military.

Major Roads: I-20, I-26, I-77, I-95. All roads are Good.

Facilities: Autoduelling is theoretically illegal since the 2031 Firearms Control Act, but some off-road duelling can be found. You are never more than 60 miles from a garage.

Violence Frequency: The average citizen of South Carolina will be involved in violence once every month. The biggest gangs are the various departments of the State Police who occasionally pose as North Carolinian troops to attack South Carolina citizens.



ROAD ATLAS &
SURVIVAL GUIDE

The downfall of democracy in South Carolina occurred during the Food Riots when the radical Charles Jordan defeated Governor Rembert in the election of 2018. Jordan's first act as governor was to suspend the constitution and impose martial law. He seized military supplies to defend the state and reformed the National Guard into the First Mechanized. His "Manifest Destiny" declaration in 2020 caused North Carolina and Georgia to invade South Carolina, but all forces were beaten back.

Today, Jordan still hungers to expand but knows that any invasion would be considered a war against the entire U.S. The people of South Carolina despise Jordan and his Neo-Nazi thugs, but can do little to stop them.

Drivers are relatively safe on outlying roads, but don't go into pubs if you speak with an accent.

AADA ADVISORY: Autoduelling and possession of vehicular and personal arms without permits are illegal statewide.

Columbia

Population: 200,000.

Description: Fort Jackson is the Supreme Headquarters of the South Carolina First Mechanized. General Geoffrey Ferdon, veteran of the Second Civil War, and one-time American Fascist Party candidate for president, serves the governor with absolute – some say insane – loyalty, First Mechanized armored personnel carriers regularly roam the city blowing away what their crews deem undesirable.

Duelling Facilities: Covert chapters of AADA and BLUD duel across the Congaree River in secret locations.

Other Facilities: One TV station and two hospitals. Malls are everywhere.

Gang Activity: EDSEL puts down most bike gangs. Underground AADA and BLUD are classified as outlaws.

TENNESSEE

Government: The governor is a democratically-elected figurehead.

Police: Most are dead. What few survivors remain are honest beyond reproach. Bribery Rating: -5 to -10.

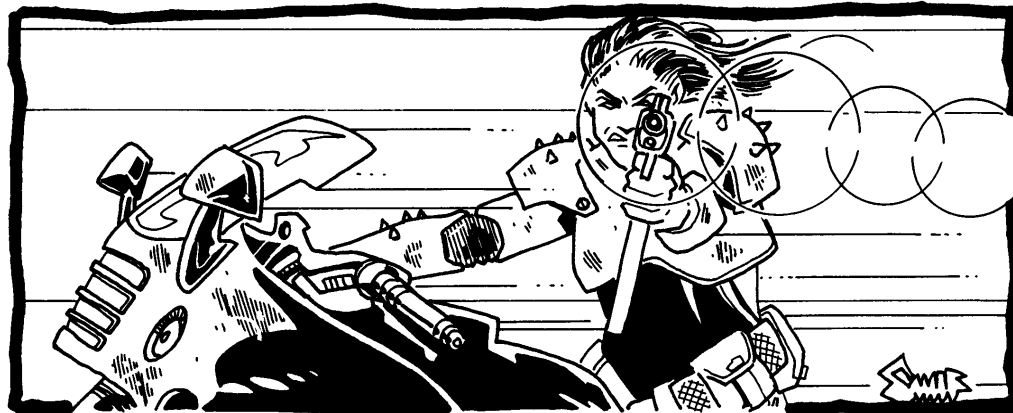
Major Roads: I-24, I-40, I-65, I-75, I-81. All roads are Fair to Poor.

Facilities: You are never more than 40 miles from a well-stocked garage. Prices are 10% below national average.

Violence Frequency: The average citizen of Tennessee will be involved in violence once every week. Gangs run rampant all over the state. They cannot be rooted out of the Appalachian Mountains in the east, and they raid the highways with impunity, especially in the central part of the state.

Tennessee's heavy reliance on wheat as a cash crop caused it to be crippled by the Blight more than any other state. Nashville was burned to the ground by an angry mob in 2017, and cycle gangs took over the state.

The closest thing to law enforcement on the highways is a cycle gang, the CyClones. They are clever bandits who maintain



local popularity by stealing from the rich only and aiding the poor. However, if a motorist should so much as swing a turret in their direction, retaliation will be swift and massive.

Memphis

Population: 350,000.

Description: Memphis is one of the capitals of the U.S. music entertainment industry, and is a major distribution point for ConTexCo algae. It is a large, thriving community with a strong economy and moderate crime and gang activity. Memphis became the state capital in 2017 after Nashville was burned.

Duelling Facilities: Two duelling arenas (one AADA, one BLUD), adequate garages and truck stops.

Other Facilities: Three TV stations, numerous hospitals; one airport, numerous recording studios and corporate headquarters for the music industry.

History: The loose atmosphere that made Memphis the vice capital of the country remains today, much to the disapproval of more conservative Tennesseans. Memphis survived the Food Riots by giving police sweeping powers, including the power to shoot any crowd of ten or more people. (That many was considered a riot.) The police force has been reformed, and is a model of peace and prosperity, quite unlike other Tennessee cities.

Gang Activity: Light. Presence of the CyClones gang is heavy.

Knoxville

Population: 200,000.

Description: Knoxville was one of the first cities to be energy independent. The Tennessee Valley Authority is headquartered here, and the city has attracted industries that wanted energy self-sufficiency. Unfortunately, those industries are dying because their products can't be transported on the gang-ridden highways. The gangs also sabotage the TVA hydroelectric projects and nuclear plants to weaken the area.

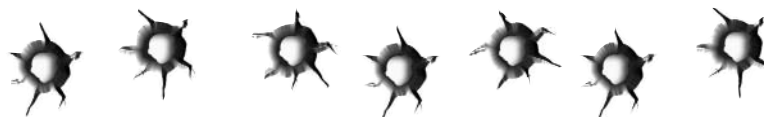
It is believed that this town's complete isolation from the rest of the state is what spares it from ARF attack.

Duelling Facilities: The Convention Center is one of the smallest AADA-sanctioned arenas; its nickname is "Quick-Death." Recharge stations are dirt cheap.

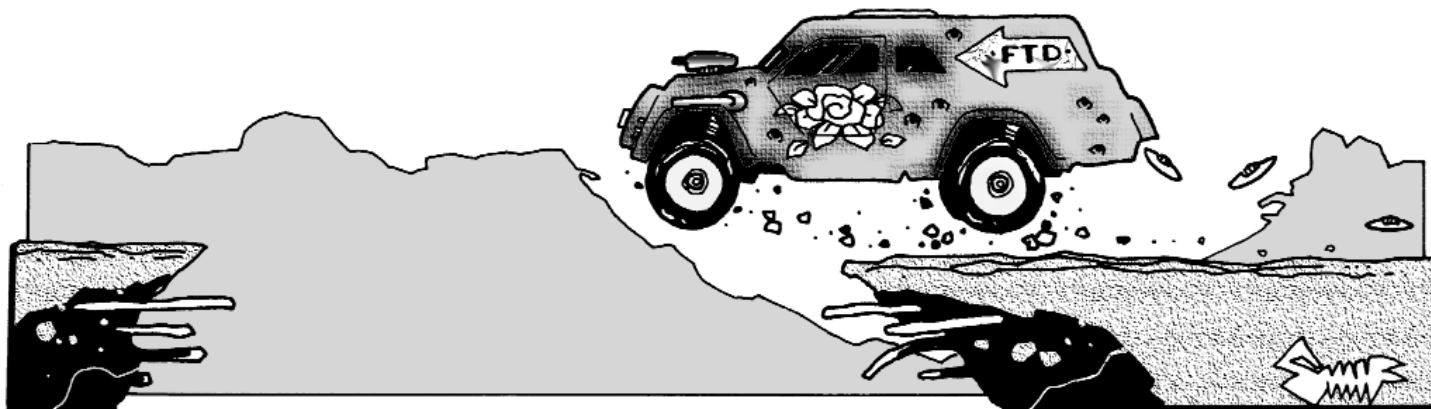
Other Facilities: Nine hospitals, five TV stations.

Gang Activity: Various no-name gangs roam the highways, with major bases in the Appalachians 30 miles away.

AADA ADVISORY: Travel on the roads around Knoxville is extremely dangerous, and only the best-armed convoys can punch through.



THE MIDWEST



Now virtually deserted except for a few major cities, the Midwest is mainly an obstacle for the traveler to get across as quickly as possible. Fortress cities keep the region a cultural wasteland as well as a physical one.

Be wary of interacting with the rural populace of any of the Midwestern states. They are likely to be stubborn and argumentative toward outsiders, which can be lethal if they feel threatened. Midwesterners who live outside fortress towns are tough, and they don't survive by trusting strangers.

Keep an eye on the weather. Temperatures reach both extremes without respect to latitude; Missouri often has below-freezing winters and North Dakota often has 100° summers. Mother Nature is fond of throwing her entire meteorological arsenal at the Midwest – violent storms, tornados, blizzards and mind-numbing heat. Food, water, snow chains and long-distance radios are all strongly recommended for travelers.

When you drive through the region, be alert. Do not be lulled into highway hypnosis by the deserted roads and country through which you'll pass. Stimulants, loud music, computer alarms and the like are all good ways to stay awake, alert and alive. The best solution is probably to have a talkative passenger or gunner.

ILLINOIS

Government: Weak but trying. Some cities manage their own affairs; others tend toward anarchy.

Police: Scarce. They patrol I-55, but that's about it. Bribery Rating: +2.

Major Roads: I-55, I-57, I-70, I-74. All roads are Fair to Poor, although some in the northeast are Good.

Facilities: You are never more than 60 miles from a garage.

Violence Frequency: The average citizen of Illinois will be involved in violence once every two weeks.

Chicago

Population: 2,300,000.

Description: Chicago is one of the largest cities of the Midwest, a trade and industry capital and military center. It has always been organized around its strong ethnic communities, and

for a time, travel through the city was virtually impossible due to the interlocking rival "turfs." If permission was granted to travel through a gang's area, a member of the gang would ride shotgun to guard the travelers. This evolved into a system of identification that eventually became the Chicago Transit Authority.

The city is also the worldwide center for the Church of America, an evangelical religion whose most interesting tenet is that Chicago is a gathering place for the Elect of God.

Duelling Facilities: Three arenas, numerous garages and truck stops.

Other Facilities: Four TV stations, numerous hospitals (with Gold Cross), two airports, 70+ colleges, one combat football team, numerous shipping company headquarters.

History: Chicago is yet another example of an American city that hung together through the Food Riots by virtue of its strong-knit neighborhoods. It was the Society of Wotija, a Polish cultural club, which counter-attacked the Thunderbirds cycle gang and liberated its territory; the other ethnic groups followed suit.

Gang Activity: Moderate. Neighborhood groups patrol city limits.

INDIANA

Government: Democratic. Well-organized.

Police: Well-trained and well-liked. Bribery Rating: 0.

Major Roads: I-65, I-69, I-70, I-74, I-80. All roads are Fair to Poor.

Facilities: You are never more than 50 miles from a garage.

Violence Frequency: The average citizen of Indiana will be involved in violence once every two months. Gang activity is light because most of the cycle gangs were destroyed or forced out. EDSEL is prevalent throughout the area and will respond quickly to any duelling.

Brickyard (Formerly Indianapolis)

A terrorist organization called the Jackson Commandos detonated a small, but extremely "dirty" nuclear device here in 2013, destroying the city. Today, Brickyard is a radioactive junkheap, prowled occasionally by those searching for valuables



– unopened bank vaults and the like. Not even gangs will go there to hide out; the danger of radiation poisoning is far too real. geiger counters still chatter wildly in Brickyard. When passing by this city (the road network around the area is still intact, and quite heavily used), stay inside your vehicle. Do *not* linger, unless you like glowing in the dark.

Floral Gulch

Population: 110,000.

Description: Floral Gulch is a large and thriving community, centered around the local armed services base and ammunition depot, the university and the state government, which moved here in 2013 (see Brickyard, above).

Duelling Facilities: No arenas; most Floral Gulch duelling involves road duels on the highways. The local AADA branch, Gulch Autoduelling Society, is interested in classic autos and has a broad collection of them. EDSEL also has a branch office here, but after coming out on the short end of a showdown with GAS forces, its activities are strictly low-key. Excellent and well-stocked garages; numerous truck stops.

Other Facilities: University, three hospitals, one TV stations.

Gang Activity: Light; intrusions from Amoco Kids, a rival autoduelling chapter from nearby Stone City, makes up for a lack of gang activity.

Fort Wayne

Population: 97,000.

Description: Fort Wayne has become known as “The Beehive.” The name is derived from the inhabitants’ practice of having *everybody* turn out when the city is threatened. The city still has light industry that includes prefabrication factories which makes parts for shipment to the auto-assembly plants in Detroit. Local farmers provide some “real” food.

EDSEL found the “everybody fights” attitude of Fort Wayne perfect for their purposes, and the city has become EDSEL’s strongest base in the state.

Duelling Facilities: Southtown Arena, which was actually built by EDSEL.

Other Facilities: Two hospitals with Gold Cross, one TV station, a working airport.

Gang Activity: With EDSEL so firmly entrenched, anyone shooting a vehicular weapon in the area is in trouble. Gang activity is light, mostly robbers lurking along I-69.

IOWA

Government: Democratic, but dominated by the Amana Society, a German-immigrant religion devoted to peace and progress.

Police: Look unfavorably upon any duelling. Bribery Rating: +1.

Major Roads: I-35, I-80. All roads are Fair to Poor.

Facilities: You are never more than 60 miles from a garage. Weapons and ammunition can only be bought on the black market for about 5 to 10 times the average price. However, if you are caught with these, you’ll have a lot of explaining to do.



Violence Frequency: The average citizen of Iowa will be involved in violence once every week. Not surprisingly, cycle gangs do not obey the weapons ban, and they find the Amanas easy pickings.

The Amana Society has banned all weapons and duelling. The law is enforced with extensive military patrols of the borders where all duelling vehicles are disarmed. (These restrictions are waived for trucks and commercial vehicles with the proper permits.) The patrols issue vouchers for the value of the confiscated equipment.

“Back to Earth” millennialist communes have been established on prehistoric Amerind burial mounds near Marquette; despite pacifist claims, they have exhibited great enthusiasm in defending themselves.

Council Bluffs

See New Omaha, Nebraska, p. 38.

Des Moines

Population: 100,000.

Description: Des Moines sits squarely in the middle of Iowa’s road system and is the central point for safe travel through the state. It has heavy fortifications, some say too heavy for a city in the middle of a demilitarized state. Proponents of the defense point to frequent attacks by violators of the city’s weapons restrictions. As one of the largest manufacturing centers in the state, the amount of rich traffic through the city draws frequent criminal activity.

Duelling Facilities: Officially forbidden.

Other Facilities: One airport, four hospitals (one with Gold Cross), one college.

Gang Activity: Heavy. Des Moines’ location makes it a prime hangout for highway ambushers. The only gang organized enough to have a recognizable history and structure is The Harpies, a female vigilante group composed of former officer trainees from the Academy at Fort Des Moines. Their war against other gangs and their former military affiliation often has state forces looking the other way when they cross paths.

KANSAS

Government: Virtually nonexistent. Most of the government’s resources are spent keeping the roads around Topeka safe.

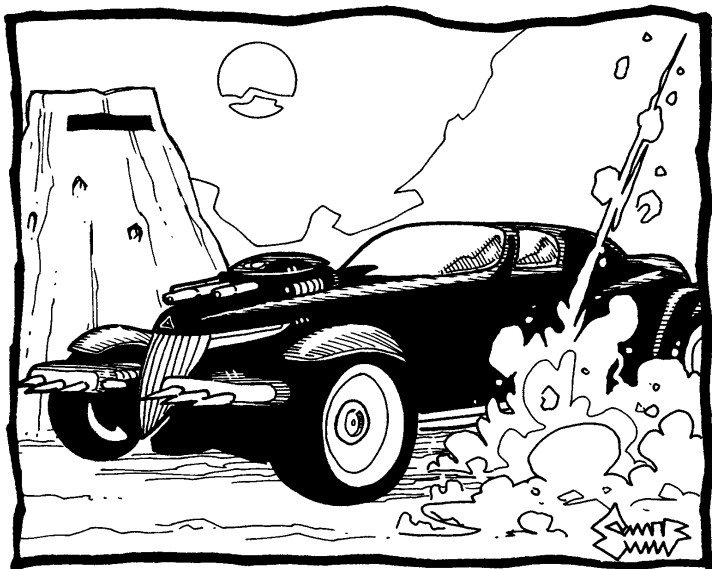
Police: Scarce outside of Topeka, where they are busy squelching gang activity and answering distress calls from the interstate, and Kansas City (see p. 36). Bribery Rating: +3, higher if you encounter one away from Topeka.

Major Roads: I-35, I-70. All roads are Fair to Poor, Off-Road in many places in the west.

Facilities: You may find yourself more than 100 miles from a garage. Don’t stray too far from the main roads or you’ll find yourself stranded.

Violence Frequency: The average citizen of Kansas will be involved in violence at least once every week. Gang activity is heavy statewide. KC-1 is the only haven in the state.

Once the breadbasket of the world, Kansas is now virtually deserted. Many small herds of cattle roam freely, herded by



cowboys on horseback and in armed pickup trucks. Cattle rustling is rarely successful, but bandits occasionally try anyway. Security has been beefed up since Black Snow when anarchists attacked the herds (few were actually slaughtered). To ARF, large herds of cattle represent the return of civilization.

KC-1 (Formerly Kansas City)

Population: 400,000.

Description: KC-1 is one of the largest manufacturing centers in the region and is a major producer of algae products, electrical machinery and robotics. Martial law is a thing of the past, but the legal system is still strict and swift, coming down hard on violent crimes. The Enforcers are empowered to execute sentences on the spot and are trained for four years before taking the job.

Although the economy is strong, unemployment is still high due to the use of robotics. Most of the unemployed have become part of the militia.

State control is non-existent: by agreement, both Kansas and Missouri leave KC-1 alone.

Duelling Facilities: George Brett Memorial Arena, which is outside city limits. Only prominently-displayed weapons with the proper permits are legal in KC-1. Ammo is removed from all vehicular weapons that enter the city.

Other Facilities: Numerous parks, hospitals (many with Gold Cross), airports and aerodromes, convention centers and entertainment centers can be found in the city.

History: Abandoned by the state governments during the Food Riots, Kansas City found a strong leader in Municipal Judge Fargo, who outlined the city's defenses and led their construction. His strong and strict rule kept the city alive and the citizens fed. Eventually, KC-1 declared itself independent of any government. Blasted by some as the world's most efficient dictatorship and hailed by others as the best police state, it is the largest and most heavily protected fortress city in the Midwest.

Gang Activity: Outside the city, some gangs do prey on traffic, but these gangs are few in number. The Enforcers are willing to answer any call for help with air support or overwhelming strength – a typical support group is four helicopter gunships. Faced with this sort of firepower, most gangs keep away from KC-1.

Topeka

Population: 45,000.

Description: Topeka's main defenses are barrier walls along the south which have fallen into disrepair and wouldn't stop many attacks. The north side, along the river, is wide open. But that doesn't stop the citizen's militia from patrolling the city.

The state government maintains the roads connecting Topeka, KC-1 and Wichita with revenue from heavy tolls in each of the cities.

Duelling Facilities: The Governor's Arena. Patrols break up plenty of street duelling.

Other Facilities: The manufacturing district, two hospitals (one with Gold Cross) and a TV superstation.

History: Topeka has long been connected to Kansas City by economic ties. Since the Food Riots and the breakdown of government and order, this relationship has changed somewhat – Topeka lives off KC-1's scraps.

Although still nominally the capital of Kansas, Topeka's government is regarded as a joke. There is no state army and the State Patrol hangs close to city limits.

Gang Activity: Heavy. With vigilance at the walls a thing of the past, renegades have taken up residence in the ruined south part of the city. Riverside citizens strike back regularly, trying to drive them out. The State Patrol has its hands full trying to prevent a full-scale gang war.

MICHIGAN

Government: Despised and ignored, the state government has no influence outside of the capital city of Lansing.

Police: There are no cops patrolling the open roads. Any cop that is encountered can be bribed easily, as long as you're not doing anything dangerous or stupid. Bribery Rating: +5.

Major Roads: I-69, I-75, I-94. All roads are Poor.

Facilities: You are never more than 50 miles from a well-stocked garage. New cars can be bought at 10 per cent below the national average (particularly in Detroit).

Violence Frequency: The average citizen of Michigan will be involved in violence once every week. Gang activity is heavy statewide. [EDSEL's presence in surrounding states drove many gangs to the anarchic state of Michigan.]

Ann Arbor

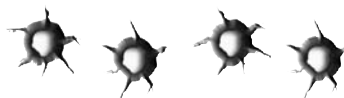
Population: 50,000.

Description: Ann Arbor is essentially a college town; the college organization and campus dominate the city. It's responsible for not only the economic survival of the city, but for its laws, defense and administration as well.

Duelling Facilities: Chrysler Arena, one of the best-kept in the state.

Other Facilities: One TV station run by the University, and the University Hospital (with Gold Cross).

Gang Activity: Not much in the way of cycle or other gangs, but beware of fraternal and dorm clashes. Many of these informal "gangs" pack more firepower than the average cycle gang, and less knowledge of when to stop fighting. The University Security force spends much of its time trying to stop these fights. Whenever you're in the area of a frat-fight, you're almost as likely to get fired on by Security as by the frat boys.



**ROAD ATLAS &
SURVIVAL GUIDE**

Detroit

Population: 1,200,000.

Description: Detroit, a large corporate city and a major producer of automobiles and other vehicular machinery for the continent, is a sea of devastated building, with islands of manicured corporate grounds and facilities. The streets are lawless, and the sound of small-arms fire never stops.

The city's "government" is the Chamber of Commerce, which imposes major laws for the businesses in the city, but places no restrictions upon the populace. As a result, the factories are clean and air pollution is low, but the toxic-waste and water-pollution indices are dangerously high.

Detroit sits precariously on the verge of an international incident with Canada because of its toxic dumping.

Duelling Facilities: Numerous arenas and testing grounds; all automotive products cost 10% less here than average.

Other Facilities: Many corporation hospitals, two TV stations, two airports, one shipping port.

Gang Activity: Heavy. The local police force is practically nonexistent. Corporate security forces guard their own territories. Gangs have a free hand in the city. All visitors to Detroit should go armed and exercise healthy paranoia.

AADA ADVISORY: Downtown Detroit is in a perpetual state of violence. Travelers are advised to stay within walled compounds as much as possible.

AADA ADVISORY: The Detroit water and food supplies contain toxic levels of pollutants. Travelers are advised to inspect food and drink very carefully, and are encouraged to avoid local produce altogether.

Grand Rapids

Population: 70,000.

Description: Grand Rapids is the central fruit- and produce-packing point for the farming areas on the shores of Lake Michigan. It also has paper, wood and pulp chemical industries. Those not involved with manufacturing are part of the city's militia, a rapid-response force that deals with raiders in the farming districts.

Duelling Facilities: Gerald R. Ford Memorial Arena.

Other Facilities: One TV station, two hospitals.

Gang Activity: Light. The inhabitants are quick to destroy any gangs that try to move into city limits.

MINNESOTA

Government: Strong, democratic and marginally independent of the national government.

Police: The Minnesota National Guard and the State Militia are both overzealous and non-cooperative – with each other, that is. It is possible, although not wise, to play them against each other if you encounter both of them. Bribery Rating: -3 for both.

Major Roads: I-35, I-90, I-94. Most roads are Good, some Fair.

Facilities: You are never more than 60 miles from a well-stocked garage.

Violence Frequency: The average citizen of Minnesota will be involved in violence once every six months. Gang activity is light.

During the Food Riots, the Minnesota farmers, pressured by unreasonable government demands, rose up against Washington. In 2016, the state seceded, and immediately U.S. Army troops moved in. One year later, the Treaty of The Hudson forced the state back

into the Union. Thanks to the Minnesota National Guard, the state survived the Food Riots better than most of the nation.

Minneapolis/St. Paul

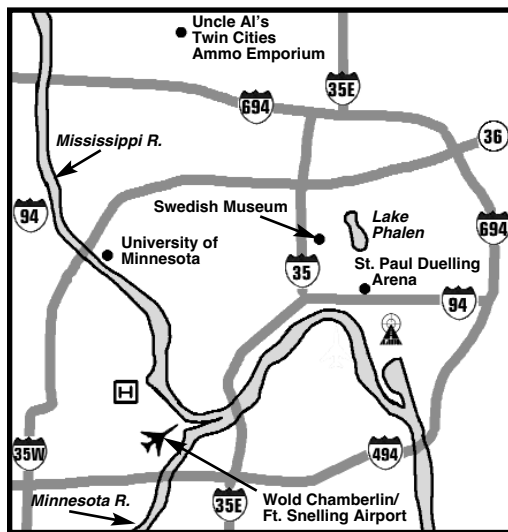
Population: 480,000 (Minneapolis), 410,000 (St. Paul).

Description: The Twin Cities are large and relatively peaceful communities, heavily policed, with "no duelling within city limits" regulations (outside arenas) strictly enforced. However, arena duelling and other armed groups keep the news choppers in business.

Duelling Facilities: St. Paul Duelling Arena, smaller duel arenas, good trucking and autoduelling facilities. Products cost 10% less here than in other parts of the nation.

Other Facilities: Three TV stations, one airport, numerous hospitals.

Gang Activity: Very light within the cities. With the Municipal Police, the National Guard and the State Militia on patrol, the life of a troublemaker isn't worth much. Most take their business outside of town – once beyond the patrol limits of the Municipal Police, things lighten up a little. Major gangs in the area include the King Devils, Dakota Destroyers, Iron Blizzard and FreeWay Society.



MINNEAPOLIS
ST. PAUL

MISSOURI

Government: Democratic.

Police: For the most part, the Highway Patrol makes their own laws. If you run afoul of them, they'll demand you "Show Me" proof of some kind. The "proof" can be of various denominations . . . Bribery Rating: +3.

Major Roads: I-35, I-44, I-55, I-70. Most roads are Fair, some Poor.

Facilities: You are never more than 45 miles from a well-stocked garage.

Violence Frequency: The average citizen of Missouri will be involved in violence once every month. Gang activity is medium. Cycle gangs are less of a hazard than the Missouri citizens themselves. The term "Show Me" regained its challenge tone during the Food Riots.

Never go into Missouri without a sidearm and fully-loaded vehicular weaponry if you wish to avoid harassment. Pubs and grocery stores can be dangerous for the tourist with an accent or unusual garb. The Ozark region is still free of government jurisdiction and home to distillers, thugs and fanatics of all sorts.

KC-1 (Formerly Kansas City)

See KC-1, Kansas, p. 36.

St. Louis

Population: 120,000.

Description: St. Louis is more a collection of neighborhoods than a unified city. Most of the inhabitants live outside the central city in fortified *micro-cities*, which operate on their own, independently of each other. "City rats" are considered the lowest form of scum, and they share equal hatred for the "suburb fat-cats."

Roads through the middle of St. Louis are often barricaded and frequently impassable, and the downtown bridges were destroyed years ago. The only two intact bridges across the Mississippi are both on I-270, which loops around the city. They're well-maintained, well-armed and charge a toll of \$100 per axle.

The best way to see the downtown area is via a tour boat from Illinois.

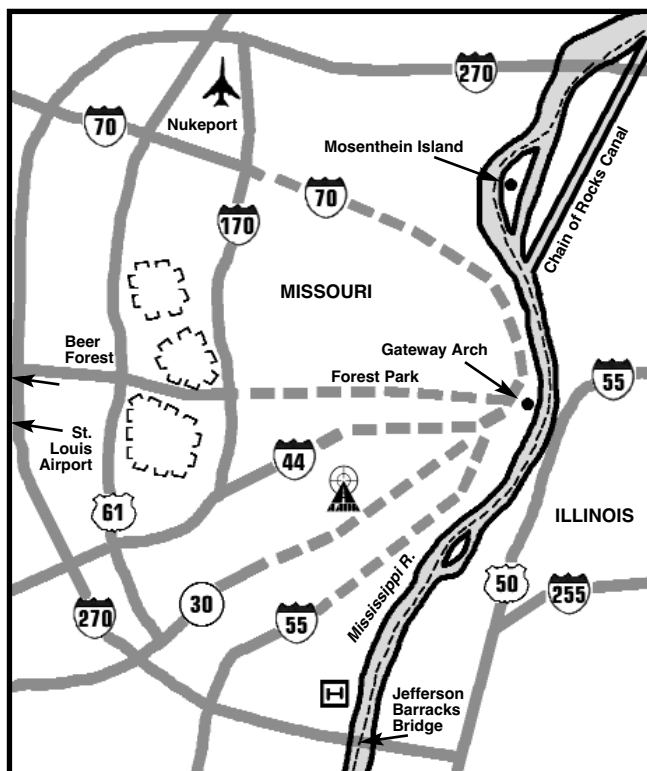
Duelling Facilities: Busch Stadium and a few minor arenas.

Other Facilities: Three TV stations, one airport, numerous hospitals. The Church of America operates a transmitter station that rebroadcasts "Amy TV" from Chicago.

History: During the Russo-American War, a small nuke wiped out the aircraft and weapons facility, the airport and numerous commuters on I-70. Firestorms, fallout and panic-born riots reduced most of central St. Louis to charred embers.

Gang Activity: Medium to heavy. There are several gangs which raid the inhabitants of the ruins, attack road traffic for salvage and generally make trouble. Troops stationed at Jefferson Barracks will respond to distress calls for a \$250/vehicle fee.

ST. LOUIS



NEBRASKA

Government: Exists mostly to maintain and patrol I-80. Most power is held by various farmers' co-ops.

Police: Behavior varies widely throughout the state depending upon the jurisdiction. Bribery Rating: -1 to +3.

Major Roads: I-29, I-80. Roads vary from Good to Poor, with the roads around Lincoln in Excellent condition. The interstates are patrolled regularly.

Facilities: You are never more than 70 miles from a good garage.

Violence Frequency: The average citizen of Nebraska will be involved in violence once every three months. Gang activity is light, although some co-ops are rumored to play active roles in the salvage business.

Nebraska has the infamous distinction of being the birthplace of the Blight. The state government collapsed early on and was replaced with numerous regional co-operatives, which handled the everyday affairs of the farmers in those areas. (The ones that weren't wiped out by the Blight, that is.)

The principal topics of conversation in Nebraska are cattle- and stock-prices, the Veteran of Foreign Wars organization (the largest American Legion halls in the country are here) and "Big Red" – the University of Nebraska combat football team. The landscape has returned to wilderness, and is lent an eerie charm by huge deserted grain silos.

Lincoln

Population: 60,000.

Description: Lincoln's defenses are composed mainly of strategically placed automatic bunkers that target vehicles that violate pre-programmed parameters. Most of the patrol work is done with helicopters herding offenders within firing range of the bunkers, thereby avoiding costly and lethal combat with criminals. The old National Guard tries to keep the roads within a five-mile radius secure.

Duelling Facilities: Cornhusker Arena.

Other Facilities: The university, two hospitals, one airport.

Gang Activity: The Robobusters, a high-tech gang whose sole purpose is to disable the robot bunkers, give the police a constant struggle to maintain those defenses. Outside the city, the Highway Guard has its hands full with gangs that lurk on the Lincoln-New Omaha stretch of I-80 – auto parts shipments are high-profit targets. Bandits will attack tourists for target practice if for nothing else.

New Omaha, Nebraska/ Council Bluffs, Iowa

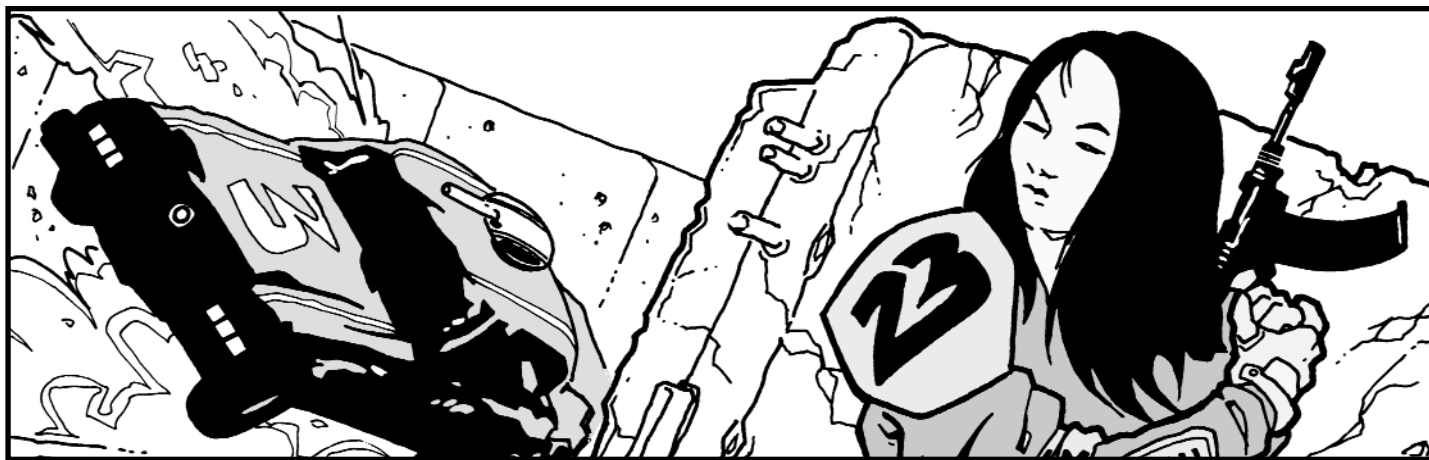
Population: 160,000.

Description: These two cities specialize in automobile industry and shipping. Since they flank the Missouri River, both cities tax shipping for "maintenance of banks and depth." This tax is also added to manufactured items.

Council Bluffs is partially-closed and has a wall to the east, built during the Food Riots to repulse invaders. Access to the eastern side is restricted. New Omaha has bunkers on the approaches and toll both on the major roads.

Citizens of both cities serve one year in the Militia, the city defense force. Internally, however, the two cities maintain two distinct police forces with separate jurisdictions.





Duelling Facilities: Bluffs Drag Strip, Westroads Mall Arena, the unused runways of the Eppley Aerodrome, and the Ak-Sar-Ben Field and Coliseum. Many auto parts stores and a branch of Uncle Al's can be found in the two cities.

Other Facilities: Four hospitals (two with Gold Cross), airship and aircraft facilities.

History: New Omaha and Council Bluffs have been linked together since the earliest days of settlement; Council Bluffs was built on the site of Lewis and Clark's councils with the Indians, and old Omaha grew from it.

Gang Activity: Light, inside the cities. The Militia will fire upon *any* vehicle duelling inside city limits, and the police are scarcely calmer. Outside the city, gangs lie in wait for good targets, particularly along I-80. The Thunderbolts are known for their mass attacks on convoys (including truck convoys). The Hellfires operate north of the city and specialize in incendiary weaponry.

NORTH DAKOTA

Government: Non-existent. However, the North Dakota Electric Authority keeps the state running, not only guarding the power lines and generators, but also patrolling the highways and operating the mines.

Police: None. But don't run afoul of the NDEA; they don't take kindly to anyone interfering with the state's power.

Major Roads: I-29, I-94. Roads are Fair to Poor.

Facilities: You can easily find yourself more than 100 miles from the nearest piece of civilization, let alone a garage. When heading west, be sure to get a tune-up in Bismarck; it'll be your last chance for a long time. Although some lone truck stops and power stations dot the interstates, don't bet your life that they'll be there and in working condition when you find them.

Violence Frequency: The average citizen of North Dakota will be involved in violence once every ten days. Gang activity is heavy, as gangs roam free across the state. The NDEA doesn't bother them as long as they don't bother the NDEA.

North Dakota is a desolate state, with large stretches of nothing but roads. Many small communities were wiped off the map years ago. Rumors persist that some of these have become Roanoke colonies (see p. 82), but few investigators will venture off the main roads to find out. By the time searchers find a lost city, they will likely be out of power and supplies. If the city was actually destroyed, the searchers will be stranded. Even the most deviant cycle marauders aren't that curious.

Bismarck

Population: 30,000.

Description: The capital of North Dakota and the headquarters of the NDEA, Bismarck is the last bastion of civilization until Billings, Montana (some residents would say until Spokane, Washington). It is a citadel city, with fortified buildings scattered about. Roadblocks consist of tollbooths astride I-94, manned by the Bismarck Police Regulars, who patrol the area within five miles of the city.

The Missouri River flows unimpeded from the Garrison Dam at Lake Sakakawea to Pierre, South Dakota, and river shipping is frequent.

Duelling Facilities: One minor arena, the Theodore Roosevelt Memorial Arena.

Other Facilities: A local TV station, two hospitals (with Gold Cross), an airport and one college.

History: When the state government fell, the NDEA took it upon itself to protect the state's power supply. It quickly built a citadel around its headquarters in Bismarck and then built up the fortification around the city. However, this did not prevent a terrorist group from trying to blow up NDEA HQ in 2034.

Gang Activity: Very light inside the city, but very heavy outside.

The Dickenson Power Stop & Service Fort

Outside the ruins of Dickinson, the Power Stop and Service Fort transfers power from the nearby Dickinson Dam. The fort is extremely well-defended, and is a major stop for NDEA vehicles. The service is good, the food has three stars in the Brotherhood's American Eating Guide, and the power is cheap. Beware of attackers lurking outside the fort waiting for travelers to leave. The NDEA tries to get rid of them, but it hasn't gotten them all.

OHIO

Government: Strong and democratic.

Police: The state relies on local militias, most notably the famed MONDOs of Midville (see below). Bribery Rating: -1 to -5.

Major Roads: I-70, I-71, I-75, I-77, I-80. Roads are Good to Fair; the interstates are Excellent. Most roads are well-patrolled.

Facilities: You will never find yourself more than 30 miles from a well-stocked garage.

Violence Frequency: The average citizen of Ohio. will be involved in violence once every seven months. Ohio is the most pacified of the Midwestern states, and gang activity is light.

Cincinnati

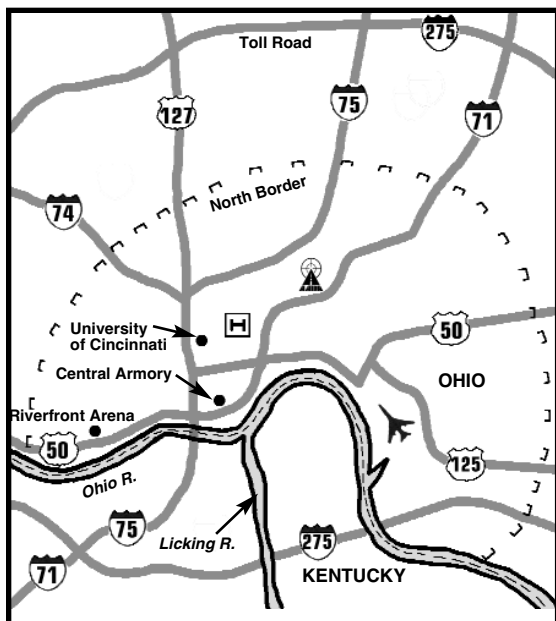
Population: 120,000.

Description: The citizens of Cincinnati made their stand against the riots along the banks of the Ohio River, putting their backs to the water and blocking roads along the northern approaches. With bridges cut and roads blocked, the tactic worked, leaving Cincinnati with a great deal of waterfront industry intact. That industry works today to feed and breathe life into the city. Many of the citizens work in machine plants and algae factories, exporting the manufactured goods up and down river.

Duelling Facilities: Cincinnati police try to control street duelling, but usually fail. There are several arenas in the area.

Other Facilities: Two very good hospitals with Gold Cross, an airport and two TV stations.

Gang Activity: The city's duellists love to rip apart cycle gangs, so few come near (except during tourist season). The duellists aren't too shy about ripping apart anyone getting in their way, either. Most of the gang fighting is amongst themselves, but watch out for the Cinci-Dayton rumbles.



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Cleveland

Cleveland isn't a city, it's a road hazard. Although the radiation from the neutron bomb that killed the city was not lingering, only a few brave souls will remain near the rusting ghost city, and they are considered crazy.

Some have gone to the heart of the city, looking for valuables to plunder, but they have never returned – at least there is no record of their return. The fear of radiation still frightens the majority of the curious, and they restrict their yearning to see the nuked city to taking pictures from the windows of sealed cars while motoring past.

Columbus

Population: 127,000.

Description: The state government rests in Columbus, financing itself with part of the tolls collected on the roads in and around the city. The government doesn't exercise much power, being satisfied with the amount of revenue coming in from taxes, and restraining demonstrations of force to dealing with those who wreck roads and commerce.

Duelling Facilities: Several arenas.

Other Facilities: One TV station, two colleges, several hospitals (one with Gold Cross) and an airport.

Gang Activity: Heavy beyond city limits. The Guard and the police are constantly on the lookout and post rewards for known gang members. The biggest gang is the Gassers, who fight with gas weapons, including a stockpile of nerve gas – avoid them and don't let the gas come in contact with your skin!

Midville

Population: 2,500.

Description: If you're a fan of the UBN action series *Crash City*, you might want to stop by the real Midville when traveling through Ohio. Though the series has glamorized its history, the town is genuinely as free-wheeling as the show depicts it.

Duelling Facilities: One fortified truck stop, Midville Duel Arena, AADA office c/o Wrecked Edsel Bar (which dates back to the 1970s, bearing no affiliation with the organization EDSEL).

Other Facilities: One hospital, Sarah Bellum museum.

History: As fans of the series know, Midville, a typical Ohio farming community, coped with the Grain Blight in 2012 by relying on strong rationing measures and replanting with soybeans; when the Food Riots erupted, the Midville mayor, the late Albert "Shiner" Cordray, seized armaments from the local National Guard armory and used them and superior tactics to stave off cycle gangs for years.

Gang Activity: Light, within the 40-mile radius patrolled by the citizen's militia, known as the MONDOs (see p. 87).

SOUTH DAKOTA

Government: Democratic, with little power. Law and order is supplied by the corporate mining interests.

Police: No organized state patrol, other than private security forces hired to guard the areas around the mines.

Major Roads: I-29, I-90. Roads are Fair to Good.

Facilities: You are never more than 70 miles from a garage.

Violence Frequency: The average citizen of South Dakota will be involved with violence once every six weeks. Although gang activity is heavy, their attacks are focused on the frequent ore trucks rather than individual tourists.

Mount Rushmore monument in Black Hills has fallen into disrepair, but Badlands National Park is still striking. The state government has announced its intention to take back the Badlands National Park, but so far this is barely in the planning stage.

Pierre

Population: 5,000.

Description: Pierre serves as the supply center for farming and cattle-raising in the area, as a stop-off for tourists on the way to Lake Oahe, and as a link between trucking and Missouri River shipping.



ROAD ATLAS &
SURVIVAL GUIDE

All roads in the river valley are blocked and watched, and anyone trying to enter by any other way has steep hills and bad terrain to deal with. The city's defender are primarily militia; South Dakota has no National Guard or Army detachments to speak of.

Duelling Facilities: None.

Other Facilities: A Gold-Cross-equipped hospital; the South Dakota Electric Authority.

Gang Activity: Heavy, due to convoys of material rolling to and from the river passage. However, bandits are usually after larger prey than single cars (although they won't pass up targets with high potential). Pirates operate from the banks of the Missouri and Lake Oahe, using small armed speedboats to raid commerce and tourism.

Rapid City

Population: 40,000.

Description: A strong survivor since before the Food Riots, Rapid City is now the gold-producing capital of the United States. Gold, silver and uranium make the city live.

Although not completely walled, entrances to the city are few and strictly controlled by armed guards. Only sidearms are allowed inside the city; vehicular weaponry is disarmed unless you have identification from one of the mining companies.

There are two classes of citizens here: those who belong to the mining companies, and those who don't. The miners have the distinct social advantage; be wary of insulting a miner or even demanding equal service in trade establishments.

Duelling Facilities: None. Duelling is forbidden.

Other Facilities: The companies retain their own hospital facilities; the only civilian hospital lacks Gold Cross equipment. There are two company TV stations, an airport, a former National Guard base and a technical school.

Gang Activity: To the south, the Badlands are gang-infested, although they don't attack anything that doesn't look like a cargo-carrier. With so much precious metal moving through the area, there is no percentage in attacking regular cars. However, sometimes the mining companies will send particularly valuable shipments through in camouflaged cargo-cars, so the gangs *might* attack an innocent, just to be sure.

WISCONSIN

Government: Democratic state government controls the three largest cities, but little else.

Police: Serious about their job. Helicopters patrol the roads around the major cities. Bribery Rating: -2.

Major Roads: I-90, I-94. Roads are Good.

Facilities: You are never more than 50 miles from a garage.

Violence Frequency: The average citizen of Wisconsin will be involved with violence once every three months.

"The Land of Cheese and Beer" offers spectacular German cuisine and a hospitable atmosphere. Many lakes feature water sports.

Green Bay

Population: 45,000.

Description: Although one of the largest cities in the state, Green Bay feels like hinterlands and the rural areas of northern Wisconsin.

Duelling Facilities: Lambeau Field.

Other Facilities: Paper mills, dockyards, several marine manufacturers, a hospital (with Gold Cross) and two TV stations.

Gang Activity: None. No one steals lumber, and the lumberjacks shoot any thieves who raid the food haulers. The area has never had problems with eco-terrorists.

Madison

Population: 400,000.

Description: Located on a land bridge between two lakes, it is an impregnable natural-defense fortress town. It is the center of the State Patrol.

Duelling Facilities: Several arenas.

Other Facilities: A TV station, two hospitals, one university.

Gang Activity: Light.

Milwaukee

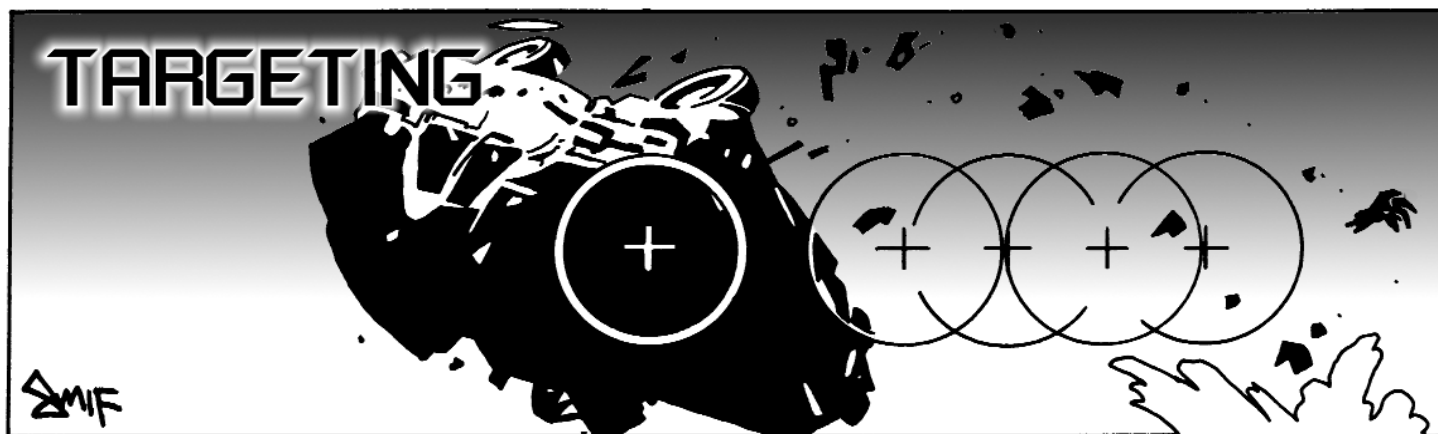
Population: 400,000.

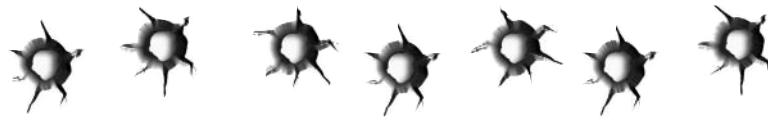
Description: When barley survived the Blight, Milwaukee survived the Blight. However, the city currently consists of three fortified enclaves inside a burned-out urban husk. They center around the university, the Saint Francis Seminary and the old breweries. The inhabitants of these areas have become the aristocracy.

Duelling Facilities: The Amtrak Station Duelpark, featuring tunnels and other unusual hazards.

Other Facilities: Multiple breweries, five hospitals, two automotive plants, a TV station, two colleges.

Gang Activity: Heavy. The ruins of the city provide plenty of places for gangs to hide, and the police force don't do more than protect the enclaves. Gangs are mostly on foot, so it doesn't take too much firepower to punch a hole through them.





THE MOUNTAIN WEST

"The Badlands" – this is the nickname frequently given to this empty region of the United States. Travelers are warned that large areas of this region still have no effective governmental jurisdiction. The area is rife with anarchists, which is why this area suffered so badly during Black February in 2045. However, for the tourist willing to risk the desolate highways and the roads less traveled, the visual rewards can be breathtaking. Spectacular mountain scenery should not be missed.

Roads in the Mountain West range from Excellent to Nonexistent, although most interstates are at least Fair. As always, roads in more civilized communities, particularly the wealthy ones, are in better condition. There are no speed limits in any of the Mountain West states, but recommended speeds are posted on many mountain passages. The AADA urges all drivers to observe these limits. You can be issued a summons for reckless driving for ignoring these warnings.

Pay attention to weather forecasts when driving through this region. Although usually quite pleasant during the summer, severe rain or snow storms can occur with little warning. Evening temperatures are often 30° off the afternoon highs.

When traveling the area, carry a detailed road map. If driving through higher elevations, carry snow chains year-round, or use an off-road vehicle equipped with snow tires. If you're visiting a national park, bring a shovel, a water bucket and an axe or machete; the various park services require these tools due to the forest fire hazard.

Finally, when you stop to charge your plant, *always* inquire where the best place to stop next would be. This region is wide open, and although Mom-and-Pop recharge stations may be available every 50 or 60 miles down the road, well-stocked garages may be few and far between.

COLORADO

Government: Democratic, but few services are offered outside the Federal Corridor, the area running along I-25 from just north of Denver down to Pueblo.

Police: The Corridor is well-protected by both the Colorado State Patrol and the Colorado National Guard. Away from the corridor, there aren't any police. Bribery Rating: 0.

Major Roads: I-25, I-70, I-76, US-50, US-160. All roads are Good, except for the mountain regions, which are Poor, and in the Corridor, which are Excellent.

Facilities: Outside of major cities, garages are impossible to find if you don't know where to look. Facilities are abundant in the Corridor.

Violence Frequency: The average citizen of the Corridor will be involved with violence once every five months. Away from there, the figure climbs to once every two weeks.

The Federal Corridor derives its name from the incredible number of federal agencies, offices and military installations in the area. About two-thirds of Colorado's population live within the Corridor.

The Outland is composed of everything else – mostly wide open spaces with a few independent towns. The typical Outlander is a tough, self-reliant farmer, rancher or miner, earn-



ing his living by the sweat of his brow, and defending his life against marauding cycle gangs. The government in the Outland barely exists. Few services are provided, and the Outlanders generally feel that they're better off that way.

Colorado Springs is deserted, due to the nuclear strike, although the NORAD defense complex survives underground. Vail, fortress town, caters to rich skiers; snowmobile duelling is an attraction. Many national parks lure the tourist who lacks a sense of personal safety.

Boulder

Population: 42,000.

Description: If you're looking for an alternate perspective, you'll find it in Boulder. Anarchists, Communists, survivalists, mercenaries, religious fanatics, environmentalists and even a few Southern Baptists have made it their home.

Boulder has a history of dealing with problems. When oil supplies dried up, a fully-electric mass-transit system was constructed. At the onset of the Blight, parks and greenbelts were converted into highly-efficient vegetable farms. In 2014, a large band of well-armed bikers rolled into town and began to pillage the northern quarter. When the police were overwhelmed by the number and ferocity of the bikers, the various radicals and reactionaries of Boulder appeared, armed with a variety of legal, quasi-legal and illegal weapons. The cycle gangs were routed, and the defenders soon became the official Boulder Citizens' Militia.

Today, the Militia maintains fortified checkpoints at the city limits on all major routes. There is no toll, but the guards have the authority to turn away any non-residents the guards feel are potentially dangerous. The northern section was never reconstructed and is populated by transients and dregs who take shelter in the burnt-out buildings.

Duelling Facilities: Crossroads Autoduelling Arena is the traditional site of the Colorado Cup on the last day of the regular AADA season and it is broadcast throughout the Mountain West.

Other Facilities: Two hospitals (one with Gold Cross), a TV station.

Gang Activity: Light.



Denver

Population: 315,000.

Description: Denver remains the economic, social and political center of the Mountain West. The city lost a significant portion of its population to riots and starvation after the Blight, as well as its food processing industry. With the advent of food-algae, the city began to bounce back.

Denver is also the regional leader in high technology with several major facilities in the city. Commercial convoys regularly enter and leave the city.

Duelling Facilities: Centennial Duel Track and the Lakeside Speedway offer regular duel track events. Washington Park Arena hosts more conventional duels.

Other Facilities: Stapleton Aerodrome, several hospitals and medical research centers, two TV stations, four radio stations.

Gang Activity: Moderate. The poorer sections have a certain amount of street gang activity. Well-funded and equipped police keep the city relatively safe.

BLUD Presence: Strong. AADA members are advised not to take encounters with BLUD vehicles lightly; many BLUD drivers are highly-skilled and dangerous.

Pueblo

Population: 10,000.

Description: Pueblo's citizens are the rough-and-ready type. By law, all adult residents of the city must own, carry and practice regularly with a handgun.

Many of Pueblo's tougher car clubs call themselves BLUD chapters, but most honor the same code of honor as AADA affiliates. They aren't likely to attack an AADA member just because

he's sporting AADA colors. Any BLUD member wishing to humiliate an AADA duellist will more likely issue a challenge than ambush him.

Duelling Facilities: Colorado State Arena. The Centennial Cup, a day-long round-robin event, is held at the end of the State Fair. There are dozens of service stations and garages, six dealerships and Uncle Al's Rocky Mountain Headquarters. Pueblo has the best prices of the Mountain West for vehicles and equipment. (Generally 10-15% below average.)

Other Facilities: One TV station, two radio stations, three hospitals (one with Gold Cross).

Gang Activity: Very Light. Nomadic cycle gangs generally know better than to mess with Pueblo's well-armed residents. Periodic raids do occur on the outskirts of town.

THE DESERET AUTONOMOUS REGION

Government: Democratic, although considerable influence is exerted by the Church of Jesus Christ of Latter-Day Saints (LDS).

Police: Hardworking, efficient and incredibly honest. Don't even think about bribing one of them. Bribery Rating: -10 or more!

Major Roads: I-15, I-70, I-80, I-84, US-40, US-666. Generally Good, becoming Fair and Poor the further away from Salt Lake one travels. (Exception: Roads remain Fair to Good into Colorado.)

Facilities: You are never more than 40 miles from a garage. Prices are 10% below national average.

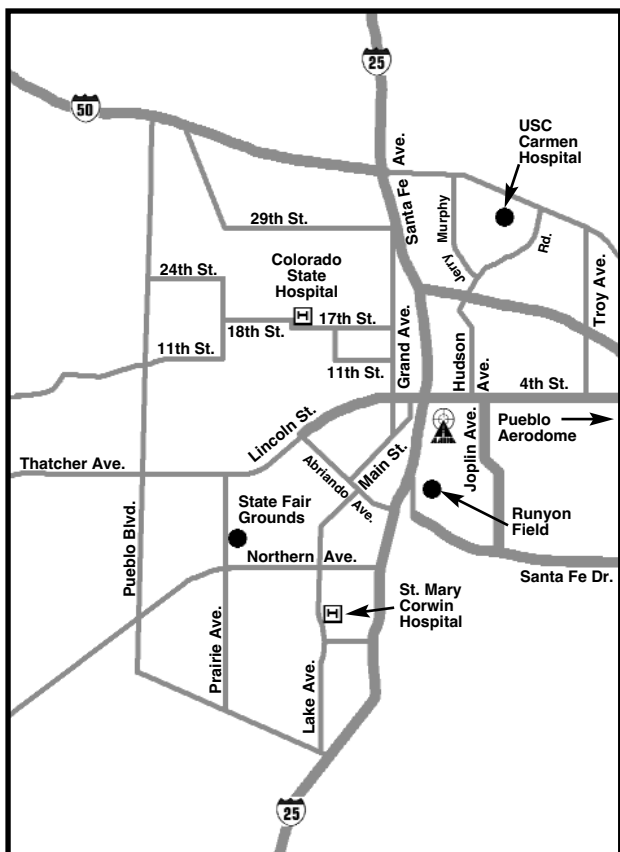
Violence Frequency: The average citizen of Deseret will be involved in violence once every eight months. There are few gangs in the region and the Deseret Patrol takes care of them handily.

Deseret is a large, semi-autonomous region governed by officials of the Church of Jesus Christ of Latter-day Saints (aka LDS Church, or "Mormons"). It is a peaceful region which nevertheless maintains a strong AADA presence – the local government, mindful of the presence of bandits and gangs in the western U.S., promotes armed self-defense and encourages civil AADA presence.

Formerly Utah, the Republic of Deseret seceded from the U.S. in 2004, and laid claims to portions of western Colorado, including Grand Junction (see below) as well as the northern third of Arizona (see p. 46). In 2010, after years of negotiations, Deseret repealed its articles of secession and reentered the Union as the Deseret Autonomous Region, a possession of the federal government. Deseret has one non-voting member in each house of the U.S. Congress.

Don't mistake Deseret as a region of victims waiting to be taken. Those who breach honor, good faith or politeness will see the friendliness and openness of the people of Deseret dry and wither like a flower on the desert floor. Those who transgress the law can look forward to speedy trials and stern punishments.

AADA ADVISORY: Because of the religious doctrine of the LDS Church, which effectively rules Deseret, whole-body human cloning is illegal within the Deseret Autonomous Region. When entering a duel in Deseret, remember that death is for keeps.



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Grand Junction

Population: 19,800.

Description: Formerly part of Colorado. Deseret annexed the city in April, 2006, when U.S. forces retreated across the mountains to Denver. A significant minority of the population are non-Mormons who would like to see the stolen territory returned. There are two groups working to bring this about. The Western Counties Association actively lobbies in Salt Lake City, Denver and Washington. The Rocky Mountain Rebels use vandalism and minor acts of terrorism to frustrate the pro-Deseret establishment.

Duelling Facilities: There are numerous recharge stations, six garages, and an Uncle Al's.

Other Facilities: Grand Junction has a TV station, two radio stations, a hospital and a small aerodrome.

Gang Activity: Moderate. There are occasional raids by cycle gangs from Colorado, however, Deseret police are not allowed to pursue these gangs once they cross the border.

BLUD Presence: BLUD and AADA share a rivalry that sometimes turns ugly. Rumors are that most local BLUD brothers are members of the Rocky Mountain Rebels.

Salt Lake City

Population: 145,000.

Description: Salt Lake City is the administrative capital of the Deseret Autonomous Region and the spiritual center of the LDS Church.

Duelling Facilities: Deseret Duelodrome on the Fairgrounds, adequate garages and truck stop facilities.

Other Facilities: One TV station, airport, ten hospitals, Temple Square (center of worship of the Church).

Gang Activity: Moderate; especially active are the Gadianon Robbers, anti-Mormon bikers who live in the foothills east of Salt Lake.

AADA ADVISORY: Deseret autoduellists believe in fair fights, honorable surrender and non-lethal duelling; establish the ground rules of any duel you conduct with local Salt Lake residents.

IDAHO

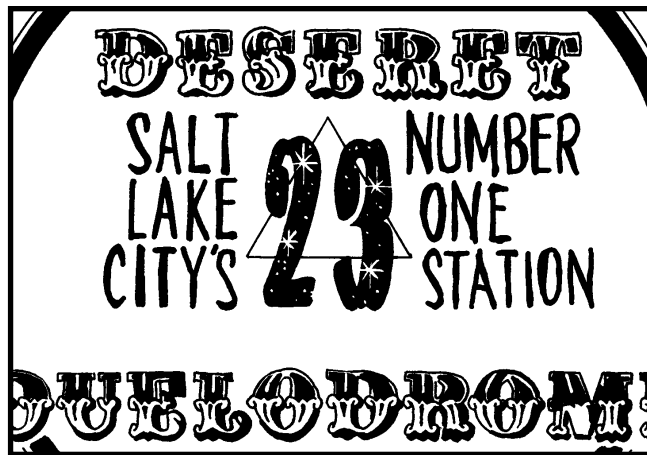
Government: Democratic in the southern portion of the state. Local government in the northern half of the state varies from conservative, religious farming communities to lawless ranch towns.

Police: When the State Police aren't escorting vegetable convoys to market, they're hunting potato pirates. If you're not stealing spuds, you shouldn't have a problem with them. Bribery Rating: +2.

Major Roads: I-84, US-2, US-12, US-95, Idaho 55. All roads are Fair.

Facilities: You are never more than 40 miles from a garage in the south, 60 miles in the north.

Violence Frequency: The average citizen of Idaho will be involved in violence once every four months. The highways are relatively safe for anyone not trucking potatoes or herding cattle.



The Blight was as much of a boon as a curse to Idaho because of the sudden demand for flour, alcohol, fuel and other products made from Idaho's rich potato crop. In the mid-2010s, bandits from neighboring states attacked convoys and sold their loot on the black market. As a result, Idaho formed a new branch of the state police, the Farm Guard.

Northern Idaho, where little but wheat grew, didn't share in the prosperity. The Blight created the Dust Bowl of the Rockies in the Idaho panhandle. Today, barley has almost entirely replaced the wheat crop and serves as both a food source and as cattle feed.

Boise

Population: 78,000.

Description: The capital and largest city in Idaho, Boise is the economic and political heart of the agricultural state. Food processing factories, including potato-flour mills, beet-sugar refineries, canning and freezing factories and vodka distilleries, have kept unemployment relatively low.

Duelling Facilities: City regulations prohibit the sale of weapons and ammunition within city limits, but Uncle Al has a store a mile away from the city. There are many service stations, but most of them cater to gasohol-powered vehicles. (The price of gasohol is about half the national rate.) By law, there is no duelling within city limits.

Other Facilities: One TV station, a university and two hospitals (including the only one in Idaho with Gold Cross).

Gang Activity: Almost none.

MONTANA

Government: Democratically-elected government that is heavily influenced by the bigger corporations.

Major Roads: I-15, I-90, I-94, US-2, US-87, US-191. Roads are Fair.

Police: Caught off-guard by the massive anarchist assault of February 2045, the Montana State Police have submitted to intensive retraining for the possibility of another attack. In the meantime, don't do anything that might give the Police the wrong impression. Bribery Rating: -2 to -5.

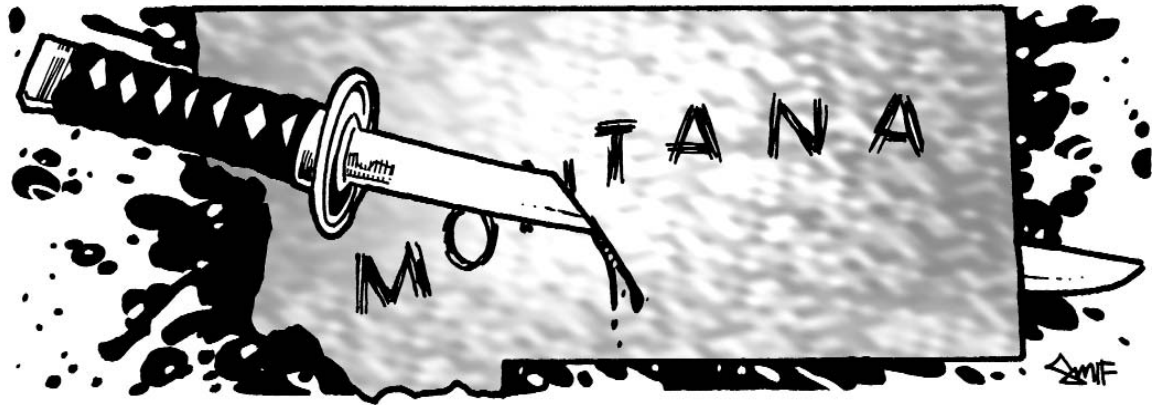
Facilities: You are never more than 60 miles from a service station. Although many such stations along US-2 were destroyed during Black February in an effort to isolate portions of the state, those facilities have mostly been rebuilt.

Violence Frequency: The average citizen of Montana will be involved in violence once every two months. Cycle gangs in Montana usually target corporations, and there is a kind of Robin-Hood reverence for them. Far more dangerous are the militias that seek to take the land back for *their* government (not necessarily the U.S. government), and the anarchists who don't believe in any type of government at all.

One such movement worth mentioning here is the Big Sky Liberation Army (BSLA). This radical underground group, devoted to toppling the corporate government, makes frequent assassination attempts, commits acts of arson and disrupts inter-city commerce.



Montana is strongly associated with the western frontier, and even to this day, some citizens of the state feel that they are still staking claim to their own territory and fighting off invaders. It is this sense of state pride that has transformed the area into a breeding pit for serial bombers and extremist “freedom fighters.”



Ironically, Montana residents actually own very little of the land. About 60% of the state is owned by Japanese interests, and the federal government owns another 30%. That leaves only ten per cent for private U.S. citizens.

Montana, primarily an agricultural state, was hit hard by the Grain Blight. The federal government, after great expenditures associated with the oil crisis, the War and the Deseret secession, couldn't afford to bail out the Montana's farmers and ranchers. Banks foreclosed, but had little interest in running their new properties and couldn't find buyers. Finally, Japanese businesses moved in.

Although the takeover restored economic stability, the people of Montana still harbor an underlying resentment, mostly because the corporations control so much property and have no intention of releasing any of it to public ownership again.

If you travel through the state, keep your distance from the oil fields. For one thing, they're all planted firmly on private property. For another, guards at oil wells have orders to shoot to kill when unauthorized personnel cross barbed-wire boundaries.

Montana suffered severely in the attacks of Black February, where ARF forces successfully destroyed two oil wells (while being repelled from many others). It is estimated that fully 10 per cent of all damage done nationwide that month was scored in Montana. Authorities believe, however, that much of the Montana mayhem was brought about by home-grown freedom fighters who used the Black February backdrop as cover to launch their own raids.

Billings

Population: 43,500.

Description: Billings is the industrial center for agricultural and petroleum production in south central Montana. Mitsui Corporation's largest petroleum refinery is here as well as several meat, barley and beet sugar processing plants. These plants sustained some damage during Black February, but are now back at near 100% production levels.

Southeast of Billings is the vast Crow Indian Reservation, which features the Custer Battlefield National Monument.

Duelling Facilities: Yellowstone River Stadium hosts many BLUD events. AADA members are not prohibited, but will likely be double- or triple-teamed if they participate. Billings boasts an unusually high number of service stations and garages, with several truck stops. There is no AADA office in Billings; it burned to the ground – twice.

Other Facilities: Three hospitals (two corporate, with Gold Cross, and one public, without), two radio/television stations, and two colleges.

Gang Activity: The Innocents, based somewhere on the Crow reservation, have been especially successful at hijacking petroleum trucks on I-90. They haven't been known to harass private citizens.

AADA ADVISORY: BLUD has a very strong presence in Billings, and is extremely hostile to the AADA. They will go out of their way to provoke fights. AADA members, especially known professionals, are advised to keep low profiles in the area.

WYOMING

Government: None at the state level. The governor serves solely as a figurehead.

Major Roads: I-25, I-80, I-90, US-14, US-20. Roads are Fair with long stretches of the interstates rating Poor, at best.

Police: None. The lawless highways go virtually unpatrolled. There is a small amount of local law enforcement, which varies greatly in firepower and professionalism from town to town. Bribery Rating: widely variable.

Facilities: There are spots in Wyoming where you might find yourself 100 miles or more away from a garage. Plot your course carefully and always watch your map. A Computer Navigator is highly recommended.

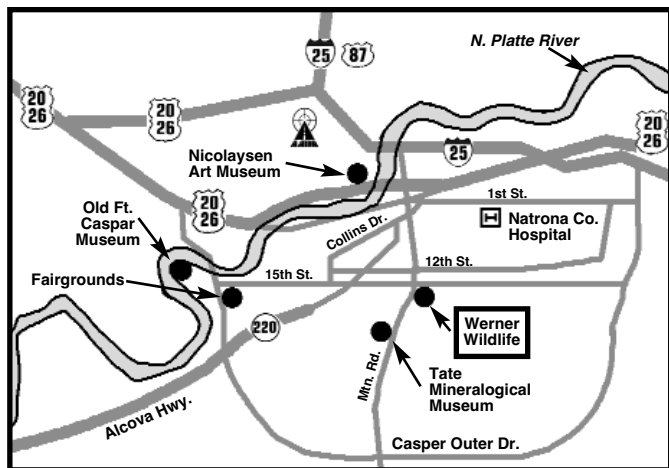
Violence Frequency: The average citizen of Wyoming will be involved in violence once every ten days. At the close of the Cycle Gang Era, many biker groups moved into this region. As a result, the gangs here are larger, more active and more dangerous than in any other part of the country. There are also smaller outlaw bands that rob banks and truck convoys, as well as rustle cattle and serve as hired guns for unscrupulous ranching or mining concerns.

The events of the 21st century have transformed Wyoming into a wild and lawless state, although many of its small towns are proud, tough and fiercely independent communities. Although the State Police are non-existent, travelers should resist the temptation to cruise the highways at top speed – many cycle gangs lie in ambush for such speeders.

Wyoming started this century with an unprecedented economic boon. When the Free Oil States broke away, oil production in Wyoming took off. However, by 2010, the vast reserves had been pumped dry, and with it went much of the state's income. The oil companies abandoned the state for Alaska. The state went into recession and never recovered.

Today, Wyoming is much like it was in the frontier days as it slowly rebuilds its cattle herds. Rustling and range wars are still a common problem.

C A S P E R



Casper

Population: 24,100.

Description: When the oil ran out, half the population fled. The ranchers that remained and survived the Blight then watched their cattle slaughtered during the riots. Today, Casper is starting to recover. Coal mines to the east and cattle ranching throughout the area are returning industry to the city.

Duelling Facilities: Many service stations, garages and weapons and vehicle dealers.

Other Facilities: Several parks, a country-western radio station and a municipal golf course. The Natrona County Hospital lacks Gold Cross facilities.

Gang Activity: Moderate to heavy. Gangs include the War Dogs, the Carnivores (allied with the War Dogs mostly) and the Zitts to the north. The Lords of Death have reportedly dispersed after a long turf war with the War Dogs, but rumors of a comeback – and a major gang war – abound in the area.

Cheyenne

Population: 32,000.

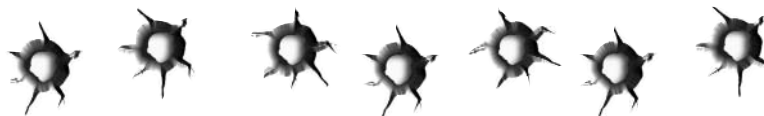
Description: The state capital is an important commercial and industrial center because it provides the Denver area with beef and other food products. The police have been officially replaced by the Cheyenne Vigilance Committees, which arrest criminals and pass judgment and sentence on the spot. The city has found this system cheaper and more efficient than the old, conventional police force.

Duelling Facilities: Holiday Park Arena, home of Hell-on-Wheels Derby. There are several service stations, auto and weapons dealers and garages.

Other Facilities: Two hospitals, one TV station, one airport.

Gang Activity: Heavy gang activity from the north and from the Banditos out of Colorado.

BLUD Presence: Most duellists are BLUD, although a few wealthier duellists have joined the AADA. The AADA vehicles are usually better-equipped and maintained.



THE SOUTHWEST

Wide open spaces, very little government control, even the “good guys” taking the law into their own hands . . . this is the American Southwest. Drivers take to the roads for good purposes and ill, but whether good or bad, only the strong survive in the inhospitable climate. Beware of heavy cycle gang activity, particularly Mexican bandits, and of highway patrols which frequently function as judge, jury and executioner.

ARIZONA

Government: Democratic. The governor has little authority outside of Phoenix.

Major Roads: I-8, I-10, I-17, I-40. Roads are generally Poor to Off-Road. I-17 between Phoenix and Flagstaff is Good and regularly-patrolled.

Police: Highly motivated; don’t try to bribe one. Bribery Rating: -5.

Facilities: There are spots in Arizona where you might find yourself 100 miles or more away from a garage. Plot your course carefully and always watch your map. Pack a second power plant if at all possible.

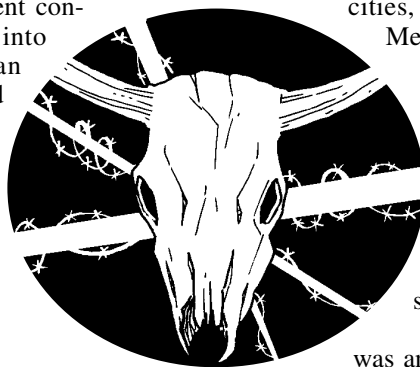
Violence Frequency: The average citizen of Arizona will be involved in violence once every two weeks. Near the Mexican border, this figure climbs to once per week. Outside of major

cities, there is heavy gang activity and intermittent Mexican bandit raids.

Arizona weathered the oil crunch well because of its use of atomic power for much of its electricity. Today, Arizona manufactures nuclear reactors with uranium conveyed from New Mexico. (The convoys are heavily-guarded and have never been successfully attacked.) Much of the state’s income is derived from selling power to neighboring states.

What was once the northern third of the state was annexed by Deseret when it seceded. This was a serious blow to Arizona’s power and pride. In the process, Deseret also took control of the lands of the Hopi and Navajo nations. While the Hopi remained on their ancestral lands, many Navajo left the reservations, traveling south; they preferred to be closer to the Apache nation rather than live under the religious government of the Deseret Region. Today, many Navajo stage raids against Deseret, while the Hopi studiously avoid all contact with the LDS.

Arizona has steadily built its National Guard forces up over the past ten years. During Black Snow, Arizona National Guard units successfully repelled Mexican raiders and managed to lend New Mexico a hand. Rumors persist that the governor plans to use these National Guard forces, allied with Navajo tribesmen and Hopi fifth columnists, to reclaim its lost territory.



ROAD ATLAS & SURVIVAL GUIDE



Phoenix Metroplex

Population: 250,000.

Description: In the early '20s, Phoenix became a fortress town encompassing Glendale, Scottsdale, Mesa and Tempe. The state capital is well off due to income from the state's gold, tungsten and copper mines, although each administration plots the retrieval of the uranium fields from Deseret. Phoenix is also home to the *League of Cibola*, a group of industrialists out to retake the Deseret Occupied Zone.

Duelling Facilities: Two major arenas, a combat football team, several garages and a truck stop.

Other Facilities: An airport, numerous hospitals, three TV stations, one university.

Gang Activity: Moderate, outside of city limits, although the State Patrol keeps the road to Flagstaff secure.

NEVADA

Government: Democratic.

Major Roads: I-15, I-80, US-95. Roads are Fair to Poor.

Police: Police are quite willing to look the other way for the proper compensation. Bribery Rating: +5.

Facilities: There are spots in Nevada where you might find yourself 100 miles or more away from a garage.

Violence Frequency: The average citizen of Nevada will be involved in violence once every month. Gang activity is heavy outside of the major cities. The Las Vegas-Reno corridor is occasionally cleared of bandits by State Police helicopters, but they tend to return within a week or two.

Nevada's number one industry is still tourism. In addition to gambling, tourists can visit authentic Western towns with real shoot-outs.

Las Vegas

Population: 150,000.

Description: Once the gambling center of the US, Las Vegas handled the serious decline in tourism by switching to mass-produced entertainment. The nights are filled with thrills and glitz, and all of it is captured on film and beamed across the continent.

Duelling Facilities: Two major arenas (with full TV coverage), many well-equipped, but expensive, garages.

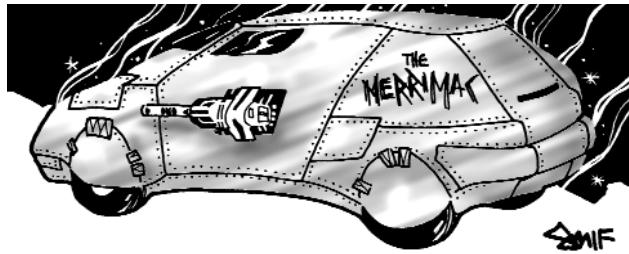
Other Facilities: One major airport, numerous hospitals, excellent broadcast facilities, many hotels, spectacular night-shows, gambling and high-quality and high-priced vice.

Gang Activity: Moderate. One cycle society, the Saguaro, are noted for their spectacular and bizarre roadside parties. They seldom attack passing cars with the intent to kill and strip them, but will do so purely for entertainment value and target practice.

Reno

Population: 50,000.

Description: Like its bigger cousin, Reno has switched from gambling to entertainment, but instead of glitz, it goes for danger. Ob-racing (athletic obstacle courses that use live ammo, alligators and white tigers along with other hazards) is popular, as are the daredevil death-defiers who fly out of massive cannons



and jump vehicles over hundreds of flaming oil drums.

Duelling Facilities: One major arena, many well-equipped, but expensive garages.

Other Facilities: One major airport, numerous hospitals, broadcast facilities, hotels, gambling and vice.

Gang Activity: Moderate. The best known outlaw gang is Luck's Ladies, who ride off-road-equipped luxury cars as well as cycles. Their modus operandi is to surround their victim, and then allow the dice, cards or coins to determine whether they release the vehicles or strip them.

NEW MEXICO

Government: Democratic, but elections are heavily swayed by the mining interests.

Major Roads: I-10, I-25, I-40. Roads are generally Poor to Off-Road.

Police: The State Police rarely patrol farther than 50 miles from Santa Fe. Corporate towns are protected by private security forces. Bribery Rating: 0 for State Police; -1 to -5 for corporate security.

Facilities: If you stay on the main roads, you'll never find yourself more than 90 miles from a garage.

Violence Frequency: The average citizen of New Mexico will be involved in violence once every two months.

New Mexico is a state of extremes. Life in a company mining town is safe and comfortable – if you like working 12-hour days. The mining corporations heavily influence the state government and are the final authority on their lands.

Outside of the mining towns, New Mexico is a bandit-infested desert, littered with the ruins of deserted farms, dude ranches and pueblos. Ghost towns and wrecked vehicles of the unwary dot the landscape.

The federal government owns most of the land in New Mexico and executes trespassers. It also runs the nationalized oil wells in the southeast and along the Colorado border.

The National Guard stands ready for either Texan or Mexican invasions (see sidebar, *Battle of New Mexico*, p. 13).

When traveling through New Mexico, carry lots of water and a working long-range radio.

Albuquerque

Population: 90,000.

Description: Albuquerque is a well-run corporate fortress town. This is good for the citizens because the roads to Santa Fe are treacherous, and anyone left stranded would broil before help could find him.

Duelling Facilities: One arena, several garages.

Other Facilities: An airport, three hospitals and two TV stations.

Gang Activity: Heavy.

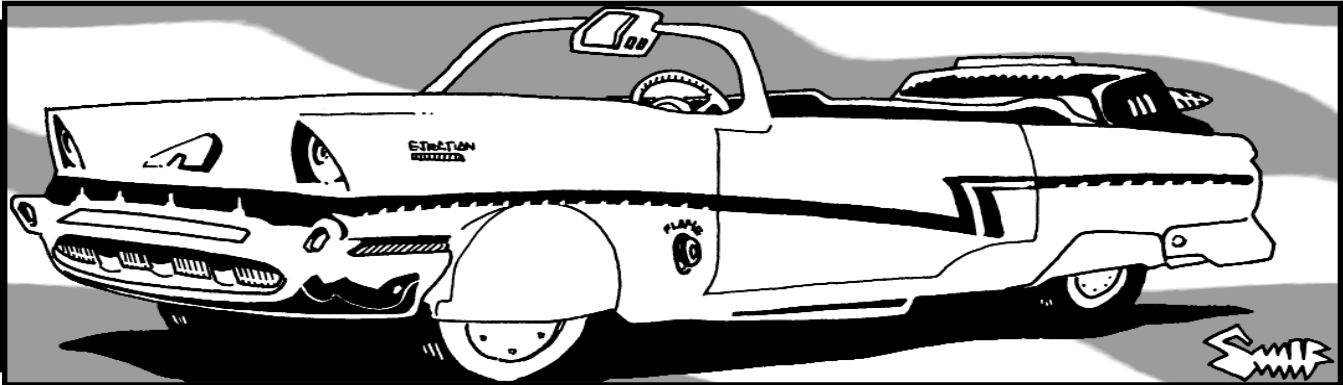
Roswell

Roswell was destroyed in 2023 by cycle gangs, although this is disputed by the conspiracy theorists who converge on the ruined city every year for their annual convention.

It was a weather balloon. Really.



THE PACIFIC COAST



The Pacific states enjoy substantial resources, an ideal climate in many areas, and an industrious, highly-talented population. The region is among the most prosperous of the post-Food Riots U.S. But with that prosperity, especially in larger cities, comes the inevitable problems of overpopulation, crime and inflation. Travelers here can drive in relative safety and enjoy the scenery, but expect high prices and don't leave your car unlocked or unwatched.

For convenience, listings for California have been divided into Northern and Southern. This division is for geographical reasons as well as political ones. When Northern California seceded in 2014, it caused a social rift that has not been completely bridged to this day. The Treaty of Oakland reunited the north and south officially, but not spiritually.

NORTHERN CALIFORNIA

Government: Democracy, mostly.

Major Roads: I-5, I-80, California 99. All Fair to Good.

Police: If you aren't smuggling anything, they are quite friendly. Bribery Rating: +1, if smuggling isn't involved.

Facilities: You are never more than 50 miles from a well-stocked garage. Truck stops abound on all the major highways.

Violence Frequency: The average citizen of Northern California will be involved in violence once a month.

Northern California is typified by numerous small towns, vast forests and mountainous terrain. It is a place of great beauty inhabited by fiercely proud people.

Duelling activities in Northern California are prohibited only along the heavily patrolled, high-traffic toll section of I-5, the major route between San Francisco and Los Angeles. The stretch of I-5 north of Sacramento is in good shape, but lightly traveled, and can often be dangerous.

The entire area has that untamed, rebellious feel. It is no surprise that Northern California is home to Fresno, the "Birthplace of Autoduelling."

California operates border inspection stations to maintain control over the importation of fruits and vegetables into the state. Between the Blight and continual med-fly problems, the state has gotten very serious about these inspections. If you're carrying fruit, finish it before you get to the border. If you want to import fruits and vegetables, a per-vehicle inspection fee of

\$1,000 covers a physical and chemical inspection. There are tariffs on electronics, lumber, liquor, oil products and produce.

Eureka

Population: 15,300.

Description: Eureka is a thriving, growing coastal city. Its principal businesses are logging and fishing, neither of which were affected by the Blight – although Green Circle (see p. 92) is another matter. Cyclists are warned to steer clear. Due to past cycle gang violence, overzealous police officers may fire on *any* cycle they see.

Duelling Facilities: The Eureka Racearena, a figure-eight track. Bouts usually consists of ten-lap races with no weapon fire for the first lap.

Other Facilities: Two hospitals, many hotels, one TV station, and a small airport.

Gang Activity: None.

Fresno

Population: 300,000.

Duelling Facilities: Fresno-Roeding Arena and Harshman Memorial Arena.

Other Facilities: One airport, one major university, several hospitals, strong police force, National Guard headquarters.

History: Although the area's citrus and vegetable farming was unaffected by the Blight, the area received many refugees from both the eastern states and Mexico. In 2023, the city gave birth to autoduelling.

Gang Activity: Heavy in "Old Town," the abandoned former downtown section, ruled by the Amigos. Visitors are advised to avoid this section.

Placerville

Population: 1,200.

Description: Most of the employed residents work in nearby wineries. A roadblock appears periodically across Rt. 50 to "inspect for and tax contraband cargo." This lets local enforcers add to the town's coffers. While never proven as highway piracy, the town's "tax" practices warrant the AADA Advisory as "gang activity."



History: Placerville has a long history of lawlessness, beginning in the 1850s and, some would say, continued by blacksmith-turned-auto-manufacturer John Studebaker. The remains of his first auto manufacturing plant still stand on the outskirts of town.

Gang Activity: Heavy. (See description, above.)

Sacramento

Population: 211,000.

Description: Sacramento is a vital agricultural center, located on the intersection of I-5 and I-80, the two main highways of the western U.S. Duelling has not been outlawed within city limits, so be careful when passing through.

Currently, the city is already preparing for its Bicentennial celebration in 2048, which will culminate in fireworks and a 200-lap Gold Rush Grand Prix.

Duelling Facilities: The Arco Arena (a medium-sized duelling ground), numerous truck stops, Uncle Al showroom.

Other Facilities: Two TV stations, state university, airport, riverfront port, numerous parks and historic sites, and a semi-pro combat football team.

Gang Activity: Light in general, but moderate in surrounding areas, particularly along I-80 into Nevada. A series of mysterious disappearances has plagued the area for some time.

San Francisco Bay Area

Population: 1,650,000 (450,000 in San Francisco proper).

Description: San Francisco is the major seaport and financial leader of the West Coast. It is a vital, multi-ethnic model of diversity and tolerance.

Duelling Facilities: Candlestick Park, the Berkeley Auto Coliseum and the Cow Palace. There are numerous truck stops and auto garages.

Other Facilities: Two major airports, an intercity subway (BART), bus lines, cable cars, the Presidio, four TV stations, numerous hospitals (three with Gold Cross) and four colleges.

History: San Francisco survived by cooperation and isolation. Warehouses were quietly stocked with everything from boxes of processed cereal to frozen lockers of meat. When the food shortages reached crisis proportions, San Francisco police and National Guard units sealed off the bridges into the city and fenced the southern border overnight. (A more secure barrier was built later.)

Food warehouses were opened one at a time, with the locations announced in leaflets and by word of mouth. Radio and TV stations were persuaded to give a false impression of a city with enormous problems of rampant disease, rioting and a starving populace. These measures were designed to keep people from flocking to the city from elsewhere.

The largest problems were along the Wall where the National Guard repelled numerous mob attacks during the two-year "quarantine." The area turned into a war zone, with heavy casualties, but the National Guard kept the border intact.

Oakland didn't survive the Blight years as well. It had taken no precautions, and last-minute emergency rations

were stolen by corrupt city leaders. There were violent riots, the mayor was killed, and a 20-square-block area near downtown was burned to the ground. Many residents fled to Sacramento and Fresno.

Gang Activity: Light. Heavy SFPD and California Highway Patrol presence holds down gang activity along the freeways and during daylight hours. After dark, however, anything goes. A number of duelling clubs in the Asian sectors are at war with each other.

San Jose

Population: 400,000.

Description: San Jose is the central city of "Silicon Valley," the largest concentration of high-tech industry in the world. The city is also home to numerous farms, small and large.

Duelling Facilities: The San Jose Crashateria and the Silicon Valley Autoduel Simulator Arena are the two main facilities. There are several good garages and one heavily-armed truck stop.

Other Facilities: Two hospitals (both with Gold Cross), one TV station, a state university and Great America (an amusement park).

Gang Activity: Light biker gang activity, mostly attacks on small winery warehouses. The Brotherhood reports an increase in the number of late-night hijackings.

SOUTHERN CALIFORNIA

Government: Democracy, mostly.

Major Roads: I-5, I-8, I-10, I-15, California 1, California 101. All Fair to Good. Southern interstates are Poor.

Police: Same as for Northern California, except that the inspecting stations are more concerned with illegal aliens than produce. Bribery Rating: +1, if smuggling isn't involved.

Facilities: You are never more than 50 miles from a well-stocked garage. Truck stops abound on all the major highways.

Violence Frequency: The average citizen of Southern California will be involved in violence once every two weeks. In some areas of L.A., that figure is as high as once per day.

Southern California is smaller in area than Northern California, but it is more densely-populated and more developed.

No single event has had as much impact upon the region as the great earthquake of 2015, which registered 8.2 on the Richter



scale. Refugees fled north fearing even more powerful shocks. Those remaining struggled against raging fires and water shortages. The Food Riots followed a year later, leaving the southland a desolate, desperate place.

Bakersfield

Population: 6,000.

Description: Bakersfield was totally devastated by the great quake. Most survivors moved north to Fresno. The city now exists solely because of the military base protecting the minuscule oil reserves nearby. Bakersfield is also near Edwards Air Force Base. This is a tough town for an outsider on a Saturday night. Beware of marines cruising the streets in borrowed USMC combat vehicles; many are looking for trouble and manage to find it.

Duelling Facilities: Two decent service/recharge stations.

Other Facilities: One small emergency hospital and many bars and taverns.

Gang Activity: Light in town and near the military base, heavy along Route 58 toward the mountains and the Mojave Desert.

Barstow

Population: 9,000.

Description: Barstow is usually the main stop on the way to Las Vegas. Nearby military bases, once empty, have reopened for testing new weapons and fuels. This has increased the population and helped the economy of this small town shattered by the quake.

A recent quarantine imposed by the U.S. military forbids anyone from entering or leaving the town. Speculation is that military biological experiments, possibly involving African monkeys, have gone awry. A temporary detour to reroute traffic has been established.

Duelling Facilities: Two decent truck stops and one auto service station are outside the city limits and not affected by the quarantine.

Gang Activity: Heavy toward Las Vegas and the Arizona border, although there have been a number of bandits found tied up along the highway awaiting arrest.

AADA ADVISORY: This town is under an indefinite military quarantine and is closed to all outside traffic.

Lancaster

Population: 100.

Description: Lancaster was the city closest to the epicenter of the quake. The city is now a pile of rubble with only a few structures still standing, and populated by scavengers living among the rubble.

Duelling Facilities: One little, run-down solar recharge station (open during daylight hours only, naturally). Charges are half the normal fee.

Gang Activity: None, except for the occasional biker gang passing through to "borrow" the few standing buildings for shelter for the night.

Los Angeles Metroplex

Population: 2,350,000.

Description: Los Angeles is divided up into a hundred independently-governed "civic territories" (CTs), each represented in the Civic Senate; vehicular and hand weapon laws vary among CTs. In general, studio regions prohibit unauthorized weapons and vehicles; gang-ruled regions have no restrictions; civilian and business neighborhoods prohibit armed vehicles but not personal arms; in the Spanish-speaking regions, an open display of weaponry is encouraged, and weapon concealment is both a crime and a dishonor.

Duelling Facilities: Four arenas, numerous garages and truck stops.

Other Facilities: Six TV stations, numerous film studios, 20+ colleges, 250+ hospitals, one major and numerous minor airports, one major seaport.

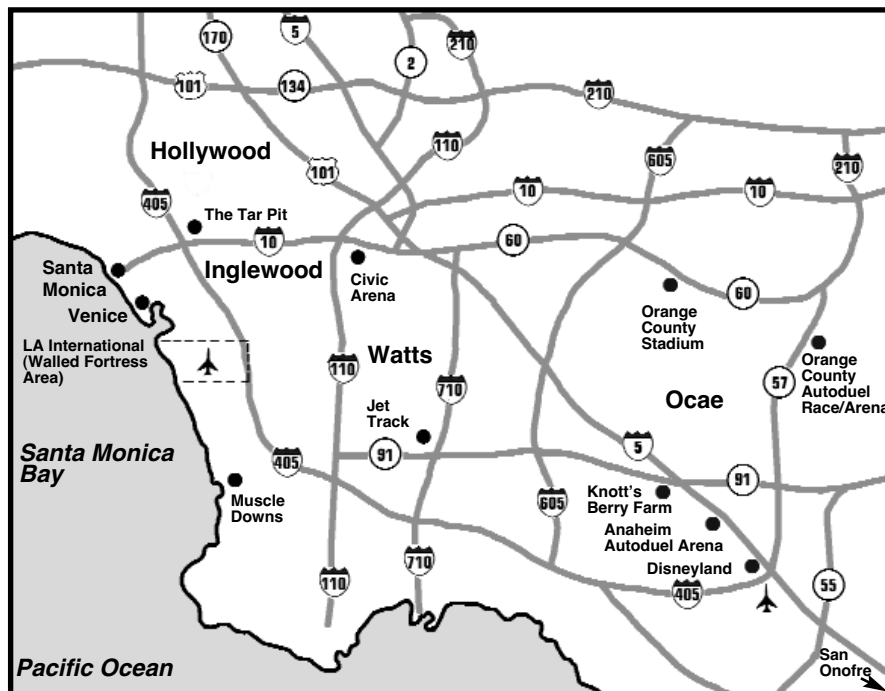
Los Angeles weathered the Food Riots poorly. City government collapsed in 2017; individual neighborhoods had to defend themselves from the rioting and looting. The studios fortified themselves, but many street gangs conquered the territories they'd claimed all along, and were never ousted by the outnumbered police. City Hall and its records were destroyed in the Thanksgiving Massacre (2017), riots and mass burnings.

Today, L.A. is a "compartment city," with more than one hundred regions governed by independent bodies (street gangs, citizens' groups, studios, police, unions, etc.), each of which contributes one member to the Civic Senate, which elects the mayor every four years. As you might expect, politics in L.A. are strange and messy, varying in rules and methods from area to area; it makes riveting TV.

Gang Activity: Heavy, in gang-ruled areas; gangs continue to have border wars to expand their territories. Note: these activities are legal under the laws of the neighborhoods sponsoring them.

AADA ADVISORY: In some Los Angeles neighborhoods, visitors are legal targets for extortion, robbery and murder. Violent crime is the norm.

LOS ANGELES



ROAD ATLAS &
SURVIVAL GUIDE

San Diego

Population: 560,000.

Description: San Diego exists only because of its prime port location and the tenacity of its citizens. The Naval Air Base has been abandoned. The local government is notoriously corrupt, and any illicit substance or activity can be found here. Many public officials have been bought off by organized crime.

If you're looking for a duel, just make a rude gesture at someone. Or head for the border and look for trouble; it's there.

Duelling Facilities: Balboa Auto Stadium (not AADA-sanctioned – drive at your own peril). There are several truck and auto service establishments.

Other Facilities: One airport, a seaport, numerous brothels and bars, an abandoned Naval Air Station, a TV station and two hospitals.

History: When refugees fled here from L.A., food supplies were already dangerously low. The situation was exacerbated by a flood of Mexican refugees soon after. Thousands were killed in the Food Riots of 2016.

The border became indefensible. The city was a battleground until 2028, when the Mexican Army pushed through and was met by the U.S. Army in Anaheim. The invaders were repelled back across the border.

This area has the most heavily patrolled border in the U.S. Many San Diego residents are members of the Voluntary Border Patrol, which is sometimes a bit overzealous in stopping the flow of illegals. Numerous deaths have been reported along the border since the VBP started patrolling.

Gang Activity: Heavy, as different factions of organized crime fight it out on the streets. Cycle gang activity is also heavy.

AADA ADVISORY: There is no law or justice in San Diego other than what you make for yourself. Expect no help from the police or anyone else.

San Simeon

Population: 165 (estimated).

Description: San Simeon is best known for Hearst Castle, a huge mansion overlooking the ocean. The lavish palace was built in the early 1900s by publishing mogul William Randolph Hearst. After the Food Riots, the castle was taken over by a huge assemblage of biker gangs who call themselves "Kane's Wraith." They, and their offspring, still occupy the fortress-like hilltop mansion. This gang rules much of coastal 101 between Morro Bay and the Monterey Peninsula in Northern California.

Duelling Facilities: None.

Other Facilities: None.

Gang Activity: Area under gang rule.

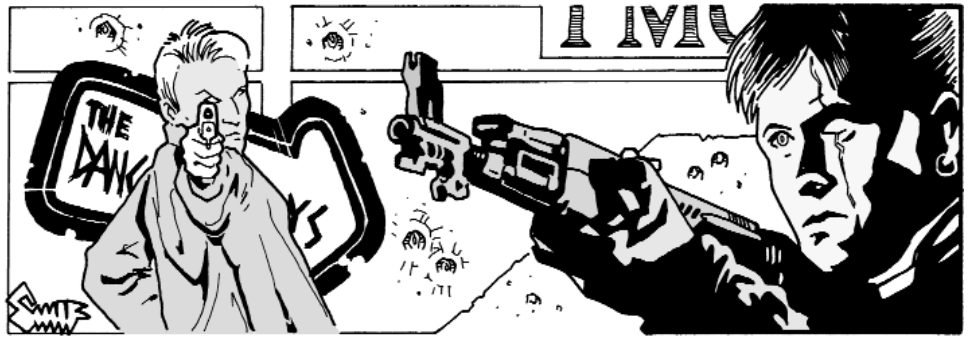
OREGON

Government: Democratic.

Police: Friendly, easy-going. Bribery Rating: +2.

Major Roads: I-5, I-84, US-97. Roads are Good to Excellent and the interstates are well-patrolled.

Facilities: Outside of the southeast, you will never be more than 50 miles from a well-stocked garage. There is little interest in autoduelling, as the state's residents have neither the time nor the money for it.



Violence Frequency: The average citizen of Oregon will be involved in violence once every three months. There isn't much bandit activity because of the economy.

Oregon has been struggling to get out of a 30-year recession. The economy is improving, but unemployed is still around 40%. The people have remained friendly throughout their trouble, and it's this pioneer spirit that makes the state outstanding.

Oregon is divided, both geographically and climatically, by the Cascade mountain range that splits the western third of the state from the rest. West of the Cascades, the weather is warm, but wet. The eastern portion of the state is dry. The winters are cold across the state, and the mountain peaks are snow-covered year round. The forests are a major source of the state's income, and there is also extensive agriculture along the Willamette River basin.

Huge desalination plants dot the coast, miles in length. Some of the water is piped into the eastern part of the state for irrigation. The plants were built with state funds, and the water is intended for Oregon only.

The Blight killed off most of the tough grasses in the southeast. The area is assumed to be uninhabited, although this isolation would be a perfect setting for Roanoke colonies (see p. 82).

AADA ADVISORY: The southeastern corner of Oregon is a wasteland – dry and nearly lifeless. This region is largely unexplored, and conditions there are assumed to be bad. Even the Oregon State Police stay out of the area.

Eugene

Population: 88,000.

Description: Eugene is a major lumber center and one of the few cities in Oregon with autoduelling interests. Nearby flood control dams form a series of scenic lakes that offer a variety of water sports.

Duelling Facilities: One small arena that doesn't allow rockets or lasers (to protect spectators). There are numerous truck and car recharge and repair stations.

Other Facilities: Logging company headquarters, two hospitals, a satellite TV receiving station and an airport.

Gang Activity: Light, and only from wandering bands – no gangs in the area.

Grant's Pass

Population: 9,400.

Description: This small town is holding on, thanks to the recent construction of an electronics assembly plant. Starguard, a company that makes autoduelling electronics for the Uncle Albert chain, is taking advantage of the depressed economy here to assemble target acquisition devices at a lower cost than in Silicon Valley.

Duelling Facilities: No arenas, but discount price (15% below normal) on targeting computers and software from Uncle Albert's catalog (Computer Gunners and Drivers excluded). There are also the usual auto/truck stops along I-5.

Other Facilities: One hospital and a small airport.

Gang Activity: Very light.

Medford

Population: 21,500.

Description: Medford is a major center for the state's lumber and fruit industries. The city is ruled with an iron fist by the Fascist American Rights Movement. This neo-Nazi group took over during the 2010s and has kept the town clean of trouble, violence and personal freedoms. The town government seems genuinely democratic, so it is possible that the citizens like it the way it is. Visitors are discouraged from staying for any length of time, and service facilities are limited. The town has drawn fascists from all over the country and has grown considerably in the last ten years.

Duelling Facilities: Medford Duel Arena, where occasional riots seem to be as popular as the autoduel events. There are a number of good service areas here.

Other Facilities: One airport, two hospitals and gorgeous mountain scenery.

Gang Activity: Minor, just some traffic from California.

Portland

Population: 245,000.

Description: The economy is recovering, the port is thriving, and industry is returning. I-5 runs through the heart of the city, and duelling is outlawed on the freeway inside city limits. Autoduelling is more popular here than anywhere in the state.

Duelling Facilities: Lewis and Clark Memorial Auto Stadium. There are a number of auto and truck facilities scattered throughout the city.

Other Facilities: A major airport, a seaport, three colleges, five hospitals (one with Gold Cross), museums, a zoological park, a TV station and one semi-pro combat football team.

History: Portlanders hung together through the hunger, the darkness, and the collapse of their country. Foresters and lumberjacks provided wood and potato farmers stopped exporting their crops. An algae plant, built by volunteers, began operating as soon as the technology was available. The '20s saw rise to a violent youth movement with groups of children participating in massive games of "Shootout." The games have continued and grown more risky over the following years. They now take place within city limits and involve automatic weapons.



Gang Activity: There are several teenage gangs in the old downtown section. These are mainly cycle gangs, but trikes are being used more and more often. Drive-by shootings are not uncommon.

WASHINGTON

Government: Democratic.

Police: Friendly. Bribery Rating: 0.

Major Roads: I-5, I-82, I-90. Roads are Good to Excellent.

Facilities: Except for the northeast, you will never be more than 50 miles from a well-stocked garage.

Violence Frequency: The average citizen of Washington will be involved in violence once every three months. Several gangs call the Olympic Peninsula their home.

Washington, like Oregon, is divided by the Cascade Mountain Range. The western part of the state is warmer, rainier, and far more populous than the east. The majority of Washingtonians live along the eastern shore of Puget Sound, a vast finger of the Pacific that cuts inland almost 100 miles.

The Sound isolates the mountainous Olympic Peninsula from the rest of the state. This area is virtually uninhabited, and contains the only true rain forest in North America.

The northeast is quite mountainous, with the Cascades turning east paralleling the Kettle Range. The southeast has the Blue Mountains, which extend up from Oregon. Just east of the Cascades in the midst of all these mountains in central Washington is a basaltic plateau. Once, huge seas of wheat grew here. Now, it is only sand. Only the western edge of this great plain is still green.

Bellingham

Population: 28,000.

Description: This ideal port is home to a sizeable fleet. Rumors place a home port for a band of pirates just north of town. The pirates have been preying on small unarmed freighters.

Duelling Facilities: Assorted recharge and service stations.

Other Facilities: A seaport, museums, a college and two hospitals.

Gang Activity: Some pirates (see above).

Olympia

Population: 26,000.

Description: Government is the number one employer, followed by the lumber and fishing industries.

Although Olympia is largely conservative, the western side of town is home to The EverGreen Space Collective, a former state college taken over by GreenSpace just after the Riots. TESC still operates the school, focusing on environmental issues and reactionary thought. Many of the students live in the surrounding woods in tepees or plywood shacks. The school has been investigated for both ARF and Green Circle connections, but the allegations have never been proven.

Duelling Facilities: Monthly meets in the parking lot of the Capital Mall. Some duels make their way inside the abandoned structure.

Gang Activity: Light. Olympic Peninsula gangs rarely come into the city, but visitors should be careful on the western outskirts.



Seattle Metroplex

Population: 1,900,000.

Description: The Seattle Metroplex is made up of numerous sections, suburbs and small towns. The economy here is based on a combination of high-tech industry and agriculture that was largely unaffected by the Blight. Fruit orchards are the most common agricultural business. The city is known for its scenic beauty, friendly people, delicious seafood and huge airship facilities; more dirigibles are manufactured here than anywhere else in the world.

Although autoduelling is outlawed within city limits, there is quite a bit of action after dark. In old urban sections, there are gang wars over turf and honor.

Most Seattle residents look down on Tacoma and often refer to the "Tacoma Aroma," a foul smell that is generated from the numerous wood pulp mills. This city rivalry has led to several riots in the grandstands at Autoduel events at the Sea-Tac Duel Dome.

Duelling Facilities: King County Autoduel Dome in downtown Seattle and the Sea-Tac Duel Dome, midway between Seattle and Tacoma.

Other Facilities: Four TV stations, numerous theaters and concert halls, over 200 hospitals (ten with Gold Cross), five universities, the Boeing Airshipyards, three breweries, several computer manufacturing firms, one airport and a wharf district.

Gang Activity: Moderate. However, these youth gangs are more interested in fighting each other than in taking on duellists.

Tacoma

Population: 98,000.

Description: Tacoma is still trying to clean up its image, but several administrations of corrupt politicians haven't helped the situation. The whole town seems to have a chip on its shoulder and resents being the butt of many jokes in Washington. Don't say anything that might be construed as an insult, or you'll face a challenge on the spot.

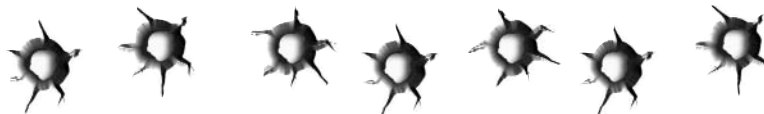
Despite the jokes, this blue-collar city of pulp mills and shipping is slowly making a comeback.

Duelling Facilities: Tacoma shares the Sea-Tac Duel Dome with Seattle. There are also numerous duellist-oriented shops and plenty of recharge stations and truck stops along the I-5 industrial corridor.

Other Facilities: Sea-Tac airport, a major seaport, numerous hospitals, two colleges and a major State Highway Patrol station.

Tacoma suffered the single largest tragedy of the Food Riot years. Hungry soldiers from Fort Lewis went AWOL and took a half-dozen AFVs with them. They attacked the food depot in Tacoma, firing into various buildings, including an overcrowded shelter for the homeless. When the battle was over, 15,000 refugees and Guardsmen had been killed. Many fled the area after the attack, but even more were killed in the ensuing riots.

Gang Activity: Moderate, with the Highway Patrol fighting a continual battle with hijackers and trike gangs. Motorists are advised against driving alone at night.



ALASKA AND HAWAII

ALASKA

Government: Governor-for-Life James Aubrey has been in office since the turn of the century.

Police: Travelers are unlikely to encounter police outside cities; state police patrolling the countryside use helicopters. Police are courteous and efficient, but can become scary and abusive at a moment's notice. Bribery Rating: -1.

Major Roads: See below.

Facilities: Between Fairbanks and Juneau, there are garages within 50 miles. In the north and west, there are very few places . . . if you can find them at all.

Violence Frequency: The average citizen of Alaska will be involved in violence once every four months. Gang activity is nearly non-existent.

If you can get to Alaska, congratulations. The Can-Am Highway is virtually nonexistent, the sub-arctic climate is unsuitable for most vehicles, and many places within the state are inaccessible by road. Light planes and pilots are available for hire if money is no object. Oil companies run the state and the governor runs the oil companies. Watch out for moose and caribou while driving – if you can even see them. In winter, visibility is little to none, and drivers going from Anchorage to Juneau never see the mountain cliff until they've driven off it.

Alaska is practically autonomous, as it is too remote to enforce federal law. As long as the oil keeps flowing, the federal government lets Gov. Aubrey do what he will. Currently, the



federal government is allowed to maintain small garrisons around the pipeline and naval bases on the Aleutian Islands.

A Separatist movement has grown over the last few years, looking to declare Alaska a free nation, but the governor fears the Japanese empire too much to endorse it. Meanwhile, eco-guerillas from the American Green Party have joined forces with Native American radical groups to form the Alaskan Revolutionary Army, which aims to disrupt the oil companies.

Alaska was not affected much by the Blight as it depended on fishing and greenhouse farming, but some rioting did occur. Duelling is illegal outside of arenas, although off-road duels take place all the time. Anchorage, the capital since the Food Riots, is *Street Legal* (see *EDSEL*, p. 85).



HAWAII

Government: Democratic. Gov. Daniel Kamehameha, descendent of royalty, has won the last three elections by landslides and is forming a political dynasty.

Police: Well-paid and arrogant. They'll arrest you for a bribe they consider insultingly low. Bribery Rating: +3, for bribes in the four-figure range, -5 otherwise.

Major Roads: In Good to Excellent condition.

Facilities: Garages are plentiful. Towing, like everything else on the islands, is very expensive. Plenty of boating facilities available.

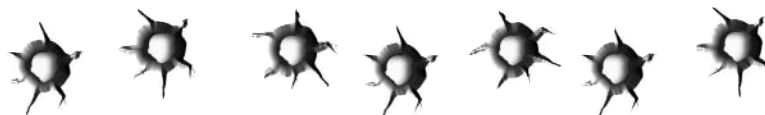
Violence Frequency: The average citizen of Hawaii will be involved with violence once every eight months. There are no gangs, although there is some pirate activity.

If you own your own boat or can afford the airship fare, Hawaii is a tropical paradise. A very, very expensive tropical paradise. Representatives of corporations around the Pacific Rim meet there with their American and European counterparts to wheel and deal. The bored rich rub shoulders with industrial spies while media stars mingle with smugglers and royalty. Anything is for sale, and information is the most precious commodity.

The governor has created strong trade ties with Japan, and there are rumors that he seeks a closer relationship with the Protectorate. The U.S. military has increased its presence on the islands in recent years. The Attorney General's office is continually investigating reports of coercion of government officials by Japanese interests.

Stringent quarantines prevented the Blight from completely destroying the state's sugar crops, but they were devastated nonetheless. The state economy weakened to the point where the Japanese were able to consolidate their hold on Oahu.

Buying islands is popular among the wealthy, and many are now privately owned. However, avoid Kahoolawe Island. It is uninhabited and used for target practice by the military. It is rumored to hold a secret military research base, with the target practice actually directed at intruders.



THE FREE OIL STATES

LOUISIANA

These nations are struggling governments, buoyed up by oil money and fierce, patriotic independence. Their numerous skirmishes and diplomatic ploys testify to deeply-felt animosity, but as yet, war is beyond their economic means.

Travelers should be aware of numerous and apparently arbitrary differences in customs regulations when passing between nations. Any whiff of criminal misconduct or immigration violations can lead to prompt imprisonment without charges, bail or legal counsel.

Food of any sort, including livestock, may not be imported to or exported from the United States, but no other trade restriction apply. The Free Oil States themselves don't worry about contraband, and their borders are mostly open, but some trade restrictions apply from time to time (usually after some border hostilities).

Government: Quasi-dictatorship with strong religious overtones. Presidents customarily elected for life, or multiple lives when clones survive, from a list of candidates approved by the Archbishop of Baton Rouge. The government strictly enforces Neo-Revivalist Charismatic Pentecostal Catholic morality.

Police: Generally polite, but demanding of a high level of respect. That respect starts with "sir" (or "ma'am") in every statement. Bribery Rating: +3, but this is countered by the general -3 reaction to lawbreakers, foreigners, minorities and nearly everybody else.

Major Roads: I-10, I-12, I-20, I-55. Most roads are Fair; some in the north are Poor. Roads in the south are non-existent. Roads in the southeast are kept above water by levees and elevated bridges.



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Facilities: Along the major highways, there are garages every 30 miles. Off these roads, there is one per 50 miles in the north, and practically no service at all in the south. Repairs are about 120% normal cost.

Violence Frequency: The average citizen of Louisiana will be involved in violence once every two weeks. Cajun violence is overplayed in the media – a friendly and polite stranger will be welcomed in the bayous, but a belligerent traveler may very well find himself swimming home through snake-infested water.

Duelling is absolutely forbidden on the highways, especially the elevated ones. State troopers will shoot to kill to prevent road duels. However, arena duelling is popular.

Alexandria

Population: 4,000.

Description: Alexandria has a number of inexpensive truck stops and garages. Unfortunately, trucks and boats are often hijacked in the area, and victims have reported finding pieces of their vehicles in Alexandrian parts stores. The local sheriff has been investigating these rumors but hasn't uncovered any concrete evidence.

Duelling Facilities: All truck stops sell ammo and make repairs.

Other Facilities: One of the truck stops has a small clinic. Gold Cross can make helicopter pick-ups here from the facilities in Baton Rouge.

Gang Activity: High, both on Hwy 167 and on the Red River. The city is vulnerable to raids from cycle packs in Mississippi. The sheriff refuses to call for National Guard reinforcements, preferring to handle the situation himself.

AADA ADVISORY: Alexandria is a haven for cycle gangs and river pirates. Avoid travel through this area, if possible.

Baton Rouge

Population: 500,000.

Description: A river port, the city derives most of its wealth from shipping and oil refining, with tire production and petrochemical manufacturing a close second and third. Fumes from the refineries hang over the city, trapped in the hot, humid, stagnant air. The citizens live huddled inside the tall levees that keep the swamp waters from reclaiming the land; massive pumps hum day and night to handle the inevitable leaks.

Duelling Facilities: Oxbow Downs hosts both off-road and boat combats, and is the home of the national AADA headquarters.

Other Facilities: The Baton Rouge Port, where most of the truck stops and garages are located. There is a minor airship port. The Louisiana National University is a miniature city with its own government and facilities. There are several hospitals in Baton Rouge, as well as one local TV station, owned and operated by the state government.

Fish and fowl from nearby swamps and the Mississippi helped the city's residents weather the Food Riots. As the state slowly sank into the swamps, the system of dikes that keep Baton Rouge dry were built. The walls kept the city safe as well during the '20s, when

river pirates and overland raiders ravaged most of the surrounding countryside.

Gang Activity: Light. The military keeps boat gangs to a minimum, while police patrol the local roads carefully.

Monroe

Population: 15,000.

Description: Louisiana purchased a ConTexCo algae plant and set it up here to feed millions of residents. The genetically-engineered algae, grown in vast, shallow tanks, is processed into a wide variety of tastes and textures.

Duelling Facilities: Several truck stops and garages.

Other Facilities: Limited emergency medical facilities; for most services, travelers make the 80-mile trip to Shreveport.

Gang Activity: Heavy. The police do their best to patrol the area, but bandits from Mississippi and Arkansas constantly swarm over the border.

New Orleans

Population: 250,000.

Description: Devastated by the Food Riots, New Orleans was the subject of a strong government reconstruction program during the 2020s. The French Quarter and Superdome were rebuilt, the fine old houses restored, the port reopened. Although the cost was extravagant for the poor nation, Louisiana could once more take pride in its chief port and tourist attraction.

Duelling Facilities: The Superdome is a fully-equipped arena, which also hosts boat events. There are dozen of truck stops and garage facilities.

Other Facilities: Several hospitals, two TV stations, a minor airport.

History: When Hurricane George flooded southeast Louisians in 2009, the construction of hundreds of levees and dikes kept New Orleans habitable. Then the Food Riots devastated the city, destroyed roads, and kept food out and people in. "Cajun pork" (human meat) became a common dish.

President Stevenson's reconstruction programs restored order to the city, and one of the first projects was a major reclamation effort to return the *Vieux Carre* (the French Quarter) to its former grandeur.

Gang Activity: Light, due to an authoritarian police force. Police can be deadlier than gangs; caution and extreme courtesies are advised.



Shreveport

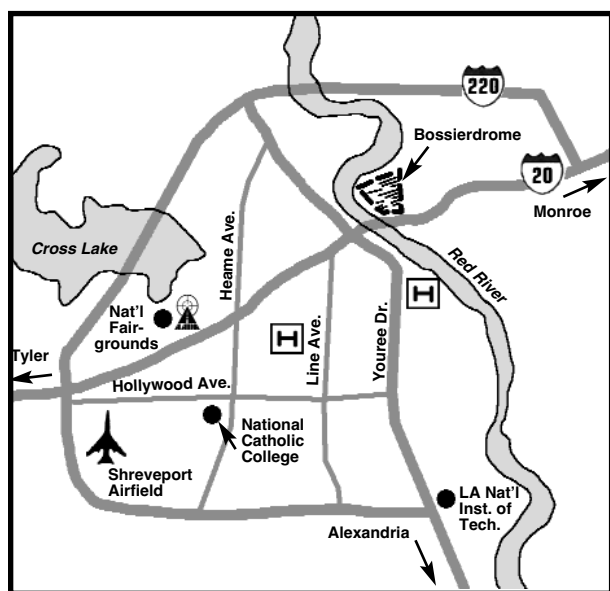
Population: 750,000.

Description: Shreveport boasts many of the few remaining oil equipment manufacturers in the world. Furthermore, Artech, one of the largest weapons and munitions producers in North America, is based here. Monroe, to the east, keeps the city well fed.

Duelling Facilities: The Bossierdrome is a unique arena: the walled-off downtown district of a nearby city. There are numerous truck stops and garage facilities, and wholesale outlets sell ammo and weaponry for only 60% of the national average.

Other Facilities: The second largest Louisiana National Guard base, the national headquarters of the Air Guard, two hospitals (both with Gold Cross), two TV stations (one private, one owned by the National Guard).

Gang Activity: Light. The National Guard patrols the area heavily, and no bikers in their right minds would even attempt violence here. Of course, many bikers *aren't* in their right minds.



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OKLAHOMA

Government: Parliamentary plutocracy. The Presidency is an elected office; voting privileges (shares in Oklahoma, Inc.) are sold on the Oklahoma Stock Exchange.

Police: Varies. The Highway Patrol is polite, efficient and not very lenient; bribes are expected and expensive. Bribery rating: +4. The Osage Reservation Police (OSP) more closely resemble corporate security forces in caring for tribal interests. They do not take bribes . . . at least not from non-Indians.

Major Roads: I-44, I-35, I-40. Roads are generally Poor. I-44 from Oklahoma City to Muskogee is a well-patrolled toll road (\$50 per wheel).

Facilities: On patrolled roads, fully-equipped garages may be found every 50 miles. Emergency stations are found every ten miles and charge 100% more than the North America average.

Violence Frequency: The average citizen of Oklahoma will be involved in violence once every six weeks. The most common punishment is indentured servitude, handling tasks that no one would do voluntarily. There's a saying: "In Oklahoma, the rich don't rule the poor – they *own* them."

Pay attention to weather forecasts. Winter and summer temperatures reach both extremes. It isn't unusual for a major snow storm to come screaming across the plains in winter, and paralyze traffic along the wide-open stretches between towns. In summer, tornado-spawning thunderstorms roar through Tornado Alley (most of Oklahoma) with little notice.

AADA ADVISORY: Use of dropped weapons of any kind is a capital offense. Take care when duelling as the police have been known to come to the defense of wealthy residents, even in legitimate duels.

Muskogee

Population: 125,000.

Description: Muskogee consists of little more than the industries: algae-food production, weapon sighting systems, armor glass, metallurgy and oil production. Muskogee is also a major river port, with extensive commerce traveling down the well-patrolled Arkansas River to the Mississippi.

Duelling Facilities: Muskogee Fairgrounds and Family Emporium duelling center is located here. Gasoline events are standard fare, as Muskogee draws some of the finest duellists in the world. An official AADA arena, where only standard electric events are held, is near the Fairgrounds.

Other Facilities: The Fairgrounds have first aid and Gold Cross holding facilities. River port, minor airport, one TV station (MuskogeeVision).

Gang Activity: Light. No organized activity, only random violence from the unemployed.

New Tulsa

Population: 250,000.

Description: Built after the war, New Tulsa is an oil town and very much a corporation city.

Duelling Facilities: New Tulsa Coliseum.

Other Facilities: National AADA headquarters, university; hospital, airport, one TV station. Raptureland Amusement Park is built on the ruins of an old theological university, and features born-again Christian theme rides, games and exhibits.

Gang Activity: Moderate. Local gangs include the Rogues (a cycle society which cooperates with the local refineries, doing security work and riding with convoys) and the Outsiders (a typically dangerous predator gang).

Oklahoma City

Population: 1,500,000.

Description: Oklahoma City is the most prosperous city in the Free Oil States. It is the nation's capital and the financial center, and it serves as a major convention center.

There is a bitter rivalry between the New Tulsa and Oklahoma City upper classes. The workers, of course, are too busy to care, but the rich take the competition very seriously. Most of the time, the rivalry takes the form of artistic competition, but sometimes it manifests itself as duelling competitions between the towns' idle rich, with numerous \$100,000+ duelling machines duking it out on I-44. Duelling is illegal, but, as always, the rich can get away with anything.

Duelling Facilities: Remington Duelpark.

Other Facilities: As the center of government, Oklahoma City has offices of every major national corporation. Many of these companies also have full-fledged manufacturing compounds here. This city has a public hospital (with Gold Cross)



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SURVIVAL GUIDE

and an independent TV station. Many of the city's truck stops are located at the airport.

History: In 1995, Oklahoma City was the site of the USA's worst terrorist attack. The National Guard, the Highway Patrol, local militia and autoduellists stood ready during Black February through the 50th anniversary date of the bombing to destroy any suspicious vehicles on sight, but there were no incidents.

Gang Activity: None, due to the heavy concentration of corporate security and the Highway Patrol headquarters.

TEXAS

Government: Democratic.

Police: The Texas Rangers, elite military police/commandos, are very efficient; local police are less efficient, but friendlier. Bribery Rating: +2 for local police, -5 for Rangers. Note: Local police will be offended by *monetary* bribes; friendly gifts, such as tobacco, are better choices.

Major Roads: TX1, TX2, TX6. Roads are Fair to Poor, generally unpatrolled. Be aware of the weather – the Panhandle suffers from the same blustery winters as does Oklahoma.

Facilities: In east Texas, you will never be more than 50 miles from a well-stocked garage. In west Texas, the figure is 100-150 miles. Gas is usually available in cities, sometimes on highways.

Violence Frequency: The average citizen of Texas will be involved in violence once every week. Most violence is of the barfight-duel sort. Every adult in Texas packs a gun, and Texans are famed for their short tempers.

Arlington

Population: 850,000.

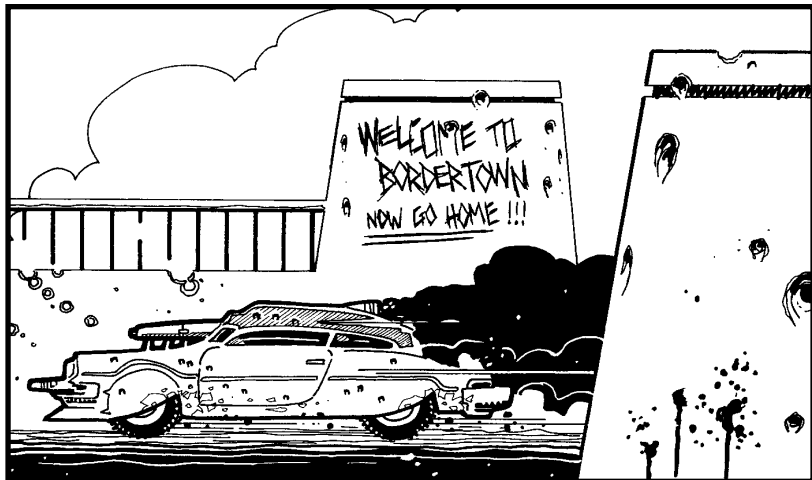
Description: Arlington is the largest city of the Republic and the national center for food and mechanical production.

Duelling Facilities: Arlington Autoduel Arena, DFW Airport Arena.

Other Facilities: One airport (extensive airship housings), eight hospitals, University of Arlington (heavy duellist curriculum), two TV stations.

The Food Riots devastated large sections of Dallas and Fort Worth, and many residents and industries gravitated to Arlington, a small town situated between the two. Dallas and Fort Worth are making remarkable comebacks, but there is no doubt which city is the center of the metroplex today.

Gang Activity: Light.



Austin

Population: 200,000.

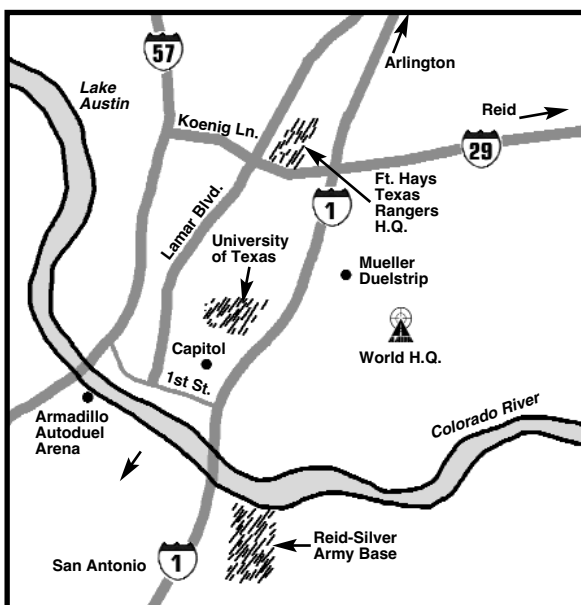
Description: Austin, state capital of the Republic of Texas, is a medium-sized city broken down into several individual quadrants, including a fortified, downtown business and government center in which no duelling vehicles are permitted.

Duelling Facilities: Armadillo Autoduel Arena, Mueller Duelling Arena, numerous garages.

Other Facilities: University of Texas, Austin Medical Center and three other hospitals, one combat football team, Reid-Silver Airfield and Reid-Silver Army Base, Texas Ranger headquarters, Star Commandos mercenary force headquarters, one TV station.

Gang Activity: Moderate. Encounters are usually with the Pachucos gang based in San Antonio.

AADA ADVISORY: Visitors are warned to avoid the residential section northwest of town, known as the Ruins by the locals. It holds nothing of interest or value, and has an unhealthy number of desperate, violent people.



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Houston

Population: 175,000.

Description: Houston is a broken, violent shadow of its former glory. With the exception of one fortified area around the Rice University-Medical Center area, it is a ruin.

Duelling Facilities: No AADA-sanctioned arena.

Other Facilities: The RiceMed fortress area contains one of the finest medical facilities anywhere, as well as complete garage facilities and a TV station. The Houston Intercontinental Airport handles some airships and private aircraft.

Gang Activity: There are hundreds of gangs operating in the area, many running small sections of turf in the suburbs.

AADA ADVISORY: Downtown Houston should not be entered under any circumstances. The suburban areas to the north and west of the city should also be treated with care.



CANADA

Population: 35,500,000

Government: Parliamentary; although technically still a member of the British Commonwealth, that organization has no real authority.

Police: The Royal Canadian Mounted Police are friendly and overly courteous. (See sidebar, p. 86.) Bribery Rating: -5.

Roads: Major highways generally Good, city roads often Excellent, back roads generally Poor.

Duelling Facilities: The AADA is very strong in Canada,

and so duelling facilities are on a par with the U.S. Midwest. Although Gold Cross has offices one in five cities (Toronto, Ottawa, Calgary, Edmonton and Vancouver), hospitals elsewhere will prepare and store bodies according to Gold Cross guidelines but will *not* transport them.

Canadian duels are generally non-lethal: honorable surrender is the prevailing custom. Canadian drivers don't care for unnecessary duels and may ignore some rudeness; do not mistake this for cowardice or lack of duel proficiency.

Gang Activity: Moderate, mostly backwoods. Two notable gangs include the Libertines (regarded by the people as Robin Hood-type folk heroes) and the more criminal Jets. Gang activity is kept in check by the RCMP's fully modernized equipment and tactics.



QUÉBEC

Population: 4,700,000

Government: Democratic.

Roads: Generally Good.

Description: Despite what the residents would tell you, Québec is very similar to the rest of Canada. The only difference is that French is the official language.

Duelling Facilities: Generally good. The AADA is well-established in Québec; the first AADA World Champion, the late Jacques LeBlanc, was from Québec City.

Other Facilities: Generally similar to U.S. East Coast.

History: Québec declared independence in 2010. After brief, but fierce, fighting, the U.S. mediated the Treaty of St. Lawrence, which permanently assured Québec's independence. The first thing the new government did was institute French as the official language, barring English in all "official" communication, extending to everything from contracts to menus. In addition, residents have a very superior air toward English-speakers (police in Québec have been known to ignore cries for help that are made in English). For this reason, fluency in French is a survival skill for the traveler – every bit as much as trusty aim.

Gang Activity: Moderate, slightly higher in backwoods regions.



THE UNITED MEXICAN STATES

Population: 22,000,000

Government: Pseudo-medieval chieftains run each fortified city and promise support to underlings (lieutenants) who in turn provide men and economic support. The *jefes* war or cooperate as they please. Matamoros acts as the diplomatic center of Mexico; envoys from all the Mexican fortress cities, and ambassadors from other nations, meet here.

Duelling Facilities: Negligible. Most fortress towns have adequate garage facilities but charge outrageous prices – and are backed by the local law.

Other Facilities: Most fortress towns have minimal health care. Law enforcement reliability and integrity is generally determined by the city jefe; a moderate and honest jefe will usually have essentially honest enforcement lieutenants.

History: Mexico experienced total economic collapse in 2000. After years of being ravaged by American cycle gangs, the Mexican communities, organized by individuals jefes, fortified and began repelling the American invaders.

Gang Activity: Moderate between fortress towns. Some *jefes'* raiding activity is indistinguishable from gang raids.

Roads: Poor to Off-Road.



THE COMMONWEALTH OF AUSTRALIA

Population: 21,000,000, plus approximately 7,500,000 refugees.

Government: Constitutional monarchy. The upper house of Parliament is the Senate; the lower house is the House of Representatives. The Prime Minister is the leader of the party or coalition of parties with a majority in the House.

Description: Australia survived the Blight intact and now has strict quarantines in effect in every state and territory to

keep it from entering the continent. Asian refugees making it to the mainland are kept in the Northern Territories.

Australia manufactures cane oil, textiles, steel, paper, aircraft and vehicles. The mines provide coal, gold, iron, copper, uranium and lead. Its farms are major suppliers of wool, meat, dairy produce, wheat, corn and sugar.

Quarantine Restrictions: Strict quarantines are in effect across the continent to keep the Blight out. Ships must be certified Blight-free before they are allowed to unload.

ADAA (AUTODUEL ASSOCIATION OF AUSTRALIA) ADVISORY: Travel in the desert is always hazardous. Check with local ADAA chapters for information on spare parts, tools and equipment to be carried. For safety, notify the ADAA of your intended journey and destination; advise the ADAA of your arrival. The Pamphlet "Survival in the Outback" is obtainable from all ADAA offices.



5 THE AUTODUELLIST

CHARACTER CREATION

GURPS Autoduel PCs should be built on 100 character points, taking up to 40 points in disadvantages and 5 points in quirks. Characters that never get out of the car might believe that only IQ and DX are important, but the first time they're ambushed by cycle gangs and invited to take on the gang's champion hand-to-hand (or hand-to-chain or hand-to-club or . . .), they'll learn better. Don't ignore ST or HT; it could save you a clone.

Character Types

Anarchist

The true anarchist doesn't recognize any authority, and doesn't want anyone (particularly any government) telling him what he can or can't do. A lot of human scum claim to be anarchists, but the true anarchist stands apart in his belief that government isn't wrong because it prevents him from doing what he wants – government is wrong because it prevents *everybody* from doing what they want! True anarchists also either believe that “might makes right,” or “your rights end where mine begin, and vice versa.” This can make them either dangerous psychos, or anti-government Robin Hoods, depending on their views.

Advantages: Since anarchists are generally on the move and usually under surveillance by the forces of encroaching government, advantages such as Danger Sense, Acute Senses and Combat Reflexes will be a plus. For those wanting to sway opinion, Charisma and Voice are invaluable. For almost any anarchist, Alternate Identity or Zeroed are lifesavers. Social status is good for the anarchist in politics.

Disadvantages: Fanaticism is required. Intolerance (of government) and Enemies (government agents, or even other anarchists with different views!) are common.

Skills: For combat anarchists, see Assassin, Gunner, Mercenary and Terrorist, as appropriate. Non-combat anarchists will be more interested in swaying others to their cause, and will have social skills like Bard, Detect Lies, Diplomacy, Politics, Fast-Talk and Teaching . . . as well as the necessary combat skills to survive!

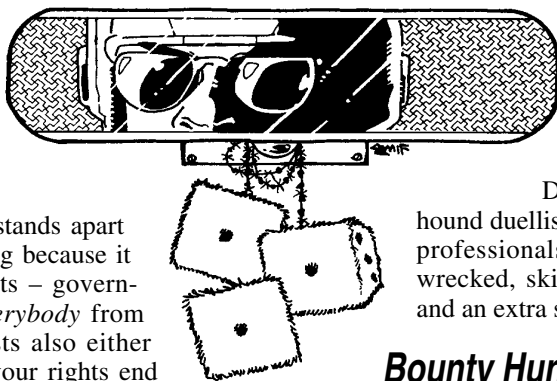
Arena Duellist

The darling of the *Autoduel* world, the arena duellist is a professional driver who makes his fortune (or loses his car, limbs, or even life) in the autoduellling arena. It can be a pretty good life; successful arena duellists live like kings, or at least like celebrities, off prize money and product endorsements. On the other hand, it's a good way to die young.

Advantages: Combat Reflexes are highly recommended. For the glory boys, Appearance and Charisma can boost popularity. Among successful duellists, Wealth, Reputation and Social Status are common. Sponsored duellists have Patrons, of course. For all duellists, Rapid Healing can be very handy . . .

Disadvantages: Physical disabilities are uncommon as they tend to force retirement, although many arena duellists develop psychological problems. Some duellists make Enemies in the arena, although most survive the circuit longer if they keep it impersonal. A poor Reputation and Poverty go well together. Sponsored duellists pay for Patrons with Duties. Odious Personal Habits abound.

Skills: Requisite skills are Driving and appropriate Gunner. Media-hound duellists have Acting or Performance; the grim professionals are skilled in Tactics. If your car is wrecked, skill with Guns will become necessary, and an extra skill level of Running can save your life.



Bounty Hunter

In the still largely-lawless world of *Autoduel*, there is plenty of room for criminals to hide, and there are plenty of bounty hunters looking to collect the rewards for them. A mobile bunch, bounty hunters depend on their wits and combat skills to “bring ‘em back alive.” Or dead.

Advantages: Bounty hunters are usually on the move; Absolute Direction helps. Alertness, Combat Reflexes, Danger Sense, Extra Hit Points, Rapid Healing and Toughness are all handy. Some bounty hunters are actually government agents, with Legal Enforcement Powers and (sometimes) Patrons.

Disadvantages: Poverty is common among bounty hunters. So are Enemies, poor Reputations and non-crippling psychological disadvantages.

Skills: Combat skills are necessary. Some bounty hunters prefer to stick to hand weapons, while others use vehicles. Area Knowledge, Navigation and Orienteering are helpful in getting to where the hunted hide; Fast-Talk, Interrogation, Intimidation, Poisons (non-lethal, usually) and Streetwise help to find where they are hiding.

Commando Scout

These are members of the youth organization described on p. 91. PCs can be either troop members or troop leaders.

Advantages: Scouts have a Reputation – +2 from honest citizens, -2 from outlaws. This is free, and doesn't count against disadvantage limits.

Disadvantages: Scout troopers can be age 13 to 18; if under 16, they have the Youth disadvantage. Troop leaders have multiple Dependents (50 points, appears on 12 or less) – the whole Scout troops. This is worth 24 points. Other good disadvantages are Honesty and Sense of Duty.

Skills: Scouts usually have a lot of skills, at low to medium levels. These include outdoors and survival skills, combat skills, and even some archaic skills like Black Powder Weapons and Bow.

Company Man

“Company man” is a term with a lot of meanings. This PC is an employee of a company, corporation or even the government. He serves as a field agent to look after his patron’s interests. These agents tend to fit the “superman” image, because they have to know a little bit about everything, and they’re frequently on their own.

A player making up a company man should choose an employer and a field of expertise that pertains to his job (investigator, field scientist, negotiator, etc.).

Advantages: Patron is a necessity, but Patron intervention should never occur more frequently than a 12 or less without excellent reason (in short, the agent had better be very important to the company). Other advantages should be tailored to the character’s specialty. Rank is a possibility, representing his relative level of importance to the company, and the level of resources that he can command.

Disadvantages: Duties are mandatory. Other good disadvantages include Sense of Duty to company and Intolerance (towards those who threaten the company).

Skills: Company men need a lot of skills. Because they work alone, they need Driving and combat skills, as well as Diplomacy, Fast-Talk, Savior-Faire and some knowledge of Administration, Navigation and the sciences. Occupational skills will be higher – a negotiator would be more adept at the social skills listed above than a scientist, for instance.

Computer Hacker

The great world-wide computer networks are a thing of the past, smashed by the Worm and the downfall of the civilization that made them. But as long as there are computers and phone lines, there will be hackers. Computers are still linked in the 2040s, but their remote access security is paranoid in the extreme. Likewise, depending upon the sensitivity of the information, the hacker may find a virus in *his* system or get a visit from several gentlemen with lots of questions.

For this reason, the hacker of the 2040s tends to be mobile, both in the sense of operating out of the back of a moving van and by breaking in to the physical location of the system and doing his work directly, where internal security usually isn’t as intense.

Advantages: Lightning Calculator and Mathematical Ability are useful.

Disadvantages: Overconfidence, Impulsiveness and Youth are appropriate. Color-Blindness, Deafness and Stuttering are interesting choices that wouldn’t inhibit a hacker too much. Mobility-affecting physical disadvantages are unlikely if they wish to break into the physical locations.

Skills: Computer Hacking, Computer Operation, Computer Programming, Electronic Operation (security systems), Traps/T28 and Lockpicking/TL8 are all essential. Those hackers more interested in trashing and social engineering can take lots of Stealth (sneaking in), or Acting and Disguise (infiltration).

Courier

Sometimes a fax just isn’t good enough or secure enough. In a world of uncertain communications, where anyone might be “listening,” couriers are still used to convey vital and confidential information from one place to another. They try to avoid combat – their job is delivery, not fighting – but they can and will fight if they have to.

This job description also includes other sorts of delivery personnel who have to brave the roads carrying valuable cargo like pharmaceuticals – or pizza! Likewise, the paperboy is more likely to be on a motorcycle than a bicycle. And even in 2047, through snow and sleet and hails of bullets, the mail must go through – and mailmen/postal workers don’t have to be ticked off to carry assault rifles.

Advantages: Alertness and Danger Sense are worth more to couriers than Combat Reflexes. If you can see the danger coming, avoid it! Patron (USPS) is required for mailmen.

Disadvantages: Glory Hound and Impulsiveness are common to the breed. Couriers are used to taking chances, and often appear reckless and foolhardy to others.

Skills: Driving, Motorcycle or Pilot, as high as it can be reasonably bought. Gunner skill in chosen weapons; courier vehicles tend to be built with simple weapon arrangements and lots of ammo for the long haul. Area Knowledge and Navigation are essential.

Gangster

Organized crime never died, it just took a short vacation. During the Blight years, some crime organizations actually became real protectors in order to defend their turf from hostilities . . . in some cities, mob protection money was handled rather like defense taxes!

With the economic resurgence, organized crime is on the rise again. This time, it’s getting in on the ground floor. There are still protection rackets, numbers-running, gambling and prostitution as well as bootlegging microgames and computer crime, but most of the mob money is heading into industrial rebuilding and investment – where the real money is to be made.

Of course, wherever there’s money to be made, organized crime is there; perhaps some “points” shaved off of an autoduelist’s score, or some bootleg military hardware to be run to Mexico, or rigging a commercial combat, or even “influencing” distributors to carry the latest mob-sponsored micro. There’s plenty of room for the modern gangster in Autoduel America.

Advantages: A Patron (the organization) is mandatory. If you’re playing muscle, Combat Reflexes, Extra Hit Points, High Pain Threshold and Toughness are suggested. If you’re playing a negotiator or mob “businessman,” Appearance and Charisma are good ideas. Some mobs, those which acted as defenders during the Blight years, even carry good Reputations among the locals!



Disadvantages: Duties to the organization are mandatory disadvantage (and the penalties for shirking those Duties are extremely severe . . .).

Skills: Combat skills, Driving, Intimidation, and Streetwise are good muscle skills. Detect Lies, Diplomacy, Fast-Talk, and Savior-Faire are good for mouthpieces.

Gunner

A gunner rides “shotgun” on a vehicle. Gunners are necessary on everything that carries more than one set of guns: cars, trucks, aircraft, boats, ships, etc. The advantage of a gunner is not only that of additional weapons fire; gunners tend to make up for their mediocre driving/piloting skills by being deadly shots.

Advantages: Combat Reflexes and Alertness. The gunner is an extra pair of eyes, as well.

Disadvantages: Blindness is naturally prohibited.

Skills: Gunner, at a high level; usually several types. Some Driving or Pilot skill (as applicable). Some Armoury/TL 8, specializing in vehicular weapons, and Electronics Operation.

Investigator

There is plenty of criminal and secret activity in Autoduel America; easily as much as there ever was, and there are fewer authorities around to keep up with it. The investigator could be a private detective, a peace officer or even an investigative reporter who gets his own stories.

Advantages: Danger Sense, Extra Hit Points, Intuition, Luck, Rapid Healing and Toughness are all useful. Peace officers need Legal Enforcement Powers.

Disadvantages: Enemies are a must; every investigator makes ‘em. A lot of investigators are Stubborn, and some even have a Sense of Duty to their client or employer, or even to The Public’s Right To Know.

Skills: Area Knowledge, Brawling (or Boxing, or a martial art), Computer Operation, Criminology, Detect Lies, Fast-Talk, First Aid, Guns, Interrogation, Research, Running, Shadowing, Stealth and Streetwise.

Mechanic

With so many cars, trucks, helicopters and airships moving around, someone has to get them moving when they break, or keep them from breaking down. That’s the mechanic’s job, and there are certainly enough jobs to go around.

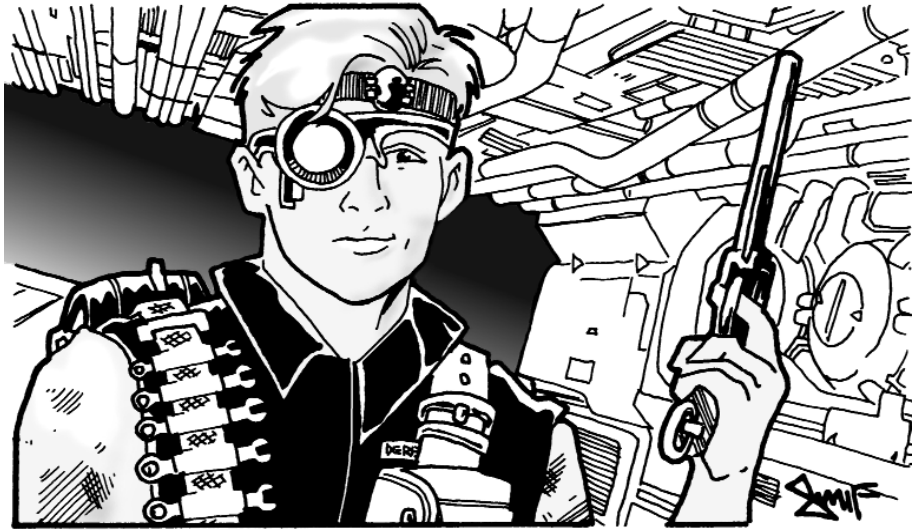
Advantages: A good Reputation can bring in more business than anything else.

Disadvantages: Stubbornness is a stereotypical mechanic disadvantage. NPC mechanics always seem to have Absent-mindedness (“Now where did I put that Johnston rod?”)

Skills: Mechanic (either for cars and trucks, maybe for gas-powered vehicles, or helicopters), Electronics, Merchant and Axe/Mace if you want to use that wrench as a club.

Medic/Ambulance Driver/Samaritan/HERO

There are a lot of ways to take someone apart in Autoduel America. However, medical science can put you back together again if you’re reached in time. Thanks to compact modern tech-



nology and computer diagnosis and databases, the 21st-century medic has the services of a 20th-century hospital in the back of his ambulance. Many medics cruise the roadways and the skyways, hoping to get to the victims of vehicular violence before it’s too late.

A special class of medic is the samaritan, who devotes his life to bringing medical help to the needy, for no more than they can afford. A HERO (see p.92) flies in to get victims that only a ‘copter could get to.

Advantages: A lot of samaritans have good Reputations; these people are even more honored than good mechanics. Many medics have Strong Wills; they go through a lot to get to their patients.

Disadvantages: Samaritans usually have Codes of Honor (help those in need; -5 points) and many are Pacifists (will not start fights).

Skills: Chemistry, Computer Operation, Diagnosis, Driving, Electronics Operation (mediscanners, medical equipment), First Aid (very high level) or Physician, Pilot, Poisons and Surgery.

Media Star

Even during the Blight years, TV transmission never died out. Television was an instrumental part in the recovery, passing on information almost instantly. It’s still the most popular form of entertainment, and big, big business. Media darlings are made overnight, and fade almost as quickly . . . but it’s a wonderful time while it lasts.

Advantages: Appearance, Charisma, Voice. A Patron can make things easier, but will expect you to deliver an audience.

Disadvantages: Greed, Jealousy, Vanity, Glory Hound. Maybe Enemies (who did you step on on your way up?) and Secrets (and what promises did you make on the way?).

Skills: Acting, Bard, Performance. For journalists, Journalism (professional skill) or Meteorology for weathermen. For sportscasters, experience in the sport being covered is helpful, but never required.

Mercenary

Autoduel America is virtually a mercenary’s paradise: lots of people wanting the services of a professional soldier, lots of good equipment, lots of wealth to be earned, and good support facilities. The only down-side is that the opposition is usually as well-armed and tough as you are . . .

Advantages: Combat Reflexes, Danger Sense, Toughness, Ally Groups, Contacts.

Disadvantages: Enemies, physical disabilities, odd phobias (combat stress does strange things to some people).

Skills: Lots of combat skills (Guns, Gunner, Driving), Accounting, Diplomacy, Fast-Talk, First Aid, Leadership, Running, Stealth, Tactics and possibly some of the weirder military skills like Intelligence Analysis, No-Landing Extraction, Parachuting and Strategy. For cadre missions, Teaching is required.

Police Officer

The last guardian of civilization is the law enforcement officer, whether he be the marshal, the highway patrolman, the military cop or a local appointed by his neighbors.

The life of a cop in Autoduel America is often nasty, brutish and short. As a symbol of law and order, a cop is a natural target for any violent anarchist.

Police officers range from highway and urban patrol officers to the legendary KC-1 Enforcers and Texas Rangers. The main differences rest in training, equipment and attitude (some would say level of fanaticism).

Advantages: Legal Enforcement Powers are, of course, required. Alertness, Ally Group (other police), Combat Reflexes, Contacts, Luck, Reputation and Toughness can all be useful. They may have Patrons (the police departments); rank is also a possibility. Good Reputations usually follow the neighborhood beat cop.

Disadvantages: Duties are mandatory; the peace officer serves the public. Enemies are likely. Some crooked individuals have either bad Reputations or Secrets (On the take).

Skills: All police require combat skills (Guns, Gunner, martial arts, Driving, Motorcycle, etc.). Additional skills that may help include Administration (cops spend a lot of time doing paperwork), Criminology, Detect Lies, Fast-Draw, First Aid, Forensics, Interrogation, Intimidation, Knife, Law, Running, Shortsword (for baton) and Streetwise.

Private Security Officer

There never seems to be a cop around when you need one. That's why small businesses and large corporations alike hire their own security. Naturally, the larger the company, the bigger the security detail. The larger ones are really private armies.

Advantages: Alertness, Combat Reflexes, Toughness and Patron (the company).

Disadvantages: Duties and Enemies, naturally. Bad Temper, Bully, Gigantism and Intolerance are all good. (Don't ever cross a seven-foot, intolerant bully with a bad temper!)

Skills: The usual combat skills (Guns, Gunner, Driving, etc.) as well as Fast-Draw, Interrogation, Intimidation, and Knife.

Repo Man

Sometimes duellists buy cars with other people's money, and a misunderstanding arises about repayment. This is a tough problem for the lender, and the solution is the repo man. The repo man separates the duellist from his car as quickly and quietly as possible. Repo men aren't interested in duelling directly – after all, a destroyed car is of little value.

Advantages: Danger Sense, Acute Senses and sometimes Luck are all good. Repo men also possess legal powers; they can break into and secure any cars they have the titles to, and take reasonable steps to defend themselves.

Disadvantages: Social Stigma, Overconfidence and a mild Phobia of dogs are all common.

Skills: Driving, Guns, Gunner, Lockpicking, Shadowing, Stealth, Traps and Mechanic are good. Acting and Fast-Talk help when someone finds you under "their" hood.

Road Duellist

The first duellists were those on the roads, and some argue that's where the best still roam. To them, anyone can chase an opponent around a wide arena, but how many could survive flaming death on a four-lane highway pushing their plants to the limit? There's a reason why live highway duelling brings in the best ratings on TV.

With UBN actively seeking out these conflicts, there has been a resurgence in the number of duellists taking to the interstates. Once they sought salvage, now they seek riches and fame. Actually, their credo is somewhat hollow, as those who achieve fame through repeated sightings by helicams, often take to the arenas to maximize their exposure. As road duelling is usually illegal, the autoduel circuit is also a way of going straight.

Road duellists who are looking more for recognition than cashing in on a quick kill usually tend to fight outside of any local jurisdiction to avoid prosecution. State officials tend to ignore these activities, and usually receive generous campaign contributions.

Of course, there are still enough people on the road who think their cars are faster/tougher/better, and are willing to risk it all to prove it. In addition, there are the crazies, people like BLUD members, who duel on the road just for the hell of it.

Advantages: Ally Group (e.g., BLUD brothers), Alertness, Combat Reflexes, Toughness.

Disadvantages: Bully, Bloodlust, Code of Honor, Enemies, Overconfidence, Impulsiveness.

Skills: Driving and Gunner are mandatory. Mechanic skill comes in handy when your car is shot up on the road. First Aid skill comes in handy when you're shot up on the road!

Scavenger

Scavengers used to be called wreckers; people who trapped, tricked, or otherwise decoyed vehicles into stopping or slowing so that they could take them intact or at least blow them to a halt with a minimum of damage. Salvage was their goal, and considering the market for spare parts, scavengers are still very much in business on the highways. They're one of the reasons vehicles are armed and armored . . .

Advantages: Ally Group (other scavengers), Contacts (a fence, at least), Luck.

Disadvantages: Enemies (the cops, the Brotherhood, the Commando Scouts, EDSSEL, the AADA – take your choice!), Reputation.



Skills: Camouflage, Driving, Electronics, First Aid, Guns, and Gunner (this is a dangerous business), Mechanic, Merchant, Motorcycle, Running, Stealth.

Spy

There are lots of secrets in the world of 2047. Corporate secrets. Government secrets. Private secrets. Secrets the general public was not meant to know. The profession of covert information gathering is still alive and well.

A true spy's life is nothing like a James Bond movie. The real spy's life is one of subterfuge and stealth, a universe of interlocking lies so convoluted that the truth is all but lost. For roleplaying advice, see Le Carre's spy novels (or read some of the original James Bond novels by Fleming!).

(Of course, one of the original draws to *Car Wars* was being able to build those cool James Bond cars, so if you want a cinematic campaign, go for it!)

Advantages: Alertness, Alternate Identity, Eidetic Memory, Language Talent, Patron. Zeroed is a possibility for freelancers (you don't find them, they find you!).

Disadvantages: Secret (of course!), Duties if you have a Patron.

Skills: Acting, Climbing, Detect Lies, Disguise, Electronics Operation (bugs, listening devices), Escape, Fast-Talk, Holdout, Judo or Karate, Knife, Lip Reading, Photography, Pickpocket, Research, Running, Savoir-Faire, Sex Appeal, Sleight of Hand, Stealth, Streetwise.

Terrorist

Terrorism, it seems, is another occupation that never dies. Someone's always ready to use terror to make a point, or fight a stronger foe with a reduced risk of harm to himself. In Autoduel America, there are at least half a dozen well-known terrorist movements, and many more closet organizations. Terrorists also have Causes they're fighting for: anarchy, the environment, their one true god, smokers' rights, etc. A related quirk or two always helps round out the character (e.g., tears up or defaces "No Smoking" signs).

Advantages: Ally Group, Alternate Identity, Patron, Zeroed.

Disadvantages: Enemies (law enforcement), Fanaticism, Reputation, Sense of Duty to cause.

Skills: Demolition, Disguise, Driving, Guns, Gunner, Stealth, Streetwise.

Thrill-Seeker

Some people find even the violent world of 2047 boring. Adrenaline junkies, they sally forth to find adventure, excitement and the gut-twisting fear upon which they thrive . . . or think they do. Some turn out to be summer soldiers, scared back to their secure lives by real peril; others turn into hard-core danger-seekers, journeying ever farther in the quest for the ultimate rush.

Advantages: Like all high adventurers, they should be at least Wealthy, as an actual job would just interfere in their fun. Combat Reflexes aren't out of order, either, along with Acute Senses and Danger Sense. Luck will help keep them alive.

Disadvantages: Impulsiveness and Overconfidence are common. On The Edge is mandatory.

Skills: Whatever pertains to their particular brand of mayhem.

Trucker

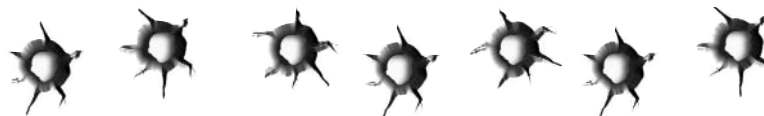
The trucking industry is the lifeline of commerce. Most bulk cargos have to go by truck, over roads that haven't seen maintenance for decades, through territory where the law comes out of a gun muzzle and where a loaded truck spells booty on wheels. Small wonder that truckers are justifiably suspicious and almost obnoxiously dedicated; the wonder is that so many of them are actually helpful, and endure long hours of terrible conditions, boredom and outright combat insanity, and keep coming back for more.

Most drive for companies, but some own their own rigs and operate freelance.

Advantages: Alertness and Extra Fatigue for those long trips. A good Reputation is normal, at least a +1. A lot of truckers have seen and endured almost everything; Strong Will and Unfazeable apply. Brotherhood members get a strong Patron.

Disadvantages: Those truckers belonging to the Brotherhood have a Code of Honor (for more information, see the Brotherhood, p. 84). Some truckers have Compulsive Behavior (Traveling).

Skills: Driving (18-wheeler), Gunner, Administration (for those owning their own rigs), Area Knowledge, Navigation, Mechanic/TL 8, Electronics Operation (a lot of rigs carry pretty sophisticated electronics) and First Aid.



ADVANTAGES

This section discusses some particular options for character design as they apply in Autoduel America.

Appearance

In a world driven by television, looks are everything. Unfortunately, when your main source of income involves serious bodily injury, looks can be fleeting right from the start. Of course, everyone expects Full-Contact Hockey players to be missing several teeth, and unattractive celebrities can still get endorsements for high-profile items like denture adhesive. On the other hand, many truly repulsive-looking individuals will do

the TV spots wearing helmets with a voice-enhancers. Some commercials feature the celebrities driving in their cars while professional narrators do the voice-overs.

Patrons (see p. B24)

A common Patron for an arena duellist is a *sponsor* who will support the character with licensing and advertising revenues, and often keep up the PCs vehicles, all in return for endorsement of the Patron's products. Some Patrons require demanding duties – promotional trips, etc.

Other powerful Patrons can include corporations, politicians and law enforcement agencies. Any of the organizations listed on p. 80 can be Patrons under some circumstances.

Reputation (see p. B17)

This advantage is *very* important in 2047. The ever-present media makes reputation easy to come by and easy to lose. The “Stars of 2047” – top duellists and skilled micro creators – all depend on their “rep” to earn a living. A good reputation is a prerequisite for many high-paying jobs (see p. 70), and characters with bad reps won’t get any endorsement money. Here are some examples of the various levels of reputation:

+1: Local ace or duelling celebrity; local news anchorman; pilot.

+2: Statewide duelling champ; winning combat-football coach; bit player on popular network or syndicated TV show (e.g., *McDade* or *Crash City*).

+3: Regional AADA or gladiatorial champion; network sportscaster; weapons manufacturer.

+4: National or world AADA champion; gladiatorial champ; combat-football quarterback; star of network TV show; flash-in-the-pan celebrity at peak.

Bad Reputation is an appropriate disadvantage for outlaws and criminals.

Magical Aptitude (See p. B21)



Most of the *Autoduel* world is a low to no-mana area, making magic very difficult. Few people even believe in magic . . . although there are those who do, they are commonly thought to be insane or fakers.

The GM has the option of making magic possible in *Autoduel* . . . this can have some startling effects! For more on this possibility, see Crossover Campaigns, p. 123.

Status (See p. B18)

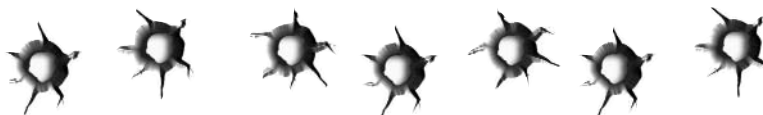
Status (p. B18) reflects your position in society; some examples are listed below. Immediate family has the same status; distant relatives have status reduced by 1 or 2.

Level	Example	Monthly cost
7	National president; corporate CEO	\$50,000
6	Major corporation stockholder	\$20,000
5	Bishop, large-state governor, Rank 8 military officer, AADA World Champion	\$10,000
4	Small-state governor, big-city mayor, Rank 7 military officer, AADA Nationals champion	\$8,000
3	<i>Jefe grande</i> , local corporate exec, Rank 6 military officer, AADA statewide champion, Knight of the Brotherhood	\$5,000
2	Petty <i>jefe</i> , mayor, Rank 5 military officer, double ace duellist	\$2,500
1	Local politico, autoduellist, trucker	\$1,000
0	Ordinary citizen, Amateur Night winner	\$500
-1	Cycle scum, utter outlaws	\$300
-2	Dregs, street people	\$100

Starting Wealth

Starting wealth for an Autoduel America campaign is \$15,000. This may seem like a lot, but that’s because the majority of the public are Struggling to Poor. The PCs start with *Average* wealth, average in that most of the money is held by a select few.

Unless your character is going to start in some kind of Amateur Night scenario, he’ll probably want his own car. A good, safe reliable car costs too much to begin with. Therefore, a character may spend character points to buy a vehicle before play starts. For each point spent, the PC gets half of his starting wealth – up to a total of \$15,000 for Poor or Struggling, \$30,000 for Average or better – to purchase a car. Any “leftover” money is lost, so buy some extra fuzzy dice and air fresheners. The only vehicle a Dead Broke character may start with is an abandoned wreck, and only if he’s living in it.



DISADVANTAGES

Addiction (p. B30)

Between side effects of the Blight and the severe weather patterns of the last 40 years, many major drugs have been wiped out. Many of those that haven’t are prohibitively expensive. Tobacco is still available, although less prevalent. (In recent years, many tobacco farmers have converted to growing the new cash crop – Blight-resistant grains.) Marijuana is still grown in backyards and flower pots nationwide. Cheap, less-satisfying synthetics are also readily available.

The most common addiction, even above alcohol, is caffeine. Coffee prices have been on a roller coaster ride for decades as the perennial blizzards in Brazil damage the crop. Still, no duellist worth his salt can go more than a couple of days without a *good* cup of jo.

Another affordable “narcotic” is micros (see p. 100), virtual reality video games that give a limited high, but can warp the mind with extended exposure.

Compulsive Behavior (Traveling) -10 points.

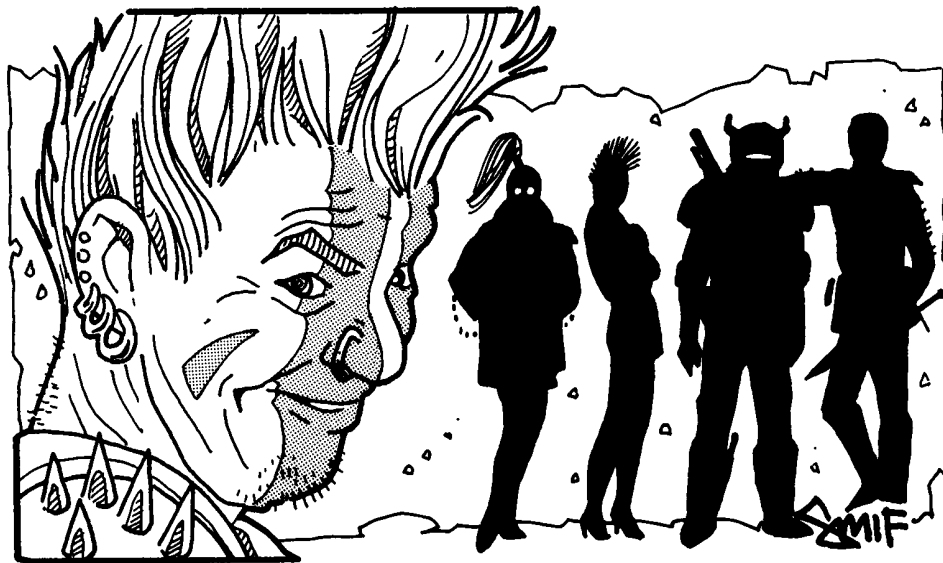
Some people grow so fond of the open road that they can’t bear to be off it for more than a day or so. The lure of the pavement humming past seizes them, and they grow more restless every day until they’re back in the driver’s seat.

The character must make a Will roll every day he is off the road after the first, -1 per additional day. If he fails, he takes off again. For example, Matt the trucker has been on layover for four days. He’s getting itchy, and has to make a Will roll at a -3. He fails, and climbs into his truck, despite the fact that there’s a bloodthirsty cycle gang lurking outside the truck stop, waiting for a victim.

Enemies (see p. B39)

In the wake of Gold Cross comes the inevitable: Enemies (Former Kills). (“*Gee, Jake, I thought you were dead.*” “*I was dead, but I got better!*”)





Additionally, competing autoduellists wouldn't necessarily be Enemies, but they might be Rivals. A Rival doesn't *hate* the PC but simply wants to prove his superiority – after which he's liable to buy the character a beer and rub his nose in it.

Rivals are worth -1 point, and the GM should feel free to limit

the number of Rivals a PC may have or disallow them entirely.

Primitive (see p. B26)

Although some smaller towns have been blown back as far as TL5, most occupants have full knowledge of the outside world. PCs should not get any points for the Primitive disadvantage even if they come from one of these areas. It is possible, however, that the PCs might roar into a “deserted” town whose occupants haven't had any contact with the “real” world in a generation.

Social Stigma

In Autoduel America, there are two distinct classes of social stigma:

Non-citizens are dregs, prisoners and migrants; people who have no homes or possessions, and who have no rights in the

eyes of the state or local government. -5 points.

Outlaws live outside the law and society, and are considered to be “non-people.” Not only are they denied rights, they are often feared, hated and considered fair game for target practice. -15 points.



SKILLS

Skill Specialization and Familiarity

In *GURPS Autoduel*, some of the most necessary skills – Driving, Guns, Gunnery and Pilot – have specific specializations and familiarities (p. B43). For each general skill listed below, the entries that follow are specializations. In general, a skill defaults to a related familiarity at -2, while skills default to related specializations at -4. (This is not a hard and fast rule, however; for example Driving (Automobile) and Driving (Heavy Wheeled) default to each other at only -2 – see p. VE143.)

Armoury: Small Arms (including rifles, pistols, shotguns, gyrosluggers, and submachine guns), Machine Guns (including autocannons and flechette guns), Gatling weapons, Rocket Launchers, Missile Launchers, Recoilless Rifles (including Blast Cannons), Cannons (including ATGs and Tank Guns), Magnetics (including Gauss Rifles and Gauss Guns), Artillery (including mortars, cannons, howitzers, and multiple rocket launchers), Flamethrowers, Beam Weapons, and Grenade Launchers. The various Armoury skills default to each other at -4.

Driving: The two important specializations for autoduellists are Driving (Automobile) and Driving (Truck), which default to each other at -2. The Automobile specialty has three classes of familiarities: Small Car (subcompact and compact), Medium Car (mid-size, sedan and luxury) and Large Car (pickup and van).

Driving skill with Small, Medium and Large Cars all default to each other at -2. For example, a character with Driving (Large Car) who is familiar with pickups would be at a -2 with a sub-

compact. Any car driving skill defaults to Driving (Truck) at -4 and vice versa. Gas- and electric-powered vehicle skills default to each other at -2. If a character normally drives an electric sedan, for example, and drives a gas-powered subcompact, the penalty is -2. Driving skill does *not* default to Motorcycle skill. If the GM introduces TL7 antiques using *Vehicles* they would have electronic controls for purposes of familiarity.

Electronics: Magnetic weapons (gauss guns), sensors (radar, ladar, IR and TV) and communications (radio, microwave, and scrambling and jamming same).

Electronics Operation: Sensors (radar, ladar, IR and TV), communications (radio, microwave, and scrambling and jamming same) and security (surveillance using electronics and preventing same, alarms).

Guns: Pistols, Rifles, Needler (for magnetic rifles), Gyroc, Light Automatic (6mm and 7.62 mm machine guns and gatlings), Grenade Launchers, Lasers, Flamethrowers and Light Antitank Weapons (shoulder-mounted weapons such as LAWs, rocket launchers and recoilless rifles). Lasers use Beam Weapons (Laser) skill.

These skills are for TL8 weapons using caseless ammunition, lightweight materials and recoil absorbing designs. If TL7 or lower weapons from the *GURPS Basic Set* or *High-Tech* are used they would be considered unfamiliar equipment, unless a character specialized in a weapon of that tech level (For example: Guns/TL7 (Rifles).) Pistol and Rifle skill default to each other at -4.

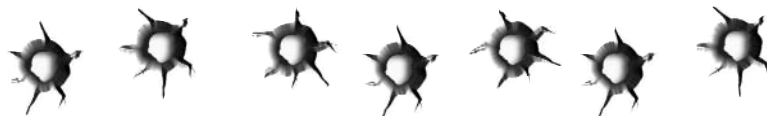
Gunner: Machine Gun, Gauss Gun, Cannon (includes recoilless rifles and howitzers), Railgun, Grenade Launcher (all kinds, including automatic), Mortar, Flamethrower, Guided Missile (for all missile launchers), Torpedo, Rocket Launcher (even for artillery-sized models) and Beams.

Mechanic: Electric power plants (power cell, fuel cell), gasoline engines (car, truck), gas turbine (helicopter gas engines), body work (repairing body and super structures) and salvage (looting components quickly, but not necessarily being able to fix them).

Mechanics specializations default to each other at -4.

Motorcycle: There are no specializations within this skill, though Light Cycle (covering light and medium cycles) and Heavy Cycle (for heavy cycles) are familiarities defaulting to each other at -2.

Piloting: Helicopter is a single specialization with two familiarities: Small Helicopter (one-man and small) and Large Helicopter (standard and transport). Other flying vehicles the GM may wish to include are covered by the specializations Autogyro, Glider, Light Airplane, Heavy Airplane, Lighter-Than-Air, Ultralight and Vertol. See p. VE144 for a complete discussion of the various defaults between these specialties.



CONVERTING CHARACTERS FROM CAR WARS TO AUTODUEL

Car Wars characters have fewer skills than **GURPS** characters and no attributes *per se*. Converting a character from **Car Wars** to **Autoduel** is an opportunity to flesh him out. A **Car Wars** character's previous duels and adventures will suggest Disadvantages and Advantages. If he lost his vehicle to a cycle gang, he might take Intolerance (Bikers) as a Disadvantage. A duellist who was severely wounded by a flamethrower might take Phobia (Fire).

In this section, *skill* points or levels refer to **Car Wars** characters; *character* points refer to **Autoduel**. A beginning **Car Wars** character with 30 points of skills converts to a 100-point **GURPS** character. Existing **Car Wars** characters have probably acquired skill points beyond the initial 30. Every skill level beyond the original three equals 4 character points.

Most **Car Wars** skills are more general than **Autoduel** skills. Some skills assign their points to a specific **Autoduel** skill. This is the case with **Car Wars**' Driver skill, which translates directly to **Autoduel** Driver skill. Other skills assign their points to a category. An example would be Animal Husbandry, which assigns its points to the Animal Skills category.

To keep the skills relatively balanced when making the transition, take the number of **Car Wars** skill points a character has and divide by two – a **GURPS Autoduel** character may only spend that many character points on related skills. For example if a **Car Wars** character has three skill levels of Handgunner (30 skill points), the character can spend no more than 15 character points in the various Guns skills in **GURPS**. Additional notes follow each skill.

Converting a **GURPS Autoduel** character to **Car Wars** simply reverses the process. Count up all the character points; the first 100 points gives you three skill levels. Every 4 character points beyond the initial 100 points gives the character another skill level. If an odd number of character points remains transform them into skill *points*:

1 character point: 3 skill points

2 character points: 5 skill points

3 character points: 7 skill points

Remember 10 skill points equal one skill level.

Acrobatics

Acrobatics corresponds to the **GURPS Acrobatics** skill. Points from Acrobatics may also be spent on *Jumping* at the player's discretion.

Aircraft Mechanic

Aircraft mechanic corresponds to **GURPS Mechanic** skill. Points may also be spent on *Armoury* and *Electronics* skill.

Airship Pilot

This corresponds to the **GURPS Piloting (Airship)** skill.

Animal Husbandry

Character points from Animal Husbandry may be assigned to any of the *Animal Skills*.

Archery

Character points may be assigned to *Bow* and *Crossbow*.

Area Knowledge

Area Knowledge corresponds to the **GURPS** skill of the same name.

Artillery

Character points may be assigned to *Gunner (Artillery)* and *Forward Observer* skill (p. HT78).

Blade

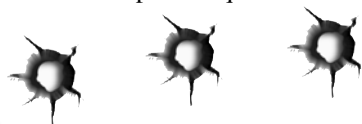
Points from Blade may be assigned to *Axe/Mace*, *Broadsword*, *Fencing*, *Knife*, and *Shortsword*.

Boat Pilot

Points from Boat Pilot may be assigned to the *Powerboat* skill.

Bodybuilding

Points from Bodybuilding may be assigned to any skill in the *Athletic Skill* group except *Climbing* and *Running*. At the player's discretion, the points may also be assigned to ST or HT.



THE
AUTODUELLIST





Climbing

Climbing corresponds to the same *GURPS* skill.

Communications

Points from Communications skill may be divided among *Electronics* and *Electronics Operation* specializations dealing with radios, microwave and laser transmitters, and their prerequisite, *Mathematics*.

Computer Tech

Points may be divided between *Computer Operation*, *Computer Programming* and *Electronics (Computers)*.

Cyclist

This skill corresponds to the *Motorcycle* skill.

Driver

This skill corresponds to the *Driving* skill.

Electronics

Electronics points are divided between *Electronics Operations* and *Electronics* specializations and their prerequisite, *Mathematics*. If the character has Communications he must assign these points to non-communications specialties.

Engineering

Points may be assigned to *Engineer* specialties and any prerequisites of those specialties.

Espionage

Espionage points may be assigned to skills from the Thief/Spy group as well as *Actor* and *Fast-Talk*.

Explosives

Points from Explosives are assigned to *Demolition*, *Engineer (Bombs and Traps)* and *Traps*.

Fast-Talk

Points from this skill may be assigned to *Bard*, *Diplomacy* and *Fast-Talk*.

Glider Pilot

Points are assigned towards *Piloting (Glider)* and *Parachuting*.

Gunner

Gunner corresponds to the *GURPS* skill of the same name. Points may be assigned to *Gunner*, *Electronics Operation (Sensors)* and *Armoury*.

Handgunner

This skill corresponds to *Guns (Rifle, Shotgun, Light Automatic, Pistol, Machine Pistol, Grenade Launcher, Light Antitank Weapon and Flamethrower)*. Magnetic rifles are fired using *Guns (Needler)*, gyrosluggers use *Guns (Gyro)* and lasers use *Beam Weapons (Laser)*. See p. CI121 for a full discussion on this subject.

Helicopter Pilot

Points from Helicopter Pilot are assigned to *Pilot (Helicopter)* and *Parachute*.

Hobbies

Hobby corresponds to the *Hobby Skill* group.

Hover Pilot

Hover Pilot points are assigned to *Driving (Hovercraft)* skill.

Jet Fighter Pilot

Jet Fighter Pilot points are assigned toward *Piloting (Small fixed-wing jet)* and *Parachute*.

Journalism

Points should be applied to *Detect Lies*, *Fast-Talk*, *Interrogation*, *Professional Skill (Journalism)*, *Writing* and any appropriate skill from the *Social Skill* group.

Large Plane Pilot

Large Plane Pilot points are assigned to *Piloting (Heavy Airplane)* and *Parachute*.

Law

Assign Law points towards *Administration* and the *Law* skill.

Leadership

Leadership points are applied to the *Social Skills*, especially *Leadership*.

Luck

Points from Luck should be applied to the advantage Luck and optionally, Danger Sense, Toughness and Immunity to Disease.

Martial Arts

Martial Arts points may be applied to *Boxing*, *Judo*, *Karate* or *Wrestling*. Points may also be spent on a style from *GURPS Martial Arts*.

Mechanic

Mechanic points may be applied to *Mechanic*, *Electronics* and *Armoury*.



Paramedic

Points may be assigned to any of the *Medical Skills*.

Politics

Politics points are applied to the *Social Skills*, especially *Politics*.

Rocket Pack

Points are assigned to *Piloting (Flight pack)*.

Running

Running points are assigned to *Running* and *Jumping* skills.

Search

Search points are assigned to *Holdout* and the *Alertness*, *Acute Hearing*, *Acute Vision*, and *Acute Smell and Taste* advantages.

Security

Points are assigned to *Electronics (Security Systems)*, *Electronics Operation: (Sensors, Security Systems)*, *Lock-picking* and *Traps*.

Science

Science points must be assigned to skills from the *Scientific* skill group.

Small Plane Pilot

Points are assigned to *Piloting (Light Airplane)*.

Stealth

Stealth points are assigned to *Stealth*, *Camouflage*, *Shadowing* and *Holdout* skill.

Survival

Points from *Survival* may be assigned to any *Outdoors Skills*.

Swimming

Swimming points are assigned to the *Swimming* and *Breath Control* skills.

Tank Driver

Points from *Tank Driver* are assigned to *Driving (Tracked)*.

Teaching

Teaching points go to the *Teaching* skill.

Theft

Theft points may be assigned to any skill in the *Thief/Spy* group.

Trucker

Trucker corresponds to *Driving (Heavy Wheeled)*.

Vectored Thrust

Vectored Thrust corresponds to *Piloting (Vertol)*.

Example

A *Car Wars* character with *Driver*-1, *Mechanic*-1 and *Handgunner*-0 is translated into *Autoduel*. The character has two skill levels in *Driving*, two levels in *Mechanic* and one level in *Handgunner*, for a total of five skill levels. Every skill level after the initial three equals 4 *Autoduel* character points. He has two additional skill levels. In addition to his initial 100 character points, he has 8 additional points due to experience for a total of 108 character points.

Out of these 108 points the character will buy his advantages, skills and attributes. He can spend up to $(20/2 =)$ 10 character points on *Driving* skills, $(20/2 =)$ 10 points on *Mechanic*, *Electronic* or *Armoury* skills, and $(10/2 =)$ 5 points on *Guns* skills.

A character can buy specialties in skills he already has up to the level of the original skill. A character with *Guns (Pistols)*-14 could spend character points to increase *Guns (Rifles)* up to 14. Characters may use points from their initial 100 or from their skill levels for this.

If the player wishes to purchase a *GURPS* skill and he doesn't have the corresponding *Car Wars* skill, he can spend up to two points in that skill. For example, if the character in the example above wanted to purchase *Knife* skill, he could not spend more than two points on it, because he doesn't have the *Blade* skill from *Car Wars*.

Prestige

In *Autoduel*, reputation is everything. In *Car Wars* this is measured by *Prestige*. *Prestige* translates into *Reputation* and *Status* in *Autoduel*. Look up the character's *Prestige* on the table below to find out what *Reputation* it corresponds to.

Prestige and Reputation

Prestige	Reputation
1-10	+1
11-20	+2
21-40	+3
41+	+4

Characters with *Reputations* of 2 or higher should purchase at least *Status* 3, in addition to the *Reputation*.



SAMPLE CHARACTER: DANA LYONS, ASPIRING DUELLIST

20 years old, 5'7", 100 lbs., blonde hair, blue eyes.

ST: 11 [10] **IQ:** 12 [20] **Speed:** 6.0

DX: 13 [30] **HT:** 11 [10] **Move:** 6

Damage: Thrust 1d-1; Swing 1d+1.

Dodge: 7 **Parry:** 9 **Block:** n/a

Overall body armor suit (PD2/DR10), armored battle vest locations 9-11, 17-18 (PD2/DR10), helmet (PD4/DR12).

Point Total: 100

Advantages

Alertness +1 [5], Attractive [5], Charisma+1 [5], Combat Reflexes [15], Starting Wealth +\$15,000 for a car [2].

Disadvantages

Pirate's Code of Honor [-5], Enemies (local cycle/goon gang, medium-sized, appears 6>) [-10], Impulsiveness [-10], Intolerance (towards road bandits, cycle scum, etc.) [-5], Stubbornness [-5], Truthfulness [-5].

Quirks

Impatient [-1].

Sharp-tongued [-1].

Indignant; thinks that anyone looking after her is patronizing her [-1].

A bit bossy; will take charge if no-one else comes forward [-1].

Tends to overdo it when partying; often winds up embarrassing herself while inebriated [-1].

Skills

Area Knowledge (Austin, TX)-11 [1/2], Armory (machine-guns, rocket launchers)/TL8, both at 11 [2], Brawling-12 [1/2], Carousing-10 [1], Computer Operation/TL8-12 [1], Driving (car)-15 [8], Driving (truck)-13 [2], Electronics Operation (communications)/TL8-11 [1], Fast-Draw (pistol)-13* [1/2], First Aid/TL8-12 [1], Gambling-12 [2], Gunner (machine-guns)/TL8-16 [4], Gunner (rocket launchers)/TL8-15 [2], Gunner (recoilless rifles)/TL8-14 [1], Guns (pistols)/TL8-17 [4], Guns (Light Auto)/TL8-15 [1], Judo-12 [2], Knife-12 [1/2], Mathematics-11 [2], Mechanic (electric cars)/TL8-12 [2], Merchant-12 [2], Navigation/TL8-10 [1], Running-8 [1/2], Swimming-12 [1/2]

*Bonus for Combat Reflexes added in

Weapons

Bowie knife (1d cut, 1d impale), Colt Peacekeeper .45 pistol, Alamo Arms A-17 10mm submachinegun.

Languages

Spanish-11 [1].



Possessions

\$15,000 car.

"Lifestyle" accoutrements – apartment, clothing, entertainment electronics, furniture, tapes, home computer, etc. (\$12,000)

Duellist body armor suit (\$250, 5 lbs.).

Armored battle vest (\$225, 5 lbs.).

Two extra clips each for pistol and submachinegun (\$200, 5 lbs. loaded), 100 rounds .45 ammunition (\$100, weight: not applicable),

300 rounds 10mm ammunition (\$360, weight: not applicable).

Duellist's shades (\$25, negligible weight).

Mini-mechanic tool kit (\$50, 1/2 lb.).

First aid kit (\$30, 2 lbs.).

2 frag grenades (\$50, 2 lbs.).

Swiss Army Knife (\$25, negligible weight).

Headset communicator (\$20, 1/2 lb.).

Laser targeting scope on pistol (\$500, 1 lb.).

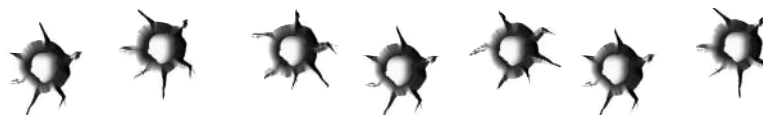
(Total: \$29,235, 18 lbs. – No Encumbrance).

Dana is a nice Texas girl whose ambition has always been to be an autoduellist star. She's worked enough years as a retail clerk and salesperson to save up most of the money she really needs to get into the field. She got some experience in a couple of Amateur Night contests (and the money from the salvage paid the rest of her car's costs!). Now she's ready to show her friends and co-workers that she means business; that she's ready to make her dream a reality. She knows she's not rich enough to hire a mechanic, so she hopes that she can scrape by on her own

meager skills – the best way to avoid mechanical troubles, she reasons, is to take out the other guy before he can fire.

Her combative nature has earned her some enemies; she's done some damage to the Austin City Limits, a gang of young toughs that likes to cruise the roads beyond the city in search of trouble.

Dana is a slender woman, with short blonde hair and an intense expression. Her impatience and drive frequently get her into trouble, and this costs her, whether it's a bad first impression or spending money she can't afford to waste to replace ammunition used in anger. But she's sure that talent and skill will triumph – make way for Austin's newest sensation!



MONEY

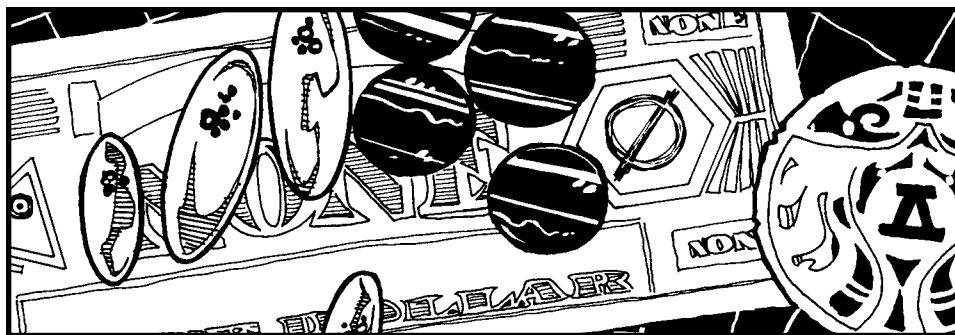
At the beginning of the Blight Years, the only currency was barter. Survivalists found out just how worthless their hoarded gold was; when you're struggling for survival, knickknacks like gold are of no use, particularly when compared to food, water, ammunition, fuel, etc.

Cities and companies soon began issuing their own scrip, with the relative value based on commodities. Finally, around 2030, the federal government recovered enough to open up the national bank again and stabilize the currency situation (gold-

based, coincidentally making those gold-hoarding survivalists rich!). Today, most of the nation, and some surrounding nations, use United States federal currency.

The currency itself works on the old tried-and-true decimal system we know in the 1990s, but the prices are nowhere near those levels. For one thing, with most of society struggling to make ends meet, there is limited capital that all companies are competing for. Staples – food, clothing, cable TV, ammo – are relatively cheap. Extras – real beef, computers, entertainment, assorted vacation packages – are moderately-priced, compared to 1990s levels. Non-essentials – clones, limousines, illegal narcotics – are ridiculously expensive.

The debit card is the most common method of completing transactions, particularly for those on the road most of the time, but paper bills and metal coins still exist. People willing to pay in "cold cash," which doesn't go through any databases, can usually get a discount from freelancers.



Job Table

<i>Job (Required skills), Salary</i>	<i>Success Roll</i>	<i>Critical Failure Results</i>
<i>Poor Jobs</i>		
Welfare Recipient (no qualification), \$250 plus \$25 per dependant, maximum \$400	IQ	-1i/dropped from rolls; reapply in 6 months
Beggar/Scrounger* (Scrounging 10+), \$200	PR	-1i/-2i
<i>Struggling Jobs</i>		
Outlaw* (Driving [any] or Motorcycle, 10+, Gunner [any] 10+, Guns [any] 10+), \$400	PR-2	4d/10d
Factory Worker (none), \$350	IQ	-1i/fired
Bodyguard* (Guns [any] 12+, Alertness or Danger Sense), \$500	PR-2	LJ, 3d/LJ, 8d
Death Sport Gladiator* (Guns [any], or medieval weapon [any], 11+), \$1,000	PR-6	6d/unclonably dead
Farmer/Pioneer* (Guns [any] 11+, Agronomy or Merchant 11+), \$500	PR-3	-2i/LJ and the farm
Scavenger* (Driving [any] 11+, Gunner [any] 12+, Camouflage 12+), \$750	PR-4	-2i, 4d/12d
Soldier (Guns [rifle] 12+), \$200 (living expenses provided)	PR-2	4d/10d
Store Worker (literacy), \$200	IQ	-1i/LJ

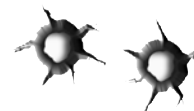


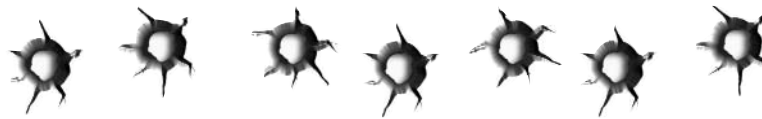
Job Table (Continued)

<i>Job (Required skills), Salary</i>	<i>Success Roll</i>	<i>Critical Failure Results</i>
<i>Average Jobs</i>		
Air Pirate* (Pilot [any] 10+, Gunner [any] 10+), \$1,000	PR-3	-1i, 3d/12d
Gangster (Guns [any] 12+, Intimidation 10+)	PR-2	-1i, 2d/LJ, 10d
Assassin* (Guns [pistol or rifle], Knife, or Poisons 13+, Stealth or Disguise and Acting 12+), \$2,500	PR-4	-2i/-2i, 10d
Arena Duellist* (Driving [any] or Motorcycle 12+, Gunner [any] 12+), \$100 x lower skill	PR-2	3d/-4i, 6d
Bounty Hunter* (Guns [any] 12+), \$500	PR-3	-1i, 3d/8d
Hacker* (Computer Hacking 13+, Electronic Operation [security systems] 12+), \$1,000	PR-4	-1i, 2d/10d
City Courier (Driver [any] and Gunner [any] 12+), \$50 x skill	PR	-1i, 3d/LJ, 8d
Cross-Country Courier (Driver [any] and Gunner [any], 12+), \$75 x skill	PR-3	-2i, 4d/LJ, 10d
Government Worker (Administration 10+), \$500	PR	-1i/LJ
Gunner (Gunner [any], 12+), \$60 x skill	PR	LJ, 4d/LJ, 10d
Private Investigator* (Criminology 12+, Guns [any] 12+, Streetwise 12+), \$750	PR-2	-2i, 4d/-3i, 10d
Policeman (Guns [any] 12+), \$600	PR-1	3d/LJ, 8d
Highway Patrol (Guns [any] 12+, Driving [car] or Motorcycle 12+, Gunner [any] 12+), \$1,000	PR-3	4d/LJ, 10d
Police Investigator (Criminology 12+, Interrogation 12+, Rank 1, minimum four years on the force), \$800	PR	2d/LJ, 6d
Mechanic (Mechanic [any] 13+), \$50 x skill	PR	-1i/-3i, LJ
Mercenary* (Guns [any] 12+, Driving [any] 12+, Gunner [any] 12+, Tactics 10+), \$100 x skill	PR-4	-1i, 4d/-4i, 10d
Paramedic (First Aid or Physician 12+, Diagnosis 10+, Driving [car] 11+), \$650	PR	3d/LJ
Media Technician (Photography 11+, Electronics Operation [cameras, sound equipment, communications] 11+, Video Production 10+), \$750	PR	-1i/LJ
Media Talent Scout** (Fast-Talk 12+), \$500	PR-2	-2i, 3d/LJ
Road Duellist* (Driving [any] or Motorcycle 12+, Gunner [any] 12+), \$75 x skill	PR-3	-1i, 4d/10d
Military Officer (Guns [rifle] 12+, Rank 3-4, Leadership 11+), \$500 (living expenses provided)	PR-2	-2i, 4d/10d
Trucker (Driving [truck] 13+, Gunner [any] 12+), \$75 x skill	PR-1	LJ, 3d/LJ, 10d, -210
Independent Trucker* (Driving [truck] 13+ Gunner 12+, Merchant 12+, own truck), \$100 x Merchant skill	PR-1	-2i, 4d/10d, -5d
Storekeeper (Merchant 12+, own shop), \$50 x skill and up, depending on goods sold	PR	-1i/go bankrupt
<i>Comfortable Jobs</i>		
Airline/Combat Pilot (Pilot [any] 12+), \$100 x skill	PR-3	-1i, 4d/12d
Corporate Field Agent (Driving [any] 11+, Guns [any] 11+, Gunner [any] 11+, any two of the following: Diplomacy, Fast-Talk, Savoir-Faire, 11+), \$1,500	PR	-1i, 3d/LJ
Auto/Weapons Designer (Engineering [appropriate specialty] 14+), \$1,000	PR+1	-1i/LJ
Media Star (Acting or Performance 13+, Reputation +1), \$500 plus \$1,000 x Reputation bonus	PR	-1i/LJ
Police Chief (Politics 11+, Law 12+, Rank 4+, Administration 12+), \$1,500	PR-2	-2i/LJ
Politician** (Politics 12+, plus Bard, Acting or Administration 11+), \$2,000	PR-1	-3i/LJ
Military Field-Grade Officer (Rank 5+, Guns [rifle] 12+, Leadership 12+, Administration 12+, Social Standing 2+, Tactics 11+), \$1,500 (living expenses are provided)	PR-2	-3i/LJ, 6d
Spy** (Any six spy skills at 14+), \$1,000	PR-6	5d/LJ, 10d
<i>Wealthy Jobs</i>		
Doctor (Physician, Diagnosis and Surgery 14+), \$500 x skill	PR	-3i/-6i, LJ
Corporate CEO (Status 3+, Administration 12+, at least 10 years with the firm), \$5,000	IQ-4	-4i/LJ

*Freelance job

**These occupations are employed, but treat their income as for a freelancer.





UNCLE AL'S AUTO SHOP AND GUNNERY STOP

PERSONAL SECTION

Most hand weapons available in Autoduel America are already described in *GURPS High-Tech* and *GURPS Ultra-Tech*; consult those books for more complete lists. However, here are some basic items to get you started:

Weapon list

Melee Weapons

Weapon	Type	Amount	Reach	Cost	Weight	Min ST	Notes
Flail (DX-6); <i>Any attempt to parry a flail is at -4; attempts to block are at -2.</i>							
Chain	Cr.	sw+1	1	\$10	3	11	1 turn to ready after attack.
Two-Handed Axe/Mace (DX-5); <i>Requires two hands.</i>							
Chainsaw	Cut	4d	1	\$150	15	12	1 turn to ready after attack.

Pistols

Weapon	Malf	Type	Amt	SS	Acc	1/2D	Max	Wt	RoF	Shots	ST	Rcl	Cost
HK P-10 9mm	ver.	Cr.	2d+2	10	3	150	1,900	1.75	3~	16+1	9	-1	90
Colt M11 .45	crit.	Cr.	2d	10	3	175	1,700	2.75	3~	13+1	10	-2	125
AA Magnum .44	crit.	Cr.	3d	12	3	200	2,000	3	3~	13+1	12	-3	150

Submachine Guns

Weapon	Malf	Type	Amt	SS	Acc	1/2D	Max	Wt	RoF	Shots	ST	Rcl	Cost
H&K MP16 9mm	crit.	Cr.	3d-1	10	8	200	1,900	5.5	10*	40	10	-1	300
Brn "50" .50	crit.	Cr.	4d	12	7	220	2,000	10	8*	20	11	-2	400

Rifles

Weapon	Malf	Type	Amt	SS	Acc	1/2D	Max	Wt	RoF	Shots	ST	Rcl	Cost
Ruger-19 .22	crit.	Cr.	1d+2	12	9	120	1,300	2.25	3~	30+1	8	-1	100
Rem. M755 .308	crit.	Cr.	7d	14	13	1,100	5,500	10	3~	10+1	11	-2	230
AA A-23 8mm	crit.	Cr.	7d	14	10	960	5,000	10	10*	30+1	12	-2	450

Shotguns

Weapon	Malf	Type	Amt	SS	Acc	1/2D	Max	Wt	RoF	Shots	ST	Rcl	Cost
Brn "Scattergun" sawed-off 12ga	crit.	Cr.	3d	10	2	20	160	5	3~	5+1	12	-4	100
Rem. M900 12ga	crit.	Cr.	4d	12	5	25	180	8.5	2~	10+1	12	-3	145

Machine Guns

Weapon	Malf	Type	Amt	SS	Acc	1/2D	Max	Wt	RoF	Shots	ST	Rcl	Cost
M13 6mm	crit.	Cr.	5d+1	12	10/13#	700	3,900	8.75	20*	100	12/11#	-1	550
M15 8mm	crit.	Cr.	7d	17	11/14#	800	4,200	17	20*	100	13/12#	-1	810
M20 10mm	crit.	Cr.	9d	20	11/14#	890	4,500	30	20*	100	13/11#	-1	1,300

Use the first Acc and ST when firing the weapon from the hip or shoulder; use the second value when firing from a prone position using the integral bipod.

Exotics

Weapon	Malf	Type	Amt	SS	Acc	1/2D	Max	Wt	RoF	Shots	ST	Rcl	Cost
Mini Crossbow	crit.	Imp.	1d-1	10	1	100	125	0.75	1/5	1	5	0	50
Speargun	crit.	Imp.	3d	15	4	380	475	8.75	1/4	1	8	0	200
WangTech Gauss 2mm	ver.	Imp.	2d+1	11	10	350	2,200	3	20*	60	8	-1	5,800



THE
AUTODUELLIST



Weapon	Malf	Type	Dmg	SS	Acc	1/2D	Max	Wt.	RoF	Shots	ST	Rcl	Cost
Man-Pack Laser	ver.	Imp.	2d	12	15	500	1,400	4	2~	2#	7	0	4,500
Gyroslugger-1	crit.	var.	var.	14	6	130	200	2	1/6	1	6	0	1200
Gyroslugger-2	crit.	var.	var.	14	6	130	200	2.75	2:6	2	6	0	1500
UB Gyroslugger	crit.	var.	var.	12	4	130	200	0.75	1/6	1	6	0	1200

There are an additional 20 shots in a \$1000, 20 lb. backpack battery.

Anti-Vehicle

Weapon	Malf	Type	Dmg	SS	Acc	1/2D	Max	Wt.	RoF	Shots	ST	Rcl	Cost
M210 GL 40mm	crit.	var.	var.	12	6	90	960	4.75	1/3	1	10	-2	300
Flamethrower	crit.	Spcl.	3d	5	8	40	56	56	4	12	13	0	750
M11 MRL 25mm	crit.	Exp.	3d(10)*	12	9	—	200	10	6:6##	6	8	0	2,500
VLAWE 40mm	crit.	Exp.	6d×4(10)*	12	9	—	200	5	1NR#	1	7	0	470
LAW 45mm	crit.	Exp.	9d×3(10)*	12	12	—	1,000	8	1NR#	1	8	0	680
HLAW 50mm	crit.	Exp.	6d×5(10)*	12	12	—	1,400	11	1NR#	1	8	0	895
Thunderbolt 50mm	crit.	Exp.	6d×7**	12	12	—	1,400	11	1NR#	1	8	0	940
“Stinger” 90mm	crit.	Exp.	6d×22[6d]***	17	!	!	2,500	30	1/6###	1	11	0	24,100
WangTech													
Laser VLAWE	ver.	Imp.	7d×3	14	15	2,100	6,300	16	1	1@	9	0	7,700
Laser LAW	ver.	Imp.	6d×5	17	15	3,000	9,000	32	1	1@	11	0	15,400

* HEAT version. Also available in an HEDP version: armor divisor is (5), but weapon gains a fragmentation attack of [2d] for 25mm, [4d] for all other weapons.

** This is a HESH version of the HLAW.

*** This is a HEPF weapon.

LAW-style weapons take 3 seconds to ready for firing. They can be readied in anticipation of a fight. A successful use of Fast-Draw (LAW) drops this time to one second. A LAW cannot be reloaded.

Each tube takes 6 seconds to reload.

Takes 6 seconds to reload.

@ Rechargeable: the laser VLAWE requires 3,600 kW; the laser LAW requires 7,200 kW.

! The “Stinger” is an IIRH guided missile. It has no Acc or 1/2D Range, but it has Min. Range 50, Skill 15.

Abbreviations: AA = Alamo Arms, Brn = Browning Waffenfabrik, Colt = Colt Firearms, HK = Heckler & Koch, Rem = Remington, Ruger = Ruger Armaments. LAW = Light Anti-armor Weapon. HExx = High Explosive, where xx is one of AT = Anti-Tank, DP = Dual Purpose, PF = Proximity Fused or SH = Squash Head.

Grenades

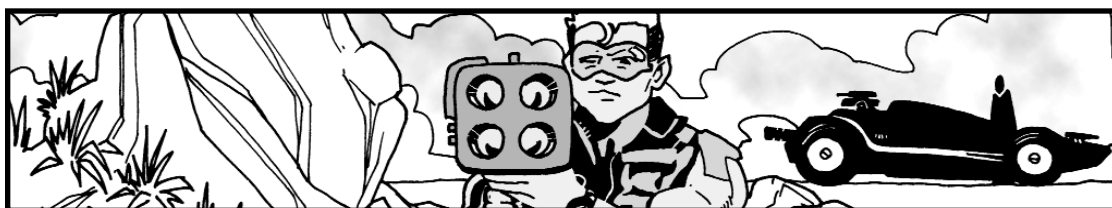
Autoduel grenades all weigh one pound (except for fakes, which weigh 0.5 lb.). Grenades have electric timers that can be set for one to five seconds. Setting or changing the time takes one second (this can be done before a fight). Grenades are armed by pressing a button. They will then go off in the set time. Impact fuses (see below) are also available for grenades. Each type of grenade is color-coded to make identification easy.

For rules on grenades and thrown weapons, see p. B119.

Impact Fuses: Any grenade may be given an impact fuse at an additional cost of \$50.

Rifle Grenades: Any of these grenades may be fired from the barrel of a rifle using at least 6mm ammunition. The launcher adds \$150 to the cost of the rifle, and any grenade may be made into a rifle grenade at an additional cost of \$5. The grenade must be loaded onto the barrel of the rifle; this takes 2 seconds and prevents the rifle from being fired while the grenade is on it. SS 16, Acc 5, 1/2 Damage 75, Max 150, impact damage is 1d. Rifle grenades cannot be used as hand grenades, nor can they be used in grenade launchers.

Grenades		
Grenade	Damage	Cost
Concussion	6d×2	\$20
Fake	None	\$5
Flaming Oil	Spcl.	\$20
Flash	Spcl.	\$20
Foam	Spcl.	\$25
Frag	6d×2[2d]	\$20
Paint	Spcl.	\$20
Smoke	Spcl.	\$20
Tear Gas	Spcl.	\$55
Thermit	Spcl.	\$40
White Phosphorous	Spcl.	\$40



Concussion: These are similar to frag grenades (see below), but fragmentation is limited to that picked up from the ground at the site of the explosion – see pp. B121-122.

Fake: These look like real grenades, and even go “pop!” when they “detonate.” Fun for the whole family.

Flaming Oil: These release a flaming oil slick, as per the rules on p. 99.

Flash: These release a pillar of smoke and burn brightly, even underwater. They may start fires if in contact with flammable material, or do 2d of burn damage to anyone directly hit by one. Anyone within 15 yards of the detonation may be blinded for 20-HT seconds (only if looking in that direction); make a HT roll to avoid blindness. This roll is HT+3 during daylight and HT-3 in darkness).

Foam: These grenades release fire-retardant foam over a 2-yard radius. The stuff is inordinately sticky and slick; it works like paint if it hits a person or vehicle.

Frag: These deliver lethal fragments (Cut. 2d) as well as concussion damage; see pp. B121-122.

Paint: These create a cloud of paint 3 yards in diameter. This cloud falls to the ground in 1 second. For the effects of paint, see p. VE70.

Smoke and Tear Gas: These create a cloud of smoke 6 yards in diameter. This cloud lingers for (300 seconds/wind speed in mph), max. 300 seconds. For the effects of tear gas, see p. B132.

Thermite: These burn at over 3900°, and are capable of melting their way through solid steel. A thermit grenade will burn for five seconds. Each second it does 3d burning damage to any material it is touching. Flammable material it is in contact with is ignited immediately. In addition, the DR of the material it is touching is reduced by four each second the grenade burns. This means the grenade will burn a hole through materials of DR 20 or less, or about 1/4” hard steel.

White Phosphorous: These covers a 3-yard radius with a “hot smoke” screen that forms instantly. As well, they scatter burning white phosphorous fragments over the same diameter (see p. B122). Anyone hit by a fragment takes 1d damage each turn for the next 20 seconds; clothes will be set on fire, but armor protects normally unless DR is exceeded. To scrape off the fragments requires a successful DX roll; if trying to remove them yourself, remember to subtract any damage you actually took from the DX roll!

Ammunition

Conventional Ammo

Most conventional pistol and rifle ammo is assumed to be plastic-cased or caseless.

.22 rifle: 0.75 lbs., \$15 for 100 rounds.

6mm MG (M13), 9mm pistol or SMG: 1.75 lbs., \$35 for 100 rounds.

.45 or .44 pistol: 3.5 lbs., \$70 for 100 rounds.

8mm rifle, MG (M15): 4.5 lbs., \$90 for 100 rounds.

.50 SMG, .308 rifle: 5 lbs., \$100 for 100 rounds.

12 ga. shells: 8 lbs., \$100 for 100 rounds.

10mm MG (M20): 8.5 lbs., \$170 for 100 rounds.

Other Ammo

Mini crossbow bolt: 2 lbs., \$50 for 100 bolts.

Speargun: 0.25 lbs., \$15 per shot (\$20 if it has a line attached).

2mm Gauss needles: \$100 for 100 rounds.

Grenade Launcher: 0.5 lb. each; cost as per specific grenade. These cannot be used as hand grenades!

Flamethrower: \$125 per tank.

25mm Rocket: 6.75 lbs., \$650 per six-shot load.

90mm Stinger Missile: 15 lbs., \$19,000 per reload.

Gyroslugger Ammo

Gyrosloggers shoot specialty rockets that can be tailored to many tactical situations. They can use any of the warheads below, plus flares (cost as below, effects as per *Hand-held Flare Launcher*, p. 00) and any of the following grenade warhead effects: paint, smoke, tear gas or white phosphorous (weighs 0.25 lbs., cost as per grenade, but halve the burst radius).

Each 25×250mm gyroslugger weighs 0.25 lbs.; cost and damage are as follows:

Gyroslugger Ammo			
Warhead	Type	Damage	Cost
AP	Cr.	6d+1(2)	\$20
API	Cr.	6d+1(2)	\$25
HE	Exp.	3d[2d]	\$20
HEAT	Exp.	2d+1(10)	\$20
HEDP	Exp.	2d+1(5)[2d]	\$20
HESH	Exp.	3d	\$25
Flare	Spcl.	Spcl.	\$20

Notes: AP and API rounds divide armor DR by 2, but damage that penetrates is halved vs. flesh; API also counts as a flame attack. HE does explosive concussion damage in a 2-yard radius, and 1/4 damage out to 4 yards. Against HEAT and HEDP, the target's DR is divided by the number in parentheses. Both HE and HEDP also inflict 2d fragmentation damage – see p. B122. If HESH fails to penetrate DR, it does 10% of the rolled damage anyhow!

Specialty Ammo

AP: Armor-piercing rounds. Available for all conventional guns. AP ammo has an armor divisor of (2). Any damage which penetrates armor to hit flesh is halved. Cost is ×3.

Explosive: For 10mm (.40 cal.) or larger weapons. These rounds are -1 per die to bullet damage (e.g. an M20 does 9d-9) and have an armor divisor of (0.5). In addition, they do 1d-3 (minimum 1 point) of explosive damage. If this is on the surface of personal armor, it only does blunt trauma damage to the target underneath (1 point of crushing if a 5 or 6 is rolled). If the bullet penetrates armor and buries in meat, the explosion damage is multiplied by 5, in addition to the bullet damage. Explosive bullets count as a *flame attack* for starting fires. Otherwise, they have a 50% chance of setting fire to flammables (paper, oily rags and such). Cost is ×2.

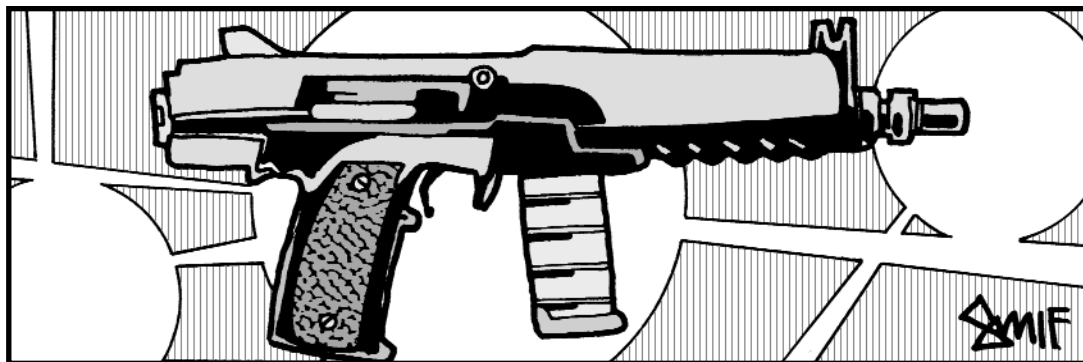
Frangible: A high-tech version of hollow-point ammo, these rounds are designed to shatter into sharp slivers upon impact; they do *impaling* damage. The DR of rigid armor doubled against them, but nonrigid, open-weave armor gives only DR 2, regardless of its actual DR. Cost is ×2.

HEAT: The standard ammunition for rocket launchers, LAWs (not Laser LAWs) and gyrosloggers. HEAT has an armor divisor of (10) and uses the HEAT rules (p. VE191). HEAT warheads and ammo use TL7 stats for damage.



HP: Hollow-point rounds. These get a 0.5 armor divisor: DR protects at *double value*. As well, anything – even ordinary flesh – gives a minimum DR 1 against it. However, any damage that penetrates DR into flesh is multiplied by 1.5; this does not apply to inorganic objects like vehicles. Cost is $\times 1.5$.

Tracer: This ammunition is available for all conventional guns. Pure tracer counts as a *flame attack*, and gives -1 per die to bullet damage and an armor divisor of (0.5); however, if any damage penetrates DR, tracer does an additional point of burn damage per die of bullet damage. Tracer is usually mixed 1 in 4 with regular ammo (ignore the special damage effects). A tracer mix gives +1, pure tracer +2 to the vision rolls required under the *Aiming Successive Groups Rule* (p. B121). Cost is 2, or 1.25 for a 1 in 4 mix.



Weapon Descriptions

Pistols

H&K P-10: This weapon is known for its reliability, and has a Malf of “ver.”

Colt M11: Colt’s latest .45 man-stopper.

Alamo Arms Magnum: Even Texans have had to face the fact that revolvers just don’t have the staying power of a semi-automatic!

Submachine Guns

H&K MP16: The upgrade of the H&K MP5, this model includes a cleaning kit, bottle opener, wire-cutter, bayonet, attachment points for almost every accessory imaginable and is sheathed in radar-absorbing plastic to render it nearly radar-invisible.

Browning “50”: Without a doubt the biggest-bore SMG in the world, firing a half-inch round.

Rifles

Ruger-19: A low-powered “plinking” carbine; a favorite for youngsters learning to shoot.

Remington Model 755: This is a long-barrelled, semi-automatic hunting rifle. With a scope, it becomes a deadly sniper rifle.

Alamo Arms A-23: Another “plastic” gun, it’s popular in the Free Oil States because of its origins and heavy caliber.

Shotguns

Browning “Scattergun”: A pre-made sawed-off shotgun – all the concealable deadliness with none of the mess making it.

Remington Model 900: The classic shotgun soldiers on with the clip-fed Model 900.

Machine Guns

M13 Infantry Machine Gun: The M13 is the U.S. military’s squad support weapon. It is light-weight, sheathed in radar-absorbent materials (RAM) and sports an extraordinarily thick

barrel, sheathed in heat-dispersing ceramics to prevent overheating. It shows up quite well on thermographs, and can’t be IR shielded.

M15 Machine Gun: The M15 was built in response to demand from the armed forces for something that could put out more firepower than the M13! The weapon seems to have its fans – maybe because it looks dead cool on TV when using tracer rounds.

M20 Machine Gun: The M20 is the armed forces general purpose machine gun. Lighter than the 20th century’s M2, it still packs a mean punch. The M20 is the most common and recognizable gun around.

Exotics

Mini Crossbow: During the Blight Years, wrist- and fore-arm-mounted crossbows were favored weapons; they were easy to make and easy to use. Some people still like their *Mad Max* feel – and the fact that they have no audible or visual signature.

WangTech Gauss: The newest development in slughtrowers. Please note that this gun has no visual signature, but it makes a heck of a crack when its needles shatter the sound barrier at several times the speed of sound.

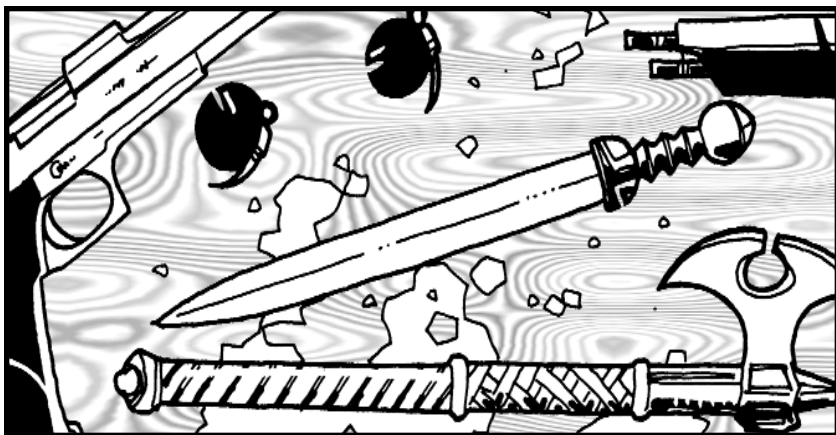
Man-Pack Laser: This is the smallest laser to date. It’s fairly useless against people in body armor, but it has its uses.

Gyrosloggers: The gyroslogger is a 25mm rocket gun. The rockets are unwieldy at 250mm of length, but they’re one of the heaviest packets of firepower available to infantry. Gyrosloggers come in one and two-barrel versions (Gyroslogger-1 and -2), as well as a single-shot version that mounts beneath the barrel of an assault rifle (UB Gyroslogger).

M210 Grenade Launcher: The standard military grenade launcher; mounts under the barrel of an assault rifle. There are lots of copies around the world.

Flamethrower: A man-portable flamethrower. It fires three one-second bursts. Determine the number of hits as for a four-round group (see p. B120); the damage from all shots that hit is added together for the purpose of penetrating DR. Unsealed armor protects at 1/5 DR. The fuel continues to burn for 10d seconds, doing 1d damage per second (armor protecting as above). The fuel tanks, worn on the user’s back, have DR 5, HP 12. If penetrated, they explode on a roll of 6 on 1d (5-6 for a flame attack), doing explosive concussion damage equal to 3d times the number of shots left.

M11 Rocket Launcher: The M11 is a multiple rocket launcher used by infantry. It can fire one rocket at a time, or all remaining rockets at once. It is frequently used against infantry, or to blow reactive armor off vehicles. It is popular with local militias because of its light weight and punch.



VLA/LAW/HLA: One-shot anti-tank rockets, in a variety of sizes. The rocket is expelled from the tube by springs, cold gas or other means before it ignites; there is no lethal back-blast. They can be fired in enclosed spaces, including vehicles.

Thunderbolt: The Thunderbolt is an HLA firing a HESH warhead (see p. VE191). A lucky shot can send fragments flying through a vehicle's interior, without piercing its outer armor!

"Stinger": Generic name for a man-portable surface-to-air missile (SAM). These missiles usually track by a combination of heat-seeking and visual recognition systems.

WangTech Laser VLA/LAW: WangTech is now distributing one-shot pulse lasers. Their main advantages are rechargeability and accuracy.

Armor

The development of monocrys has made body armor cheap, tough, and durable – even the typical flak vest is capable of taking a magnum slug without yielding, thanks to a flexible laminate weave of metallic crystal fibres and plastic or ceramic plates. It takes ten seconds to put on a vest and 60 for a suit, unless otherwise stated. Armor can be removed in half the time it takes to put on.

Light Armor Vest: PD 2, DR 7. \$100, 1 lb. Heavy enough to stop shell fragments or turn edged weapons. It is mostly worn by people who can't afford serious protection, or think they can avoid getting hit. It covers hit locations 9-10, 17-18. Used by dregs, adolescents, samaritans or doctors.

Flak Vest: PD 2, DR 14. \$200, 3 lbs. (May be worn with an unarmored battle vest.) It covers hit locations 9-10, 17-18. This is the body armor most people wear on the street. It will stop pistol rounds cold and give the wearer a good chance of surviving a large-caliber round. It is nearly worthless against automatic fire. Used by cyclists, pedestrians, lower scale criminals and middle class people.

Armored Battle Vest: PD 2, DR 7. \$225, 5 lbs. Covers hit locations 9-10, 17-18. Like the battle vest, the armored battle vest can carry up to 10 lbs. of small items (no larger than pistol-sized) in such a way that any of them can be found and readied in only 1 second. Cannot be worn over rigid armor or impact armor. Vests are popular with duellists who are pressed for space or need extra pockets. Used by media action heroes, bikers, mechanics, repo men, thieves and truckers.

Body Armor Suit: PD 2, DR 15, with PD 4, DR 12 helmet. \$570, 10 lbs. Provides overall body protection. The helmet can be bought separately (\$35, 2.5 lb.). Used by serious duellists, smart bikers, truckers and police.

Impact Armor Suit: PD 2, DR 25, with PD 4, DR 40 helmet. \$2,000, 25 lbs. This armor is a complete suit that protects the entire body. *Double* its DR against collisions, rams, and other massive impacts! The user's Move is reduced by 1. It takes 2 minutes to put on an impact armor suit, 1 minute to take it off. Used by those who can afford the best and don't mind the loss of speed.

Weapon Accessories

Extra Clips: Available for pistols, SMGs, rifles and machine guns. Each unloaded clip weighs 0.25 lbs. for a pistol, 0.5 lbs. for an SMG or rifle, and 1 lb. for a machine gun. Cost \$50 apiece (unloaded). Extended clips carry twice as much ammo, cost \$80 and weigh twice as much. Remember to add ammo cost and weight.

Folding Stock: Added to a pistol or machine pistol, this increases weight by 20%; *unfolding* the stock adds 2 to SS and 3 to Acc, multiplies Rcl by 2/3 (round up) and gives -2 to Holdout. On a shotgun, SMG or rifle, *folding* the stock lowers SS by 2, Acc by 3, multiplies Rcl by 1.5 (round up), adds +1 to the ST needed to fire the weapon and gives +2 to Holdout. In either case, this option adds \$10 to the cost of the weapon.

Hi-res Telescopic Sight: \$4,000, 1 lb. This is a high-resolution electronic sight that allows up to 20× magnification. It gives +4 Acc to aimed shots at ranges over 50m, and eliminates darkness penalties (except for total darkness). Available for rifles only. Its internal power cell lasts indefinitely with normal use.

Laser Sight: \$100, neg. wt. When turned on, this device projects a low-powered laser beam, placing a dot at the point where the weapon will hit. Attached to any conventional slugthrower, it gives +2 Acc and reduces the Snap Shot penalty to -1 at ranges up to 50 yards and -2 between 51-100 yards. Snap Shots are still at -4 beyond 100 yards. Its internal power cell lasts indefinitely with normal use.

Medieval Weapons: Medieval melee weapons are available at the prices listed on pp. B206-207. Weapon quality is one place better than the cost would indicate (e.g., the listed cost buys a weapon of *fine* quality).

Radar-shielded Weapons: Sheathing most firearms in plastic doubles the cost of the weapon. Please note that most body armor is already radar-shielded because of its construction – but the gear the wearer bears is probably not shielded!

Silencer/Flash Suppressor: This costs half the cost of the silenced weapon and weighs 1 lb. for a pistol, SMG or .22 rifle, 2 lbs. for other rifles and 4 lbs. for machine guns. It gives a penalty to Hearing rolls to notice gunshots, depending on the weapon (.22 rifle, -8; pistol, -6; semi-automatic rifle, -4; submachine gun, -3; automatic rifle or machine gun, -2). Gauss rifles cannot use silencers. Hearing modifiers also depend on range: in the same room, +6; next room, +4; several rooms away, or one block away if outdoors, +2; two blocks away, +0; a quarter-mile away, -2; a half-mile away, -4. Silencers decrease the range of a weapon by 1/3, and reduce the base damage by 1/4, rounding down.

The suppressor also makes the weapon harder to see when it fires in the dark (-2 to spot semi-automatic weapons; +1 to spot automatic weapons – the modifiers without a suppressor are +1 and +4 respectively). Gauss and needle rifles cannot be spotted visually in the dark. A weapon firing tracer rounds is automatically spotted in the dark.

Telescopic Sight: \$150, 1 lb. This is a 3×-9× variable-magnification scope, giving +3 Acc to aimed shots at range over 50m.

Tripod Weapons: Tripod-mounted versions of vehicular weapons are also available. Use the listed vehicle weapon stats, but add 20% to weight to reflect the added shoulder stock, pistol grip et cetera. The tripod itself weighs as much as the unloaded weapon and costs \$10 per lb. A PD 4, DR 45 gun shield may be added for \$100 and 40 lbs.

Explosives

"Bouncing Betty" Mines: \$100, 5 lbs. These vicious devices can be buried in 5 minutes, or concealed under debris in one minute. When triggered by tripwire, sensor or remote (see below), they spring one yard into the air and explode for 6d×3[4d] explosive concussion damage.

Claymore Mines: \$200, 5 lbs. This mine is set up on its own little tripod (it takes 30 seconds to set up or take down). When detonated by tripwire, sensor or remote, it does 2d explosive concussion damage centered around the mine, and fires projectiles in a 30° cone pointed in the direction the mine was aimed (treat as a 10d shotgun blast).

Explosives: The most common explosive in 2045 is Plastex (\$800 per 5-lb. brick). A quarter-pound of Plastex does 6d×2 explosive concussion damage within two yards; this damage is quartered every two yards from the explosion. Plastex can also be bought pre-shaped for greater penetration (add 50% to cost). When used for demolition or to breach vehicle armor, pre-shaped Plastex does double damage (6d×4 per 0.25 lb.) to the target but only half damage (6d per 0.25 lb.) to targets in the blast radius. For more detail on explosives, see *GURPS High-Tech*, Chapter 3.

Explosives (and mines) need methods to detonate them. The most common is the plunger (\$100, 1 lb.) and contact wire (\$25 and 1 lb. per 7.5 yards of wire) attached to a detonator cap (\$50, 2 lbs. for 50). Special tripwire detonators with a 3-yard tripwire cost \$5 and have negligible weight. Radio detonation is possible (\$500, 1 lb. for the control unit, \$50 per detonator; half-mile range).

Limpet Mines: These come in two sizes – normal (\$60, 1.5 lbs., 6d×4(10) shaped-charge damage) and heavy (\$125, 2.5 lbs., 6d×6(10) shaped-charge damage). They must be placed in contact with the target in order to do any damage. They can be thrown like a grenade, but at a -6 to skill (they're heavy and *not* very aerodynamic). On an unmoving vehicle, they may be placed directly over weapon ports in order to attack weapons (and, through them, the vehicle's interior) directly, bypassing the vehicle's armor.

Portable Dischargers: Claymore-sized versions of vehicular dischargers (p. VE59). They weigh 5 lbs. and cost as much as a reload for a similar vehicle-mounted discharger, plus \$25 (\$35 for smoke, \$45 for hot smoke or chaff). The burst radius is 60% that of a vehicle discharger. Setting one up for firing takes 2 seconds; taking one down takes 1 second. They can be detonated by remote control or wire detonators, which can be purchased separately.

Road Flares: These flares burn with a red light for 30 minutes. They are good for signalling and marking accidents. They can be used in combat as a torch. \$5, 1 lb. each.

Tools

Armoring Tools: \$150, 15 lbs. Special tools for manipulating ablative vehicle armor. Without these, any attempt to repair or salvage armor is at -5.

Breaking and Entering Kit: \$100, 15 lbs, 1 cf. This kit contains various prybars and saws for destroying lock mechanisms (as opposed to picking them – see *Lockpicks*). The kit gives a +1

to any skill rolls to gain entry (or exit). Lockpicking is the relevant skill, knowing how locks work is useful when trying to break them.

Cutting Torch: \$75, 7 lbs, 1 cf. This torch can cut through DR 4 of metal (or DR 10 of ablative armor) per turn, cumulative. It contains enough fuel for 30 turns of use. Extra fuel tanks weigh 5 lbs. and cost \$50 apiece.

Lockpicks: Ordinary quality \$30, negligible weight; high quality (+1 on all attempts), \$200, negligible weight.

Mini-mechanic: \$50, 1/2 lb. This is a small set of basic tools in a pocket-sized case. Using these tools instead of improvised tools changes the repair modifier from -5 to -2.

Portable Fire Extinguisher: \$150, 20 lbs, 2 cf. This fire extinguisher holds 20 turns of fire-retardant foam; each second of use covers a 2 yd×2 yd area, at a range of up to 3 yds.

Portable Shop: \$1000, 300 lbs., 13.5 cf. The portable shop comes in four separate cases. Each case weighs 75 lbs. and has 14 HP. A mechanic working in the field with a portable shop adds 1 to all Mechanic skill rolls.

Swiss Army Knife: \$25, negligible weight. It holds a multitude of small tools (knife blades, corkscrew, pliers, screwdriver, etc.). A mechanic using this and no other tool set does so with a -3 modifier.

Tool Kit: \$600, 40 lbs., 2 cf if carried as cargo. A basic set of mechanic's tools. Mechanic work attempted without any tools is done at -5.

Medical Equipment

Anti-Toxin Kit: \$25, 1/2 lb. The anti-toxin kit contains one ampoule of anti-toxin, useful against neurotoxic gases and drugs. Using the it will nullify the effects of a dose of gas or drugs, although the user still takes 1d of damage before the neurotoxins are stopped. The anti-toxin can be administered to a character who is unconscious, but will not revive a corpse.

Medkit: \$1,000, 50 lbs., 2.5 cf if carried as cargo. This is a complete medical kit, equipped with some surgical tools, diagnostic devices and first-aid equipment – even some synthetic blood plasma (1 quart). This kit gives +3 to First Aid rolls, +2 to Diagnosis rolls and allows field surgery at only -1.

Portable Medkit: \$750, 25 lbs., 1 cf if carried as cargo. This is a paramedic's kit, containing first-aid materials and limited medical supplies and tools. The kit gives +2 to First Aid rolls and allows surgery at -3.



SMF

Emergency Medkit: \$300, 1 lb. This is a belt pouch containing the basic requirements of TL8 first aid: bandages, antiseptic cream, et cetera. It gives +1 to First Aid rolls.

Personal Electronics

Audio Recorder: \$35, 1 lb. Records on cubes, not tapes or disks. Holds two cubes. It can mix and match sound tracks, add sound effects and is equivalent to a 20th century professional sound studio. Runs off an A cell for six months.

Bug: \$200, neg. wt. This is an audio sensor that can also broadcast its position, making it handy for keeping tabs on a person. The bug can pick up voices within 5 yards, and is voice activated – it only signals when people are talking around it. The bug is about 1/8" in diameter and fairly durable; short of being stomped on, it will keep sending for two months on an AA cell. Because of its size and innocuous appearance, Vision rolls are at -7 to spot it. Even when people find a surveillance bug, they sometimes don't know what they have: people with Electronics Operation (Security Systems) recognize it immediately, others roll IQ-5.

Bug Detector: \$500, 1 lb. A sensitive scanner with a range of one yard. A careful sweep of a room or vehicle is necessary. It requires one minute and a successful Electronics Operation (Security Systems) to check each hex – roll a Quick Contest of Skills between the operator and the person who planted the bug, since a skilled operator will place it where other electrical systems will mask its presence. Failure means no bug is detected, while a critical failure means the operator believes he has found a bug where none exists ("I'm telling you, man; we have to pull the power plant to get at that homing transmitter!"). Runs off a B cell for one year.

Camera: \$150, 1 lb. Fully automatic function; records its images digitally on data cubes. Telephoto lenses of up to 20x magnification cost \$100 and weigh 1 lb.; the lens set comes with an attractive carrying case for lenses and camera.

Computer: \$1,500, 15 lbs. This is a home computer, complete with monitor, CPU, 200 gigs of storage, keyboard/light pen/dictaphone interface, scanner, printer and communications ports for communicating using phone lines, a laser communicator or radio. Also includes a cubereader for 3 data cubes. Complexity 2; runs on house current, or a B cell will run it for a week. For more on computers, see p. UT28ff.

Data Cube: \$10, 1/20 lb. Data cubes are the standard data storage device of the 21st century. Each is 25mm on a side, and holds 10 gigabytes ("gigs") of data (400 high-resolution photographs, 500,000 low-resolution photographs, 20 hours of high-quality audio recordings or 2 hours of audio-visual recordings).

Hideaway Camera: \$250, 1/2 lb. This palm-sized camera is easily hidden, perfect for discreet photography.

IFF Transponder: \$100, 1 lb. "Identify Friend or Foe" transponder unit, worn to identify the wearer as a "friendly" to properly-tuned IFF detectors.

Intrusion Alarm System: \$1,500, plus the cost of active defenses, if any. This is an anti-theft/intrusion sys-

tem installed in a static location (such as a building). It uses ultrasonic, radar, infrared, ultraviolet and pressure systems to detect intruders, whereupon it sets off alarms, sirens or active defenses (such as robot weapons, dischargers, et cetera). It is armed and disarmed via a keypad, although it may be turned on and off with a remote (risky – such things can be monitored from a distance). Disarming such a system requires a Traps-5 or Electronics (Security Systems)-3 roll. Some more expensive systems may be even harder to crack! Runs off building power. It has a back-up B cell that will power it for one year.

Portable Computer: \$1,200, 3 lbs. A pocket book-sized computer with a write-on/dictaphone interface (it's too small for a keyboard), 5cm by 8cm screen, 50 gigs of storage, miniscanner (can scan an area 5cm across), cubereader for 1 data cube, modem. Complexity 2; runs for one year on a B cell.

Sonic Sensor: \$3,000, 15 lbs. This looks like a metal detector, and is placed on the ground to detect vibrations. A vehicle in motion can be detected quite far away – the sensor can detect a moving item at a range of 5 yards per 200 lbs. of weight, so a 6,000-lb. car is detected at 150 yards. The drawback is that the sensor tends to "hear" only the heaviest item in range, as that noise drowns out other noises. Please note that hovercraft don't register, since they don't touch the ground! Runs on a B cell for two months.

TV Camera: \$400, 8 lbs. (\$600, 3 lbs. for helmet-cam). A portable, broadcast-quality audio-visual camera, with a 5x zoom lens. Carries 2 data cubes. The hand-held camera has DR 4, HP 10 (it's pretty robust) the helmet-cam is destroyed if it takes any damage. Runs on a B cell for two weeks.

TV Dish: \$250, 1 lb. A foot-wide satellite dish that allows reception of TV signals from orbit . . . over 200 channels, yum yum!

TV Set: Variable, ranging from \$75 and 15 lbs. for a small (17") set, to \$150 and 3 lbs. for a flat-screen portable (10" by 15"), to \$800 for a 12-foot flat-screen with theater sound. Your reception may vary if not connected to cable or a TV dish. Most families' most prized possession! Portable TVs run for one month off a B cell.

Vision Goggles: 1 lb. \$750 for infra-red goggles, \$300 for light-amplification goggles. They may not have the "tinted" or "no-paint" option (see *Goggles*, below). They run for 100 hours off an AA cell. They are not very useful in a vehicle, since they interfere with reading the instruments.

Communicators

Headset Radio: \$50, 0.25 lb. Has a 5-mile range, and runs for 10 hours off an A cell; alternatively, it may be run off vehicle current. It may be put in a helmet.

Hand Radio: \$200, 1 lb. A hand-held radio with a range of 50 miles. It runs for 10 hours off a B cell.

Field Radio: \$600, 10 lbs. A backpack-sized monster with a 500-mile range, it runs for 25 hours off a C cell.



Personal Equipment

Backpack: \$40, 4 lbs. A small pack that can carries up to 40 lbs. of other small items.

Battle Vest: \$75, 5 lbs. This vest can carry up to 10 lbs. of small (pistol-sized) items in such a way that *any* of them can be found and readied in only 1 second, even in combat.

Binoculars: \$40, 1 lb. These are 2.5× sports binoculars. Tougher (and better) 5×-10× military binoculars with a rangefinder cost \$160 and weigh 4 lb. For an additional \$300, military binoculars may be made light-amplifying; for an additional \$500, they may be made infrared. These powered binoculars work for 100 hours on an A cell.

Duellist's Shades: \$25, neg. wt. These act like tinted goggles (see below), but are much cooler and more stylish.

Gas Mask: \$30, 3 lbs. This mask protects the wearer from breathed gases. It will not protect the wearer from contact agents! For an additional \$50, the visor can be made "no-paint" (see below).

Goggles: These vision goggles weigh 1 lb. Tinted goggles cost \$20, "no-paint" goggles (which repel the paint from a paint sprayer or paint grenade) cost \$50. Combination tinted/no-paint goggles cost \$75.

Handcuffs: \$25, 1 lb. Will restrain a subject of up to 18 ST, and are -5 to Escape skill rolls.

Hand-Held Flare Launcher: \$300, 6 lbs., 5 shots, \$7.50 per shot. This 40mm launcher fires standard flares or illumination rounds to an altitude of 30 yards. Flares fired from the launcher can be seen and used to signal day or night; they come in a variety of colors. Illumination rounds are almost identical, except they deploy a small parachute that slows the round's descent. Treat illumination rounds as starshells (p. VE194), except that they only shine for 10 seconds and illuminate a 20-yard radius. This negates all penalties for darkness within a 10-yard radius and reduces all penalties for darkness by 1 in a 20 yard radius. Used as a weapon, the flare launcher is SS 14, Acc 0, 1/2D 10, Max 100; either type of round will do 1d crushing and 2d burn damage to anyone hit. The target must also make a HT roll (-3 at night) or be blinded for 20-HT seconds.

Life Jacket: \$50, 6 lbs. Standard floatation device.

Radar-Shielded Equipment: 1.5× cost for gear to be made of or sheathed in radar-absorbing plastic.

Scuba Gear: \$600, 42 lbs. (or \$1,000, 47 lbs. for a suit that protects as body armor. The air tank holds 12 hours of air. If a tank is hit, it loses its air in 20 seconds, divided by the (amount of damage/5) that hit it. Please note that this gear comes with swim fins (see below).

Swim Fins: \$50, 1 lb. Adds 25% or +1 (whichever is greater) to swimming Move (see pp. B49, B91).

Price List

Following are some common costs for life in the 2040s.

Cable TV/satellite service (monthly)	\$30
Games ("micros") per minute	\$2
Arena tickets	\$30 and up
Movie	\$20
Medical expenses	See sidebar, p. 100
<i>Hotel (per night, meals not included) –</i>	
In truck stop, sleazy	\$15
In truck stop, average	\$25
In city, no special security, sleazy	\$25
In city, no special security, average	\$40
In city, no special security, first class	\$75
In city, extra security, average	\$75
In city, extra security, first class	\$100*
Meal (algae-based)	\$5
Meal (real food – where available)	\$20*
Real steak (where available)	\$100*
Cheap clothing	\$15
Fake leather jacket	\$25
Good clothing	\$50
Real leather jacket	\$500*
<i>Mail service –</i>	
E-mail	\$1.00 per megabyte or portion thereof (see <i>Computers</i> , p. 99)
Letter, per ounce, per 400 miles	\$1
Package, per pound, per 400 miles	\$12
<i>Power plant recharge/refuel –</i>	
	\$0.25 per 10 kWh (36,000 kW)
	\$0.20 per gallon of hydrogen
	\$100 per gallon of high grade diesel fuel*
	\$40 per gallon of low grade diesel fuel*
	\$20 per gallon alcohol
<i>Driving expenses –</i>	
Driver's license	\$25 per year
Vehicular weapons permit	\$25 per year (each state has its own permit)
Vehicle registration and safety inspection	\$200 per year
Temporary vehicular weapons permit (good for 30 days, only for people who already have a permit for another state)	\$5
AADA membership	\$50 per year (includes subscription to bulletin service and e-magazine)
Toll road	\$1 per mile and up
Parking meter	\$1 per twenty minutes
Garage	\$10 per hour for secure underground facilities
Road map print out	\$1-\$5 depending on size and detail
<i>Transportation –</i>	
Airship, tourist class (single seat, 50 lbs. baggage, per 200 miles)	\$75
Airship, first class (cabin for two, 300 lbs. baggage, per 200 miles)	\$200
Taxicab (within city limits)	\$10 plus \$0.50 per 1/10 mile
Bus, tourist class (single seat, 50 lbs. baggage, per 200 miles)	\$30
Bus, first class (cabin for two, 300 lbs. baggage, per 200 miles)	\$200
Helicopter/airplane (single seat, 50 lbs. baggage, per 200 miles)	\$400

* Subject to availability, prices may vary. Price listed is the minimum you can reasonably expect to pay.

4 ORGANIZATIONS

THE ENEMIES OF MY ENEMIES . . .

You can't be one of the largest institutions in the world without developing some enemies, and the AADA has opponents aplenty. Briefly:

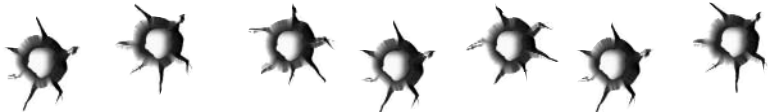
BLUD is composed of disgruntled, former AADA members who don't like AADA's stuffy rules and regulations. They share an antagonistic relationship.

EDSEL is opposed to any road-duelling and isn't too happy about arena combat, either, but it rarely does anything about the latter. AADA members always use caution in EDSEL areas, particularly when choppers are flying by. EDSEL doesn't get along well with any of the other groups listed here, either.

ARF is the most dangerous, unpredictable group, by far. It'll strike any time, any place, if it will further its cause. ARF has no problems with the AADA itself, unless its members are shooting at ARF members.

GreenSpacers have no axe to grind with the AADA – not directly anyway. However, they have been known to attack convoys hauling timber. Or to covertly disassemble a big rig's engine by night and attack its replacement by day. And they don't take kindly to air-polluting gas burners.

Survival is no easy trick in Autoduel America. Most of the loners got picked off long ago; those who thrive and survive do so in groups. Organizations make great Patrons in any campaign, there to help when you need them, and also to ask little favors . . .



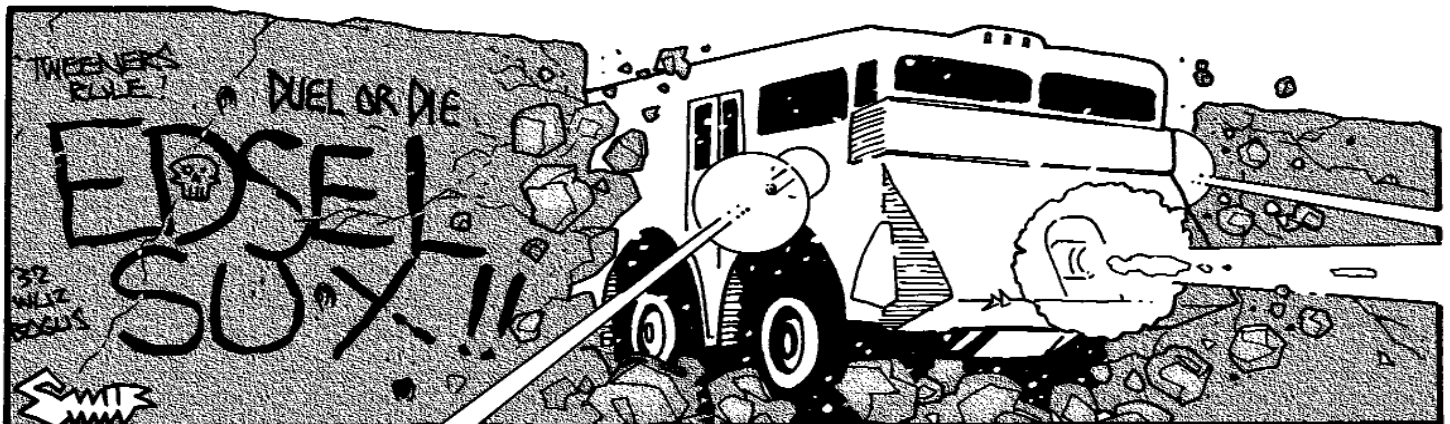
THE AMERICAN AUTODUEL ASSOCIATION (AADA)

The American AutoDuel Association, founded in 2025, has become an umbrella organization representing and serving all segments of society "that have cause to use vehicular weapons in a legal manner." This includes everybody from the richest arena superstars and the cross-country trucker to the free-lance cycle courier.

The most visible AADA activity is the organization and operation of the sanctioned autoduellling circuit. The AADA inspects new arenas for spectator safety and fairness to duellists before approving them for tournament use. Arenas already approved are periodically checked to make sure standards are kept up. The AADA also enforces vehicle design limits and other rules to ensure the fair, competitive autoduellling that fans expect. Broadcast fees from the TV network help pay for these services.

It is estimated that over 60% of the adult driving population has an AADA membership card, although most of them join just for the AADA road advisories.

Although it champions the right to bear arms, the AADA does not condone the activities of outlaw gangs and extremist groups. This, however, did not prevent the Secret Service from storming its offices nationwide in 2040, in an ill-informed, misguided effort to uncover ARF operatives in AADA's upper echelons.



ORGANIZATIONS

lons. The Secret Service claimed that several known anarchists had resurfaced in the southeast, and they had AADA road maps in their possession. An AADA spokeswoman pointed out that the Secret Service men had AADA road maps in their glove compartments as well. The raids and service disruptions resulted in more distrust of the federal government by affected members. Ironically, this only furthered ARF's cause.

Characters are likely to be members of AADA and might share in this distrust of the feds, although this wouldn't automatically extend to local governments.

The AADA could also serve as a Patron, but PCs on the payroll wouldn't be allowed to duel in the major arenas, not for points or prizes. They could be called in to fill out the roster when something mysteriously happens to one of the competitors . . . and all of the stand-by duellists. More likely, though, they would be scouts of some sort, surveying hospitable (and not so hospitable) towns for revised atlas reports, sampling new arenas for safety violations (e.g., an unsecured camera tower could crash down upon a vehicle – just when the safety inspector is driving past it!), and cruising highways for updates on road conditions and on recent cycle gang activity.

Of course, the AADA's crack specialist teams will also be called on occasionally for a dangerous assignment: infiltrating the local BLUD chapter, preventing EDSEL from attacking the World Championship Parade or retrieving a stolen vehicle – loaded with \$100,000 of weapon and equipment – intact!

The AADA will most likely come into play in a Duelling Circuit campaign (see p. 115). Unless the PCs are working directly for the AADA, they aren't likely to encounter it in their adventures. But if they are AADA members, they are expected to act like it, or at least not get caught acting like outlaws. Such behavior provides grounds for suspension (from one week up to the remainder of the season) or expulsion.



ANARCHIST RELIEF FRONT (ARF)



"Anarchy: Because less is more."

This gang of crazies wants to overthrow the American government (and other governments, too). While the idea is not entirely without merit, the ARF approach – an organized group promoting anarchy – is decidedly strange, and incredibly dangerous. Its main purpose is to engage in continual acts of sabotage and murder across the continent. But it does discriminate; for example, it is as likely to isolate small towns as destroy them. But the adventurers will never

AADA BEHIND THE SCENES

The "behind-the-scenes" activities of the AADA actually take up more of the organization's time and money than running the autoduellings circuit.

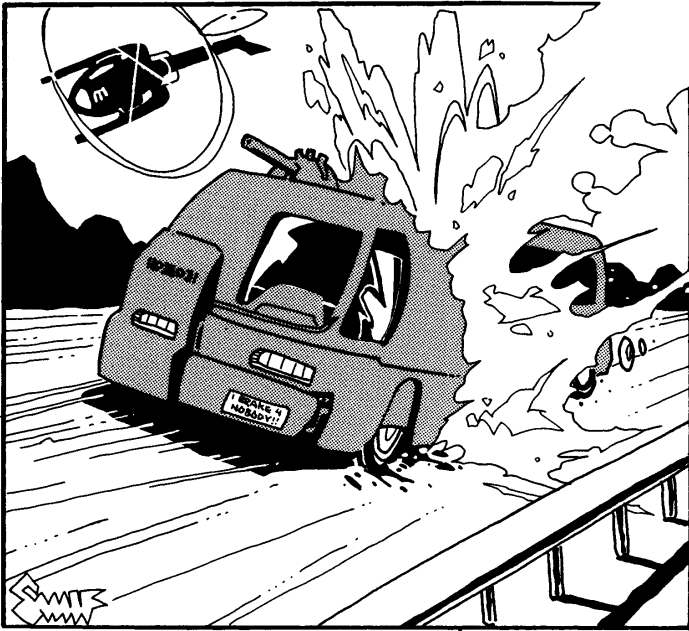
The AADA employs full-time lobbyists in every national and state capital to make sure the rights of all citizens to bear vehicular arms are protected.

The AADA also provides members with up-to-the-minute reports on road conditions, gang activity, and even weather in most major cities. This service is free to members, and never further than a phone or radio call away — though if confidentiality is necessary, you'd better go in person.

The AADA publishes newsletters that keep its members apprised of the latest technological developments, offer in-depth features on new trends in duelling, and relate the exploits of fellow duellists from around the globe.

Despite the "American" in its name, the AADA is a truly international organization. World Headquarters is in Austin, Texas. There are affiliated groups in the United States, Oklahoma, Louisiana, Canada, Quebec, Mexico, Brazil, Venezuela, Puerto Rico, Panama, Australia, New Zealand, England, Finland, France, Portugal, Spain, Italy, Greece, and Israel. Many of these countries now hold their own National Tournaments under AADA sanction.

There are also AADA offices for most states and provinces within each country, as well as local offices in each major city. Each office is headed by a paid, full-time administrator. As can be expected, some are more gifted at administration than others, so the quality of services can vary widely. Each office has other staff members — secretaries, clerks, assistants and the like — so there's a decent chance that there's someone who can help the characters out with an unusual request. The smallest offices have only two or three employees. World Headquarters in Austin has nearly a hundred employees.



EDSEL'S GOALS

EDSEL is pushing for the total disarmament of all civilian vehicles in the United States. Their argument is:

The legalization of heavy armament has not caused the promised and claimed reduction of violence. Indeed, the only result has been an arms race with gun manufacturers reaping the profits, since new weapons invariably end up in the hands of cycle gangs. Secondly, cycle gangs are simply not a major threat in most of the United States – a driver is more likely to be killed by hotheaded fellow drivers than by cycle gangs.

Therefore, the only possible way to reduce the violence in North America is to remove the hardware at the source. Having a .50 caliber gun under the hood, ready to fire at any moment, is just too tempting.

Nevertheless, EDSEL realizes that a disarmed vehicle is a death warrant. Therefore, they patrol the skies in armed helicopters and destroy armed vehicles attacking vehicles that do not return fire. If an EDSEL vehicle spots a violent situation, it will fire at everything it sees firing. There are those who will notice that EDSEL is laying claim to a "right" we wish to see abolished. We believe this is made sadly necessary by this time of national crisis. Wolves are kept away from sheep by dogs; until the state police forces are able to maintain forces which can keep the peace, EDSEL will hunt for wolves.

know what its objective is. Badly-organized, badly-equipped, but extremely unpredictable, ARF could give any group of players all they could handle.

Not everyone hates ARF, however. Many across the country share its distrust of all government. In the late 20s, ARF removed several towns from the map by request! ARF believes cutting off small towns produces anarchy, and several small communities believed that they'd be better off if the outside world didn't know they existed. ARF happily destroyed roads, blew bridges, burned highway signs and removed all traces of these towns. Sometimes they went as far as reporting the losses to the AADA to strike them from their records. (AADA surveyors would witness the devastation and believe ARF had been true to their word about demolishing everything.) Whether the hidden towns, known colloquially as "Roanokes" after the famed lost colony of Virginia, have stabilized or deteriorated is unknown, but it is suspected that some would have prospered.

ARF's campaign of terror ended after a disastrous attack thwarted by the Boston militia in 2036. ARF casualties numbered in the thousands; the militia lost 14 men. The cause – it really couldn't be called an "organization" at that point – went into disarray. Over the next few years, only a handful of atrocities were committed in the ARF name. In 2040, rumors of an ARF revival sent the Secret Service storming into action, uncovering nothing, but creating animosity nationwide.

During these years, several contenders (some were more like "pretenders") to ARF's throne emerged: BARK, FANG and a half-dozen others with really keen acronyms. The only one that enjoyed tremendous success was Assassination, Sabotage, Protectionism (ASP), led by the mysterious Black Asp. Although not composed of anarchists – it was, in fact, a well-tuned terrorist outfit – its actions and choice of targets, harkened back to ARF's golden years.

In February, 2045, a new ARF rose from the ashes with a vengeance. When the smoke cleared, ARF had been fractured and scattered once again. However, this was precisely the atmosphere in which ARF thrived, and it wasn't totally without resources.

Several factions of ARF have been identified. The Anarchist Relief Army roams the Midwest, knocking down fortress walls and moving on. The Isolationists seek to remove themselves from society by any means, erasing themselves, and occasionally non-members, from all existing databases (giving themselves the Zeroed advantage). The Jack Hackers, the "Info Hijackers," rip into the electronic files of government and corporate offices alike and work toward unleashing a second Great Worm. They also assist the Isolationists in their efforts. Little is known about the last group, Century, other than that it consists of 100 of the most notorious anarchist warriors and that it's chosen the explosion of the atomic bomb as its emblem. It remains unclear whether it chose that logo as a symbol of power from 100 years before or if it truly advocates the use of nuclear weapons to achieve its ends.

Meanwhile, authorities still hunt for clues about the mysterious Kleiner. He is not believed to be a part of any of the aforementioned splinter groups and it's possible that he has gone solo.

In a campaign, ARF can take any shape or form, from kamikaze truckers in Battle Creek, Michigan to killer clowns in Muskogee, Oklahoma, as long as its



motives turn toward entropy. ARF could be taken as an Enemy if the group takes on the job of vigilantly seeking them out and destroying it. It could even become an Ally for PCs with a corrupt bent, but that's not recommended. ARF wouldn't serve well as a Patron.

Scenario Ideas

Try to refrain from sending a mad group of fanatics off to blow up buildings, kill officials and steal candy from babies. Well, maybe that last one. It's easy to allow ARF to become a repetitive series of suicidal killers wanting to become martyrs for The Cause. Allow each splinter group to establish its own *modus operandi*; many roads lead to Rome, and many plots lead to anarchy.

ARF is as likely as EDSEL (see below) to join any large battle, although for different reasons. It might enter the situation to serve as the spark to light the powder keg. The PCs might be sent into an ARF ambush by a sympathizer as an act of revenge for a previous encounter. Or an elaborate attempt to sabotage a munitions factory might really be organized, not by ARF, but by a corporate rival. (The "elaborate" plans should be a tip-off.) ARF makes a better patsy than EDSEL ever could because ARF spans the continent and its methods vary. But if its tactics lack inspiration, there's a cover-up afoot, and the PCs should investigate.



BIG LEAGUE UNLIMITED DUELLING (BLUD)

The exact origins of Big League Unlimited Duelling are shrouded in obscurity, but the consensus is that BLUD got its start in the small towns of Kansas, Nebraska and Missouri in the early 2030s. Today, the midwest continues to be its strongest power base, but BLUD has informal chapters all over North America.

In almost every way, BLUD is the antithesis of the American AutoDuel Association. The AADA is slick and organized; BLUD revels in its lack of structure. The AADA portrays its champions as gleaming, mechanized warriors, heroes to the world; BLUD has no champions and laughs at the notion of heroes. The AADA goes to great lengths to ensure spectator safety and avoid unnecessary deaths; BLUD has expressed no concerns.

BLUD has no formal organization and no known leaders, usually following the lead of the individual with the highest-priced or "baddest" car. (Just who has the baddest car is a matter of opinion and usually the subject of a Saturday night joust.) Groups become BLUD chapters by declaring themselves to be so. Individual memberships work the same way. Additionally, BLUD brothers who have been members for more than five years – and lived! – carry a lot of weight.

BLUD duels lack all of the weapon or accessory restrictions that AADA installs for the sake of safety, fairness and good-sportsmanship. BLUD firmly believes that a good sportsman is the one left standing. It considers itself the "autoduelling alternative" and not as stuffy as the AADA. It routinely hands out buttons proclaiming "BLUD just wanna have fun!" at its matches.

In many areas, BLUD and the AADA get along by actively ignoring each other. In some, there is open antagonism between them while they actively work

THE AADA RESPONSE

The chief political opponent of EDSEL is the AADA, which defends a Constitutional right for an American citizen to bear arms. AADA arguments are:

The only way to achieve domestic tranquility is to arm and train civilians to fight efficiently. The United States of America and the Free Oil States are simply too large for a single authority to police effectively. The AADA also points out that Americans have never obeyed the laws they disagreed with. "Civil disobedience" is an American concept borrowed from Gandhi. The Declaration of Independence – the political platform of the United States – explicitly states that a population has the right and the duty to disobey a despotic government. By extension, a single individual has the moral right to break a law which conflicts with his beliefs.

In the 2040s, the vast majority of decent, law-abiding Americans want to equip their vehicles with heavy armament. This is a fact, not open to interpretation. Any attempt to impose a law against heavy weapons is axiomatically doomed to failure. EDSEL may claim popular support in much of the East Coast, but these are mostly people who are being nostalgic and unrealistic. Even though people may claim they want weapons restrictions, they are never willing to surrender their own, a simple fact which is adequately proven by EDSEL itself! For EDSEL is a heavily-armed military command group which denies others the right to arm themselves, as though there is some magic associated with EDSEL which makes them above the law.



ORGANIZATIONS



THE WAKING OF THE PRESIDENTS

In February, 2045, known as “Black February” to most, tens of thousands of cars, bikes, trikes and suicide trailers pounded the landscape. For four weeks the onslaught continued, causing chaos and wreaking havoc. It was ARF’s finest hour.

As the month drew to a close, law enforcement, autoduellists and citizen’s militias joined forces to beat back the terrorists. EDSEL helicopters darkened the skies of the northeast continuously, landing only long enough to recharge. BLUD fought alongside AADA, although never quite sharing secret handshakes.

In the end, thousands lay dead on all sides. Operatives in all fields were uncovered, captured, and in some cases, drawn and quartered. Surprisingly, the devastation was limited, having been focused primarily on government installations and media outlets. The worst damage, though, was to the hearts and minds of the people. Rivaling the loss of family and property was the loss of sanity. Worse, even as the desolation reached its bleakest, many private citizens, even entire militias, still flocked to ARF’s side. Anarchy ruled.

After ARF’s Inner Council was captured, the leader of the ARF revolution was revealed to be a “visionary” named Kleiner, whose body was never found, although some claimed to have witnessed his death . . . in several different cities.

The silver lining from Black February was the backfiring of Kleiner’s master plan. ARF agents revived four presidential clones. Instead of creating chaos, three of the four agreed to rule jointly (the other retiring from politics with the wife and kids). Working together, they managed to balance the budget, find funding for new programs and enact legislation to rebuild infrastructure. The three President Tanners have started to develop different philosophies of late, given their newly-diverging experiences, but usually manage a consensus on all major issues. Special dollar bills were minted in 2046 bearing all three likenesses.

to recruit each others’ members. In other areas, though, the intense rivalry has led to petty vandalism, road ambushes and even open warfare.

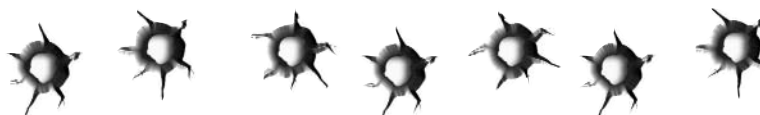
Scenario Ideas

BLUD members just know how much better they are than the average AADA duellist, or even the elite ones. So if any AADA member-PC develops a Reputation for their driving, shooting or just plain luck, any BLUD member he encounters may feel slighted that he hasn’t gotten the recognition he deserves. And there’s one easy way to get it – a grudge match. One lucky (or unlucky) PC will either gain a Rival or an Enemy, depending upon how the match is handled.

On the other hand, sometimes the horrors of everyday brutalities really get to you, and you want to let it all out, any way you can, without limiting yourself to someone else’s arbitrary designations of what’s fair and what isn’t. The party could become members of BLUD, perhaps seduced into it either by a killer babe who waves the flag to start the show or by the promise of *real* duels where the only thing flowing faster than the taps is the adrenaline, and if you have what it takes, you can strip a car or two. And maybe the flag girl.

BLUD could serve as either Patron or Enemy, and its members could be either Allies or Rivals. Any AADA member allied with known BLUD brothers for any mission will come under intense scrutiny, and may be barred from AADA-sanctioned duels in the meantime, causing a drop in standings, as well as Reputation. He could even lose an endorsement or two. To BLUD higher-ups, consorting with AADA members provides grounds for dismembership. Literally.

A twin brother who guns for BLUD is best kept Secret. A long-lost twin brother with the same affiliation could be cause for trouble.

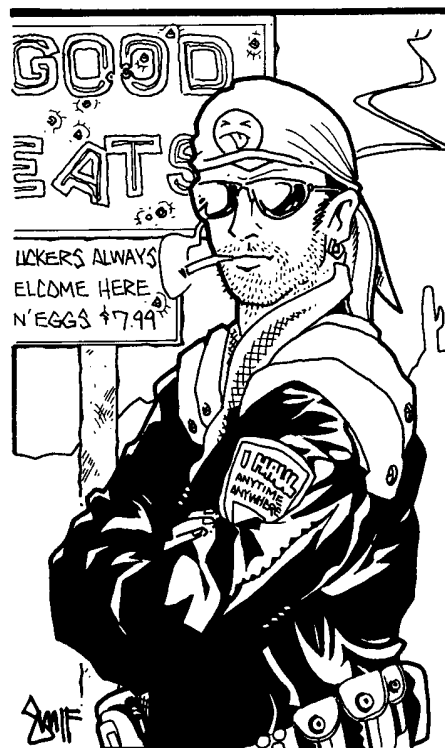


THE BROTHERHOOD

The Brotherhood is the society of professional truckers. With airship service still spotty, and trains easy targets for criminals with shovels or a few sticks of dynamite, the trucks are the primary cargo movers of the 2040s.

The organization came into being in the late 2010s, a time when National Guard units rode shotgun on critical trucking runs. The runs were far too dangerous, but pressure from the government and from the truckers’ own union kept the truckers on the lethal roads and punishing runs.

This state of affairs lasted until 2017, when the midwestern truckers, led by Michael “Mongo” McGuire and backed by the National Guard (who were much more sympathetic to the truckers’ position after the months of gauntlet-running), called a general strike.



This led to the legendary 2017 *Battle of Pittsburgh*. In terms of gains and losses, the battle was inconclusive, but its effects were far-reaching. Mongo McGuire, dying on the battle site, declared a “Brotherhood of truckers,” dedicated to cooperation and mutual protection.

Today, the Brotherhood is a widely-respected part of American society. Brothers are dedicated to mutual support, courtesy in driving and violent retaliation against those who oppose, cheat or otherwise discomfort them.

The *Knights of the Brotherhood* are the unofficial leaders of the Brothers. They are widely-respected and (for the most part) wealthy truckers who look out for the Brotherhood’s interests – and also discipline their own. Knights are the only Brothers who can declare someone to be an *Enemy of the Brotherhood* – the equivalent of a death warrant.

Scenario Ideas

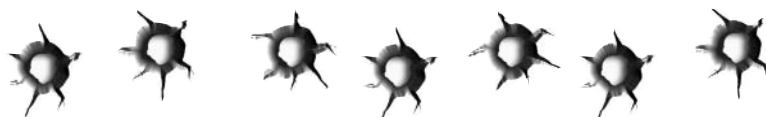
One or all of the PCs might have Driving (Trucks) skill. They can serve as escorts for dangerous cargo – dangerous for whom is for your consideration. For instance, the Senator’s daughter in the trailer’s accommodations may start making demands the PCs don’t want to follow, or can’t. And if she has Throwing skill, it could get worse.

Of course, no one would consider hauling timber out of Oregon to be anything more than a boring assignment. But eco-terrorists are hardly boring.

A trucker who’s been out too long might also mistake the PCs for the band of marauders that attacked him six hours before outside Charlotte and decide to finish them off for good. Or he might’ve just gone off the deep end when he heard a voice on the radio that sounded like someone from high school . . . and decided to finish him off for good. This should probably happen near a bridge or narrow mountain passage right after they pass the sign that reads “No Shoulder.”

If all the characters can drive big rigs, they can drive a convoy instead of escorting it. If not, they can ride shotgun in separate trucks, freeing the GM to blow away escort cars at will as a scare tactic. And a Brotherhood campaign can be handy if not all the players can make all the gaming sessions; you can schedule different runs around their attendance.

The Brotherhood does not make a good Enemy, unless your campaign will only run for one afternoon. A short afternoon.



THE EASTERN DRIVING SAFETY ENFORCEMENT LEAGUE (EDSEL)

The Eastern Driving Safety Enforcement League, a militant peace group, was founded in 2030 in Albany, New York by a group concerned about “hooliganism on the highways.” By this it meant all combat, even in self-defense. Strictly a political organization in its infancy, EDSEL sounded a sympathetic chord among the populace of many East-Coast-states, and succeeded in having road combat declared illegal.

Clearly marked EDSEL vehicles began prowling areas that had been designated “No Duelling” zones, and if any vehicular combat erupted, EDSEL vehicles would converge and fire on all participants (except each other), using superior numbers and firepower to blast everybody in sight. Using its bully power, it

WHO IS STEPHEN AUSTIN?

If you said “A man barely alive. Gentlemen, we can rebuild him . . .”, close this book and give it to someone, so they can smack you over the head with it. On second thought, use a different book – no reason to destroy the binding on this one!

In 1823, Stephen F. Austin put together a group of ten volunteers to “range over the area between the oak-covered hills to the west and the settlement on the Colorado River,” to protect the fledgling colony that bore his name. Thirteen years later, the Texas Ranger Force, the oldest state police organization in North America, was officially established. The Texas Rangers would later prove their prowess in battles during the Mexican War and the First Civil War.

Sam Houston declared that one regiment of Rangers would be sufficient to guard the entire state of Texas, and over the years, when towns called for Rangers to restore order, the “One riot, one Ranger” rule stayed in effect, proving to be amazingly unfair to the rioters.

The War For Freedom (as Texans call the Second Civil War) saw Rangers using patrol cars, helicopters and off-road pickups to keep on the move. They proved to be excellent scouts and raiders. In 2015, the Frontier Battalion turned back Mexican marauders at the Battle of Del Rio.

The Rangers’ only major defeat this century came during the Food Riots, when they were forced to abandon Dallas, Houston and San Antonio. But even then, the Rangers managed to maintain order and keep control of most smaller towns, while guarding the food distribution network. Food Riot casualties were lower than any state in the U.S., and barely half the national average.

Today, the Texas Rangers keep many areas of Texas free from cycle gang activity, and occasionally venture into the vast empty plains in the west and south part of the state to reclaim more of the lawless territory.

THE MOUNTIES

The Royal Canadian Mounted Police is one of the most elite and dedicated police forces in the world. Organized in 1873 as the Northwest Mounted Police, it serves to enforce dominion law throughout Canada, with emphasis upon preventing smuggling, maintaining security and supporting local enforcement organizations.

The Mounties originally rode horses, but as their duties and needs expanded, transportation included such means as cars, planes, ships and more esoteric vehicles like trikes, snowmobiles and dog sleds. Nevertheless, the RCMP still maintains a number of true horse-mounted squads, for wilderness operations.

The RCMP was instrumental in controlling the influx of cycle gangs in the late 2010s, and its efforts have made the roads in Canada the safest of all the roads in North America. It has served to break up duels in anti-duelling areas, discourage banditry and aid motorists in distress. Officers are trained to combat fires, smugglers and gangs as well as to aid lost, hurt or disabled motorists, and local police forces. Their automotive "steeds" carry medical, mechanical and fire-fighting equipment as well as adequate weaponry and armor to deal with life on the highway.

A Mountie carries personal gear designed for any situation. Indeed, between the extensive training that every Mountie receives and the advanced equipment that is standard issue for each officer, there is little that a Mountie can't deal with. All Mounties wear body armor over fire-proof suits, and modified battle vests that carry a heavy pistols, foam grenades, mini-mechanics, Bowie knives, and First Aid kits.

Intelligent, skilled, and courteous, the Royal Canadian Mounted Police are a common sight on most Canadian roads.

Note: Although the British monarchy was finally toppled in 2016, tradition – and Canadians – demanded that the organization keep "Royal" in their name.



would declare certain areas *Street Legal*, an EDSEL parlance meaning that any vehicle sporting weaponry found within their arbitrarily designated boundaries was fair game for EDSEL copters.

EDSEL members are not cycle gangsters, duellists or truckers, and should never be

handled like them. They are not motivated by rapacity, wanderlust, profit or even a private sense of right and wrong. They're members of an organization with a mission, perhaps an impossible one, and will never stand down from it. Taking an EDSEL member hostage will rarely work, as he would relish martyrdom. (As one might have guessed by now, Autoduel America has its fair share of fanatics with their own agendas.)

Nowadays, EDSEL is not so much concerned with expansion as it is with minding its own little corner of the world. A reasonable choice considering its disastrous expansion efforts of the past. The party will not likely meet it away from the East Coast. That doesn't mean that some zealot won't try to open a branch in Mississippi, but it's better to stay with the established groups that have roots in the community and some order of followers.

Shooting it out with EDSEL wouldn't necessarily make it an Enemy of the PCs, unless the party was actively seeking it out to eliminate it or a chance road encounter turned exceptionally brutal. Its single-minded mission precludes it from being a worthwhile Patron, and playing an EDSEL campaign would have limited possibilities.

The players should remember, though, that not all EDSEL members are the buffoons the media makes them out to be, and a lot of those barroom tales have been greatly exaggerated (although most have some basis in fact). You won't know until one is firing at you just how good he is.

Hawks and Doves

Although all within the organization share the same ultimate goal, members of EDSEL disagree on the route to take there. The *hawks* believe that EDSEL must be armed and active to be taken seriously. The *doves* believe that the blatant hypocrisy of the hawks prevents them from being taken seriously.

The doves push for legislation and wage a war of public opinion. As anti-duelling statutes fall, they push for increased law-enforcement funding. They protest in front of town halls and hand out leaflets in malls, attempting to spread the word that violence isn't necessary.

The hawks believe that they need better weapons and better training to finish the job. Keeping up with today's technology is their number one priority; increase the military presence and others will take notice.

Extremists within the organization have gone as far as midnight bombings of autoduel arenas, but these tactics are deplored by hawks and doves alike. Furthermore, some of the more violent and notorious acts attributed to EDSEL



ORGANIZATIONS

are committed by others in its name. Corporate death raids against vehicles and unarmed pedestrians are pinned on EDSEL. This drives the doves crazy, though not as much as the hawks do by accepting the responsibility, the press coverage and the boost in visibility.

EDSEL and the Brotherhood

EDSEL and the Brotherhood have had a shaky relationship over the years. Although never allies, they shared the road peacefully. When EDSEL moved into Ohio, things went south fast. First, EDSEL's trucks were carrying attractive payloads, but no arms, not even defensive weapons, putting their drivers at risk. They started using decoys loaded with concealed weapons on some hauls, but that got the drivers into fights they would rather have avoided. The final nail in the coffin came when an overzealous EDSEL commander ordered the destruction of a truck that had dropped mines to discourage a wolf pack of cycles.

EDSEL was declared an Enemy of the Brotherhood. That status has been upgraded since then, however, and Brothers are free to simply ignore it entirely. In return, EDSEL no longer interferes when a Brother is involved.

Scenario Ideas

EDSEL will interfere with any duel on one of *its* highways. If an overzealous EDSEL leader declares any area "Street Legal," any vehicle mounting weapons in that area is a fair and legal target for EDSEL helicopters. This hasn't happened in over a dozen years, but in Autoduel America, anything is possible.

If that should happen, the party could be hired by the AADA, or anyone else for that matter, to violate that ordinance and enter the area armed, preferably with pop-up universal turrets.

The adventurers might also receive a tip that EDSEL will detonate a massive amount of explosives at the corporate headquarters of a leading weapons manufacturer, and the tipster will want them to stop the EDSEL forces. But those forces aren't necessarily EDSEL, and that mysterious woman with the great figure might not be from the corporation she claims to work for.

CYCLE GANGS

A typical biker is distinguished by his shabby, smelly appearance, his upturned nose, his pointy ears and porcine looks . . . No, wait! Those are orcs.

Take note of that. Bikers are often played as the *Autoduel* orcs (not necessarily in the figurative sense, either), and as such, get no respect; wave upon wave of faceless cyclists with fancy, colorful names, but no motive or strategy more than smash, grab and smash some more. Don't let this happen.

Around the time of the Blight, bike gangs were pretty shabby affairs. Criminals, petty warlords, malcontents and desperate citizens did whatever it took to survive, and used whatever vehicles they could find, steal or assemble. Their junker cycles, jeeps and buggies were kept running only by constant maintenance. They rode into small communities, took what they needed to survive, and rode out again, often leaving starvation and death in their wake.

That all changed when towns fortified themselves and citizens' militias formed. Gangs that couldn't adapt were destroyed, many disbanded when their fearless leaders were blown away. The smarter ones just moved elsewhere where the resistance was low, staying until the residents put up a decent fight.

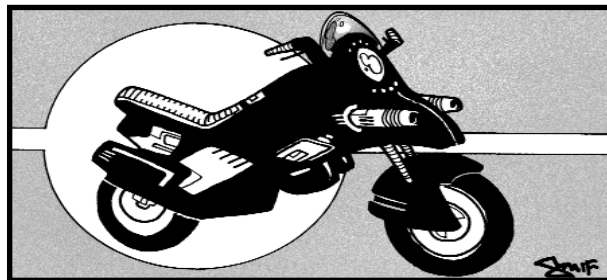
THE MONDOS

When the Grain Blight devastated crops the world over in 2012, Midville, Ohio, was hit as hard as anywhere else and watched its corn and winter wheat Blight away. When the Food Riots hit, Mayor Albert "Shiner" Cordray figured that the regional and national government wouldn't be able to provide any protection for Midville, so he organized a raid on the local Army-base-armory. The raiders got away anonymously and with an enormous store of weapons and ammunition. Only recently were any of the participants willing to admit to it.

As the national situation rapidly deteriorated, Cordray's irregulars were formally reorganized in 2018 as the Midville Security Regulars, or MSR (or Mashers, as they came to be known). In 2020, the Mashers utterly destroyed the Dervishes, a Midwestern cycle gang that had sacked many larger communities.

After Cordray's death in 2024 (he was killed while performing a vital delaying action in his stolen APC, the now-famous Sarah Bellum), two strong-minded Midville residents immediately stepped in and kept things moving. One was the young Danielle Adair, who was later to become a well-respected western duellist. The other was Joseph "Jumpin' Joe" McFadden, an Army veteran. Joe renamed the security regulars the "Midville Operatives for Neighborhood Defensive Ordnance," or MONDOs, and taught them larger-unit tactics and strategy.

During this time, Dani Adair was learning about and promoting local interest in the new sport, autoduellling. McFadden worked out means to use the tactical benefits of small armed vehicles. In 2026, when the first edition of the *AADA Road Atlas and Survival Guide* was released, the entry on Midville listed the unwallied city as a "Fortress Town" – high praise for the city's defensive prowess.



ORGANIZATIONS



VIGILANTE GROUPS

Nightsword, Road Wolves, Jersey Devils; they use different tactics, but the net result is the same. Across the continent, armed groups of vigilantes continuously take the law into their own lands for the sake of the community around them. The main thing that separates these rogue groups from the outlaws they're eliminating is that they have the public support; at least they do when the public knows they exist. The general populace can see that the streets are getting safer and that just a little more normalcy has returned to society. They don't care had it happened, as long as it got done.

Vigilante groups come and go but they never seem to stay away for long. Just when authorities are convinced that they've heard the last of any such group, they always make comebacks, and usually with style.

Nightsword

Roaring over the highways for over a dozen years now, Nightsword is the best-known vigilante organization in New York State, or even the northeast U.S. Its black cars sport a logo featuring a bastard sword, point down, over which is a scroll that reads "NIGHTSWORD." They can be found patrolling the roads from Poughkeepsie to Buffalo.

Authorities don't know exactly how large this organization is, nor the extent of its arsenal. Privately, many State Police officers are thankful for the help, even if that help is coming from "criminals" who are flouting the state's weapons laws and duelling statutes.

Those that survived the Blight Years acquired better equipment. Shiny new, heavily-armed-and-armored bikes scoured the back roads, flanked by support vehicles and assorted personnel, as they looked for those wayward travelers who took the wrong turn off the highway when some nasty old cyclists switched the signs. These days, it's not uncommon to see pickups, vans or the occasional ten-wheeler accompanying the gang, to carry provisions and haul off the spoils of their last kills.

The best defense against cycle gangs, other than keeping off the road, is to travel in large numbers with some heavy vehicles. This is not an absolute guarantee of safety. Cyclists have been known to take out lone intercity buses with little more than a fallen tree.

The Good Guys

Not all cycle gangs are composed of scruffy, deviant bottom-feeders. Some groups of samaritans ride the roads looking for wrecks to *help* the owners, not to strip their wheels and ammo. Some vigilante gangs actively seek out outlaws to either bring them in or string them up. And there have been reports of Robin Hood-type bandits roaming the countryside outside corruptly-run fortress towns, blockading the main road, feeding the poor, aiding those capable in their efforts to escape the tyranny.

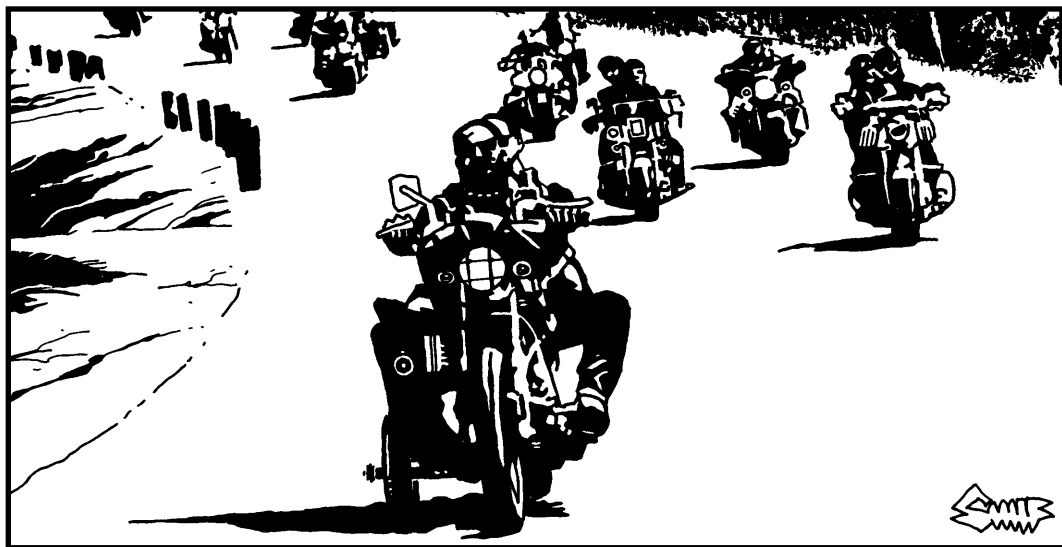
The Paladins

The Paladins are some of the most unusual bikers on the roads today, sporting distinctive markings.

This "gang" is actually a dozen or so clans, each with 50 to 100 members, with a combat strength usually half that. Paladin warriors train in both modern and medieval weapons and fighting techniques, and favor stock combat armor with medieval-style surcoats with the Paladin colors, a customized cross in white on a red field or personal badges embroidered upon them.

Paladin clans make their operating funds in a variety of ways: by sacking and destroying criminal gangs, by hiring out to town governments to rid the area of criminals, and by doing demonstrations of trick cycle-riding and medieval combat techniques at AADA exhibitions.

The Paladins usually live in camps in backwoods areas, far from commonly-used roads, easily surveyed and well-guarded. The clans have regular campgrounds they stay at for a month or so at a time, returning to a site twice or so in a year.



Not all Paladin warriors have their own cycles; some are foot-warriors, snipers and other non-vehicular fighters. At least one or two members of each clan have extensive medical training. Each clan has at least one bus that carries the clan's children, all equipment and supplies, and all seriously injured or incapacitated Paladins. Additionally, each clan will have three or four combat-capable automobiles.



ORGANIZATIONS

The Paladins are found all over the central American states; they travel so extensively that they can be found from Colorado to Ohio, from South Dakota to the Republic of Texas, during their yearly migrations. Unlike the usual cycle gang, these guys really know how to fight. The PCs should not get into rows with them. That's doesn't mean that they can't be tricked into it by the Paladins' enemies.

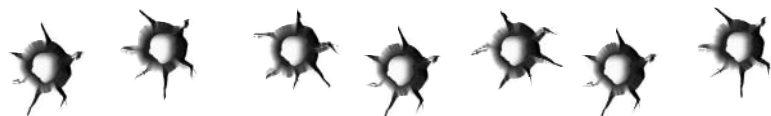
Scenario Ideas

While traveling cross-country, the party might encounter "bandits" who entreat the PCs to aid them at freeing the nearby town that exiled them from the grips of a power-hungry Mayor-for-Life (or the president of the company that owns the town).

A character's Dependent could be kidnapped by the War Dogs, forcing the characters to rescue the character from the cycle encampment. (Or they could be hired to rescue anyone else.)

During the winter months, cycle gangs storm into towns and take shelter by force. This could have some nasty consequences if the PCs happened to be there when the bikers converge on Main Street.

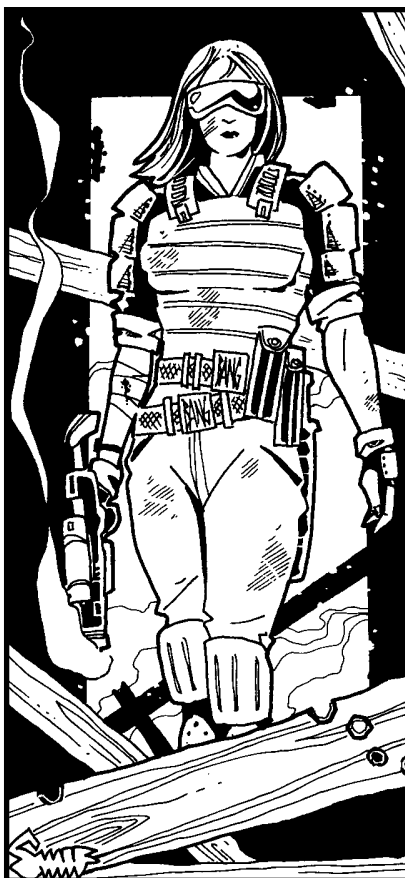
A cycle gang can also be the basis for a campaign, but it is recommended that the players not play cyclists of the "smash and grab" variety.



CITIZEN'S MILITIA

Many communities have Citizen's Militias, varying in size, strength, and ferocity, but almost all would fight to the last man to defend their towns. Over the past fifty years, their numbers have swelled as towns that survived the Bad Years continued to fend off marauders, carpetbaggers, and external governmental interference. Some aren't too happy with the local government, either. Militias can be peaceful, law-abiding, buffoonish groups like the BOPPERS of Brooklyn, or peculiar but effective like the MONDOs, or seriously overprotective crazies that make ARF look like Daisy Scouts . . . but only if you invade their turf. (These latter-forces are usually found only in Roanokes.)

As travelers roam the country, they're likely to find all sorts of pedestrian neighborhood watch groups. Taking time to size each other up should allow the PCs ample opportunity to roleplay outside of their cars. (Most watch dogs will demand the PCs exit their vehicles and interpret their refusal as a hostile act.)



CONDOR

As soon as Gold Cross is notified of a death, it prepares a clone for a final memory transfer. As an added service, it'll send an ambulance (equipped with a cryo-unit) to pick up the deceased. The problem occurs when the corpse lies in dangerous territory. Gold Cross likes to keep its customers happy, particularly if they're incredibly rich or influential. To that end, it employs its own team of recovery specialists: CONDOR.

Originally just a plainclothes pick-up team, Covert/Nondescript Operations and Recovery evolved into an elite undercover unit. For outrageous prices, it recovers "unrecoverable" bodies – in treacherous locales, in regions where cloning is socially unacceptable, or for people who don't want anyone to know they've been cloned (for personal or political reasons). Further, CONDOR also "discourages" rival operations, protects top corporate executives, and "watches the watchmen," infiltrating and double-checking Gold Cross's regular security forces.

CONDOR teams have access to state-of-the-art equipment and avoid combat whenever possible. Headquartered in Manhattan, they operate nationwide, making for an interesting and varied, and somewhat morbid, campaign. In fact, given the grimness, the GM is urged to lighten it up, even to the level of black comedy. The body fetchers could smuggle a frozen head in a shipment of basketballs, mail a 175-pound man in 2,800 first-class envelopes, transmit an MMSD via modem, or accidentally merge the brain patterns of a respected church minister with that of an experimental horse, resulting in a minister obsessed with jogging and oats (a 10-point disadvantage). In this setting, the GM should ignore the rules for damage to the victim, or assume that CONDOR expertise gets around that problem.

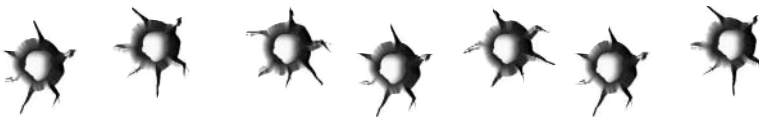
Played straight, a CONDOR campaign works for both combat scenarios and stealth and intrigue adventures. This "Mission: Impossible" option allows GMs to pick and choose the operatives appropriate for the assignment, which works well if your players can't make every session.

DEATHRUNNERS

Gold Cross can't be everywhere, and not everyone can afford its services anyway. For that reason, there are independent groups of body reclaimers, known collectively as "Deathrunners." They're a cheaper alternative, charging less than \$4,000, or whatever than can get if they're hard up for the work. For extra money, Deathrunners also shuttle bodies to morgues, and take odd jobs that sometimes border on questionable conduct to make ends meet.

The difference between CONDOR and Deathrunners is the difference between sending a limousine and a gypsy cab.

Deathrunners can be held on retainer for corporations on tight budgets. This usually means steadier employment, a small monthly stipend and possibly insurance that covers part of the cost of clones for themselves. On occasion, Gold Cross will hire a squad of Deathrunners. In that case, they'll pay 25% above the standard rates on the condition that the deal remain strictly confidential.



THE POLICE

Most peace officers are brave, honest folk who are paid to keep the peace – the easiest way to do that being to warn the lawbreaker to surrender, and then kill him if he doesn't. In some cities, the police are security forces paid to protect the interests of a political machine or corporation. They are still basically decent, but their bosses' interests come before those of the citizens. And in some areas, the "police" are thugs with badges, the enforcers of the ruling crooked politicians or corporations. They engage in high-priced toll booth collections, arrest travelers on little provocation (with bail amounting to kidnappers' ransoms), and use deadly force capriciously.

The average police officer has attributes of 11 across the board and the following equipment: kevlar vest or flak jacket, shotgun, .38 pistol, handcuffs, walkie-talkie and nightstick. Uniformed police officers, except for those assigned beats in non-vehicular districts, are assigned cars or motorcycles.

The average precinct house will be a heavily-armored bunker (DR 20, 100 HT) with exterior gun emplacements and secure personnel and vehicle entrances. The precinct garage is enclosed, usually beside or beneath the precinct.

The department's cell-block is deep in the interior of the building; the bars are DR 15, 20 HT, and the cells are monitored by closed-circuit TV and can be flooded either with tear-gas or anti-personnel grenade shrapnel.

The two best-known and beloved law enforcement authorities in North America are the Texas Rangers and the Royal Canadian Mounted Police (see sidebars, pp. 85-86). Which of the two is *more* beloved depends on where you live.

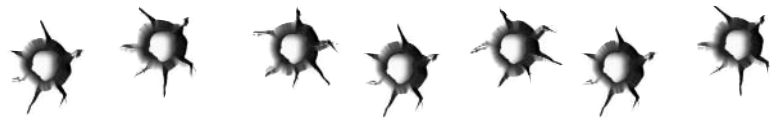
Scenario Ideas

Police Campaign. You can use the local precinct as the basis for your ongoing campaign; the characters would deal with the local region's criminals.

Toll Booth. In many backwoods regions, local police departments erect toll booths with exorbitant rates – sometimes as high as \$5,000 per vehicle, although most are in the \$500-1,000 range. The usual means is to erect a barricade across the road, complete with heavy firepower on all sides, and stop all vehicles on the road, collecting the toll or confiscating vehicles if drivers won't pay. And if the PCs erect such a toll booth, you can be sure that the local law will be arriving shortly, and they won't be carrying exact change.

Hiring Freelancers. The police are the local law enforcement, and, this being the 2040s, they can be looser about their methods than in the previous century. If they want a local criminal captured or eliminated but don't have the time or manpower for the extensive search-and-destroy mission this would entail, they're more than willing to hire freelancers to do the job for them: freelance duellists, bounty hunters even assassins (those with no criminal records to speak of).





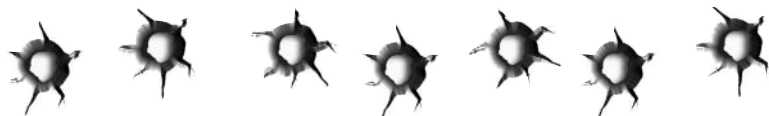
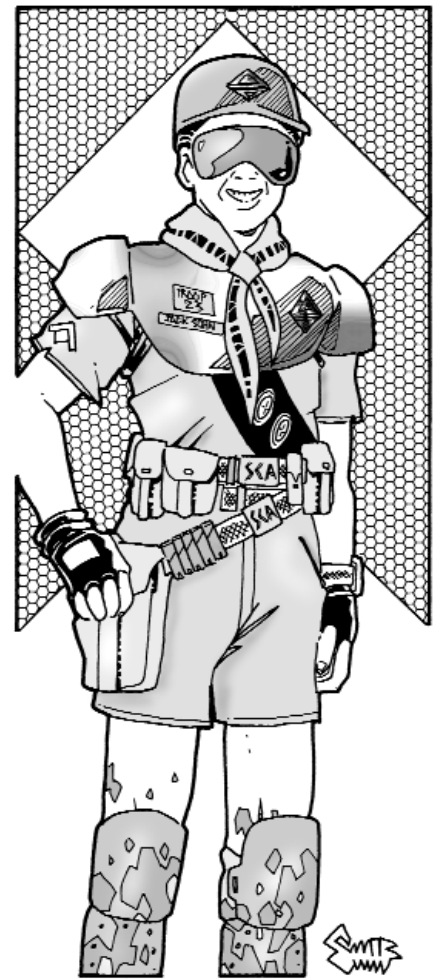
SCOUT COMMANDO CORPS

The Scout Commando Corps (SCC) is a paramilitary youth organization, open to both sexes. It grew out of the remains of several youth groups that had been in slow declines since the early teens. The Scouts were instrumental in providing relief during the first year of the Blight. Some Scouts were even killed when bandit gangs attacked rationing centers. When the Food Riots came, the Scout Commando Corps came into its own, engaging in battle as needed. Deployed at first as a violent perversion that acted contrary to the original beliefs and intentions of the Scout Code, the SCC gradually became accepted as it continued to provide relief to communities across the country while rehabilitating the troubled “lost” youth of America, giving them a sense of purpose.

The Scout Commandos (officially designated as such in 2024) are devoted to the principals of Self-Improvement, Protection of Innocents, and Destruction of the Guilty. SCC troops engage in service projects to help communities deal with natural disasters, riots, raids or other troubles. They also engage in attacks upon criminal organizations and gangs. Scouts practice conservation and take care not to destroy wilderness areas in the pursuit of combat goals.

Scout Commandos must be between the ages of 13 and 18; at 18, they are ceremonially retired from duty. Many Scouts don’t survive to age 18, which has caused much controversy for over two decades, but their intensive training and organizational talents have helped many communities cope with riots and bandit activity, and this fact keeps them going.

Member of the SCC wear distinctive uniforms at all times; the uniforms (and matching armor used in assaults) indicate their organization and rank within that organization.



AMERICAN GREEN PARTY

The American Green Party was formed just before the turn of the century to stop the rollback of environmental laws and the destruction of wilderness at the hands of big business. It met with partial success but was rolled back itself at the onset of the energy crisis and again during the Food Riots. Once again, coal polluted the air, and several species were hunted to the brink of extinction.

With Washington losing control of the country – and still smarting from the loss of three states – spotted owls took a back seat to internal security and feeding the populace. The Greens realized that only they could prevent the old-growth forests from becoming kindling.

GreenSpacers

With the advent of algae farming and the depletion of fossil fuels, the American Green Party was able to establish the first of many GreenSpaces, wildlife preserves with armed guards and security devices to keep out hunters and other “environmental hazards.” Their glory was short-lived, however. Hunters, accusing the GreenSpacers of “letting women and children starve for

THE HILL CLANS OF MAINE

The clans of Maine are fairly peaceful and actively friendly to outsiders who are smart enough to stay neutral in the feuds and squabbles which dominate interclan relations. Hospitality to strangers is considered a way of showing off wealth, and is a form of one-upmanship among tribes. It isn’t too unusual for a Maine hill-clan to give a stranger an enormous dinner, a place to sleep and a breakfast which could founder a horse, and then throw in a battery recharge from the windmill in return for a good game of checkers or darts, or just amusingly-told news from the rest of the country. Payment for this sort of thing is never accepted, although a tasteful thank-you gift is always appreciated.

Abuse of this hospitality is not merely rude, it is deadly. Nasty flatlanders can be lucky to escape with their lives, let alone their vehicles and possessions.

TELEVISED INTERVIEWS

At the end of a road duel covered by UBN (or a local station), the network sportscaster on hand will contact the winner by radio and try to get him to identify himself and agree to an interview. If the winner is so inclined, the helicopter will land and a sportscaster and cameraman will jump out, sprint over to the duellist and start a brief and predictable interview:

"What sort of duelling experience have you had?"

"Was the duel tougher than you expected?"

"What sort of tactics did you use to gain the upper hand?"

"We noticed your reliance on (whatever . . .). Is that your favorite weapon system?"

The interview will go on about as long as the duellist is willing to stand there and put up with stupid questions – the UBN has a lot of time to fill, and the average road duel lasts less than a minute.

Duellists who dislike publicity, or have to keep to schedules, can politely decline an interview requests.

PCs can gain or lose temporary Reputation by appearing on TV. The exact amount is determined by the GM. Winning a road duel (particularly against heavy odds) and granting a lengthy interview afterwards can launch a career! If the action was broadcast only regionally, or was not particularly spectacular, or the character only gives a radio ID instead of an interview, the Reputation increase should be reduced, both in size and duration.

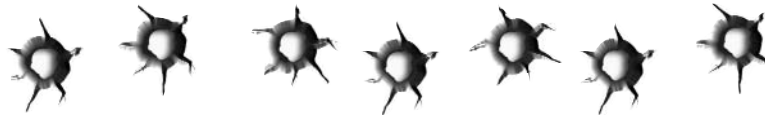
some bleeding-heart cause," confronted the GreenSpacers. With their superior numbers, the hunters prevailed and overran the last of the preserves in 2026. While the American Green Party kept pushing legislation in Washington, most environmentalists went underground.

For the last two decades, a state of war has existed between hunters and the Greens, now calling themselves *Eco-Guerrillas*. Traps and ambushes await many who venture into the wrong woods. Hunters respond with greater numbers and heavier firepower.

Green Circle

Probably the most fanatical splinter group of GreenSpacers is Green Circle. Led by the charismatic Ell Rohn, Green Circle broke away to take serious steps. Following Ell were the most violent, and some add unstable, members of the movement. Although they share the goal, their methods are more radical, enough so that state and federal authorities get worried whenever a spray-painted green circle appears in the middle of a highway in Oregon or on the outer wall of a factory in Washington.

Green Circle does not shy away from murder, and unlike other groups in the movement, it doesn't limit its activities to the wilderness. It'll make its point by blowing up random vehicles on the interstate, taking over large factories and destroying bridges. Although state legislatures throughout the Pacific northwest have offered substantial rewards for the capture or death of their leaders, few have dared to come forward. Worse, Green Circle has many sympathizers even among those who deplore its methods. This grassroots support, combined with its unpredictability, make it even more dangerous and formidable.



HELICOPTER EMERGENCY RESCUE ORGANIZATION (HERO)

When a car skids off a slick road, it usually ends up careening into a clump of bushes or sidling up against a tree. If a driver finds himself face-down in a ditch, that's no big deal; radio a tow truck, and you're out of there.

Unfortunately, when you're driving up into the Adirondacks, a momentary lapse in attention could find you sliding halfway down a mountain. Not an easy spot to climb out of, especially if you're in no condition to climb.

In 2041, HERO started patrolling the skies north of New York City. Within a year, it patrolled six counties, and today has bases in half-a-dozen states. It flies over the rural areas – near small towns without the needed facilities, or on the open road, where help is too far away – and is usually on the scene before the local authorities. HERO copters are privately owned, have no law enforcement powers and will follow the instructions of officials on the scene, if any.

All HERO fliers (or "HEROs") are trained pilots and medics and never flinch at the thought of being lowered on 50-foot cables, with nothing more than medkits and crowbars, down to accident sites to retrieve vehicle occupants. Of course, they might wish that it wasn't so windy, so they won't be blown into the



ORGANIZATIONS



mountainside on the way. Or that the jerks with the pistols would stop firing at them. (Some days, *accident* is not semantically correct.)

Although HERO pilots don't like to create a demand for their own services, they don't think twice about defending their customers and themselves. The standard procedure, if fired upon, is to identify themselves, take evasive action, then, as a last resort, return fire.

The adventurers may encounter HERO (or any other rescue operation) in any rural setting, but particularly near mountain ranges or shorelines where helicopters could quickly reach the accident victims. In fact, the hapless heroes might *be* the accident victims requiring HERO's services. Or they could come across a copter under fire. Having a friend in the sky comes in handy, and HERO will generously reward anyone who prevents a \$100,000 piece of equipment, not to mention its crew, from tumbling to Earth.



GOLD CROSS

Gold Cross has offices in all major cities. Its services are available to everyone, although wanted criminals often have to pay a substantial bribe to a doctor or administrator. Keep Gold Cross paid up, and they're very reliable. Miss a few payments, and your clone will be used for organ transplants.

The PCs will most likely want to get clones, especially if they're in dangerous occupations. Unfortunately, they'll have to come up with a way of paying for them. Corporations give free clones to their partners and principals, but aren't likely to give them to a bunch of freelancers, regardless of how dangerous the mission is. Of course, if the payment is big enough, a deceased PC can have his memories read into an MMSD, but he'll be off the campaign trail for at least six months while a clone is grown. And the balance of the bill must then be paid.

On the other hand, the PCs might want to *work* for Gold Cross. They can do that in a couple of capacities:

Scenario Ideas

If the PCs are playing in a CONDOR campaign, the possibilities are endless. For starters, the body they're searching for might have been moved. Someone might not want him brought back, or at least not right away. ("The Junior Senator from Idaho abstains.") Or the body is someplace safe, just unreachable – frozen in the snowy Rockies, in his private sub on the bottom of Lake Michigan or in the back of an RV in the middle of a cross-country race. ("I jus' knows Bernie woulda wanted me to finish and claim the hundred-thou gran' prize.")

If the PCs aren't working for Gold Cross, they could be hired by it to make a run. Or they might be retrieving a fallen comrade (preferably an NPC, but if a member of the playing group is on vacation for a couple of weeks anyway . . .).

And remember, without at least proof of death, Gold Cross cannot and will not revive the clone. It sometimes took the word of a close friend or family member, but after what happened with President Tanner, it's not taking any more chances. This causes another time restraint – if the body isn't found in time to be read, and the client doesn't have an MMSD, Gold Cross has less than one month to activate a preprogrammed clone before the mind wipes! The clone is good for spare parts, but Gold Cross may be forced to refund a substantial amount of money.

THE UNITED BROADCAST NETWORK (UBN)

Television drives the country, and the United Broadcast Network drives television. UBN is one of the largest television networks in the world, offering all kinds of programming, although its reputation was made on its coverage of autoduelling. Even today, vehicular combat shows pay the bills.

In addition to extensive coverage of arena duelling, UBN has an aggressive policy toward finding and broadcasting spontaneous road duels – live whenever possible. Toward this end, UBN owns and maintains hundreds of helicopters across the country, all equipped to link up to the UBN network on a moment's notice and broadcast live.

This means that any action on the highways is likely to be beamed live around the country. Savvy hijackers have taken to installing TVs in the gunners' stations to get the aerial view during the attack. Of course, this is a two-way highway: if one PC is watching TV, he might discover the second wave of attackers before they even clear the trees.

Combatants must be wary: if a broadcast helicopter catches a player committing an "unsportsmanlike" or cruel act – like an unprovoked attack on a lone cycle by a well-armed van, or shooting fleeing pedestrians in the back – the effect on Status or Reputation won't be very good. Illegal activity, if televised, will attract the attention of the appropriate law enforcement agencies as well. Of course, if participants are not identified, none of these penalties can apply.

As a Patron, a TV station could hire reporters to look for road duels, bank robberies, liquor store holdups, etc., and to relay the action back to the local affiliate. They would *try* to stay out of the action, but things just have this way of turning out. Naturally, the station wants several angles, so some muckrakers would be in copters and some in trucks. And the best shots always seem to come from the minicams held by the cyclists that weave through traffic . . .

ELECTRONIC DATABASES

Although not an organization in and of itself, electronic databases are maintained by almost all groups, both governmental and private. Old-fashioned ATMs have been remodeled into information kiosks that can access any information the investigators are cleared for, so long as they have their ATM cards and didn't forget their PINs.

Charges vary depending upon the amount of information and the time taken to retrieve it. Data with the highest security levels take a lot of time to access, as does accessing the main computer banks at corporate headquarters if it just happens to be 1,000 miles away. That is, if a connection can be made at all. Thank you for your patience.

Besides information, the PCs can also tap into petty cash, but better be prepared to fill out endless forms in triplicate, and document all transactions over \$5 with receipts.

The party should be wary of any ATM cards left behind in the slots by someone else, especially if there are signs of a recent struggle. Moreover, if the card is pure black except for a gold pyramid, accessing its database might have some unusual repercussions.



CORPORATIONS

The political upheavals of the last few decades were not kind to the business world. Multi-national corporations found themselves picked apart by the local governments. American interests fractured with the lack of safe travel between locations and were barely able to serve small regions, let alone entire time zones. But although not as large as their counterparts of 50 years ago, today's corporations still control considerable wealth and wield considerable influence.

Corporations play several roles in Autoduel America. They sponsor duellists in exchange for endorsements and, sometimes, a favor or two. Some own whole teams of duellists that complete in corporate leagues. Some keep duellists on the payroll, not just to duel in the arena, but to handle some outside jobs. And all corporations hire freelancers for the tough jobs and for missions that *never happened*.

Corporations, naturally, make good Patrons for the PCs. Competing corporations are *not* automatically Enemies. As bad as the corporate wars ever got, no executive officer ever encouraged compiling lists of rivals' employees for elimination. It's much more productive to just lure them away with a better offer.

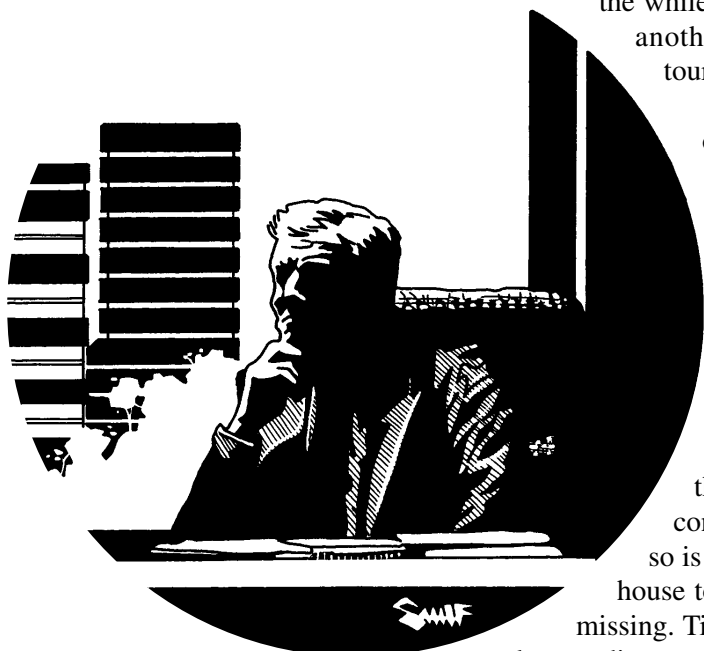
Scenario Ideas

There's more to a Corporate Patron than just escorts, guard duty, corporate raids and the corporate duelling circuit (although those all can be fun in and of themselves):

For a commercial to air during the halftime show at the Mountain West Regionals, the corporate sponsor wants to show the world the superiority of GoodRoad Tires (one of its subsidiaries); "Their air never thins; they can stand the sand!" The Boss sends his best spokesmen (i.e., the PCs) up treacherous trails in the Rockies, off-road through the desert, jumping over flaming wrecks, through shallow river beds, across beds of explosive spikes and debris, all the while accompanied by an overhead heli-cam. If they survive, there's another shoot next week involving ramps, rocket boosters and a tourist attraction in Arizona . . .

Then, while returning home from some corporate venture, one of the adventurers gets a call from the accounting department about certain expenditures, particularly in the amount of ammo spent and number of tires replaced. They are informed to report in immediately to explain these and that any more exorbitant expenditures might result in disciplinary hearings. As soon as the PC hangs up, the radar goes bonkers with cycle activity . . .

If you want to pull out all the stops, then try this. A key member of the R&D department abruptly quits and takes a lot of his current workload with him. The higher-ups declare this theft of intellectual copyright as defined in the standard work contracts. The corporate hirelings are sent out to retrieve him, but so is a group from a corporate rival. They converge on the poor sap's house to find that it's already been ransacked, and he and the plans are missing. Tires tracks on the demolished bed remain from what is apparently a medium cycle. Who kidnapped him and why? Or did he go along willingly? And why did he abruptly resign in the first place?



ORGANIZATIONS



The world of *Autoduel* is early TL8 – barely. After 50 years of social disorder, war and famine, many areas of the world are TL6 or even TL5! Many people are on welfare, and never get a taste of the high-tech wonders available. Of course player characters are usually not in such dire straits and can acquire the best gadgets society has to offer through various means.

A good way of looking at *Autoduel* technology is to look back on the technology of World War Two and compare it to 1990's technology. Fifty years ago, computers and radar were highly secret military developments. Television was a rare expensive luxury (but some television guided weapons were being developed).

Today almost everyone has a personal computer at least as good as those secret military mainframes. Police use radar guns to catch speeders, who use radar detectors to know when to slow down. Television and video cameras are everywhere. Similarly, characters in *Autoduel* can buy hardware, like laser weapons, that would be top secret or worth millions today.

The vehicles of 2046 are a good illustration of the technology in *Autoduel*.



VEHICLES

Electric Cars

Electric-powered cars were developed because of the oil shortages at the turn of the century. After years of denial, the auto industry had realized the gas was gone and not coming back.

Over the years the auto industry developed modern power plants. The first were advanced storage batteries that used sodium and sulfur mixtures to generate power. These were as powerful as gasoline engines. Although not flammable *per se*, power cells could give off dangerous gases or corrosive fluids, or even explode if damaged. However they were still the safest power source that was practical.

The electrical power generated went to a series of flywheels. A typical cycle plant had two, most cars had four. Again redundancy is the idea. The flywheels are spun up to high speeds. These flywheels actually power the vehicle's motors. Because of the flywheels, electrically powered vehicles can have acceleration equal to internal combustion vehicles.

AUTODUEL AND ULTRA-TECH

Autoduel society is at the beginning of TL8. If the GM is using *Ultra-Tech*, however, some items will not be available (except perhaps, as secret prototypes) or be somewhat altered to fit the *Autoduel* landscape. (For instance, laser weapons in *Ultra-Tech* are much more powerful than their *Autoduel* equivalents.) Similarly, the *Autoduel* world has not developed biphased carbon armor, and the early discoveries in cloning made cybernetics obsolete as replacement parts for humans. (That's not to say that someone, somewhere isn't trying to make *better* parts for humans, but the field stagnated over the last 50 years.)

Most of the technology in *Autoduel* is highly refined TL7 equipment. The GM can include any items from *Ultra-Tech* that could benefit his campaign, but he should not feel that he *must* include any item simply because it is designated TL8.

(Of course, there's no reason why a TL9 item couldn't appear if the GM could explain it, and if he thought it would liven play without unbalancing the campaign.)

GURPS VEHICLES

The vehicles in *GURPS Autoduel* were designed using *GURPS Vehicles, 2nd Edition*.

Plastic armor is TL8 expensive Ablative. Metal is TL8 expensive Metal. Laminate is TL8 standard Laminates. The military in *GURPS Autoduel* has access to advanced Ablative and Metal armor as well as expensive and advanced Laminate armor.

Weapons are TL8 with the exception of HEAT and HEDP warheads which are TL7. After governments couldn't afford tanks any more, development of shaped charge rounds stopped. Now as tanks are beginning to come into use again research into new shaped charges is being done.

Fuel cells are identical to those in *GURPS Vehicles, 2nd Edition*. The power cells are (so far) unique to *GURPS Autoduel*. They are storage batteries using volatile chemicals. Unlike the battery description in *GURPS Vehicles, 2nd Edition*, these are flammable. This is the price duelists pay for power cells' lower cost and bulk and recharge feature.

Gas engines are TL8 ceramic engines for cars, and TL8 HP gas turbines for helicopters.

If a GM wants to expand his campaign to include boats, hovercraft and other strangeness it is suggested he pick up *GURPS Vehicles, 2nd Edition*.

Flywheels and E Banks

A flywheel is a disc spun at high speed in a sealed case with the air pumped out. Modern power plants use flywheels to meet the energy demands of rapid acceleration. Flywheels are also used to store energy similarly to batteries. Flywheels used for long term power storage are heavier than those used in power plants and have almost frictionless bearings. They can remain spinning for hours or days without slowing down or losing power.

Supercharger capacitors are a recent development. They use superconductor loops to store huge amounts of electrical energy. A superconductor conducts electricity with almost no resistance or wasted energy.

Gas Burners

Internal combustion (I.C.)-powered vehicles are still around. Some are valuable antiques or rich men's toys from the last century. However, some wealthy autoduellists do use them. A modern I.C. engine is made of ceramic composites and burns what the old timers would call diesel fuel. The engine is laced with microprocessors and scanners to monitor temperature and fuel flow, and to wring every bit of energy out of the low grade fuels available in 2046.

Like 20th century engines, modern I.C.s produce a lot of heat. They dispose of this heat using cerammet plates to radiate it away. These heat sinks are very efficient and harder to damage than the old-style water radiators. The exhaust system uses several pipes to vent gases. If one is damaged and leaking gases into the vehicle's interior, it is shut down and bypassed.

Vehicle Bodies

Car frames are made of aluminum steel alloy strengthened with graphite or plastic composites. Vehicles with ramplates have their frames further strengthened laterally; some frames have horizontal and vertical bracing to resist damage from rolls. Neither of these modifications are visible to a casual observer.

Vehicular weapons are attached to the frame. The frame is designed to be compatible with as many weapons as possible. However, some weapons require addition bracing to absorb recoil and provide a stable firing platform. Typically this extra bracing serves to aim the weapon account for most of its volume and weight.

Armor and Composites

Vehicular armor comes in two types: metal and plastic. Metal armor is generally a hardened steel alloy. Sometimes this alloy is highly polished to reflect and repel laser beams, but it is similar to metal armor used in tanks for the last 100 years. "Plastic" armor is actually an advanced kevlar and fiberglass material. U.S Army vehicles have used kevlar since the 1990's. Plastic woven armor was originally used to absorb any damage that breached the metal armor. It is still used that way today, but modern plastic armor is tough enough to be used alone. It can absorb huge amounts of damage by spreading out the force of any impacts. However, it absorbs damage by fracturing. Even damage which does not penetrate the armor will slowly wear it down. Plastic armor is also called ablative.

Plastic armor comes in a variety of types. It can be made fire-proof or radar-absorbing. These effects are created by adding various ingredients to the armor material. Radar-proof armor is made by adding special graphite composite chips.

Fireproof armor uses a variety of different flame retardant



chemicals. Because of its versatility and economy plastic armor is the most common armor in use today. The latest advance in plastic armor is Ablative Laminate. This armor provides increased protection against shaped-charge rounds.

Plastic armor can be produced in a variety of colors, usually to the buyer's taste. Normally armor is transparent. In fact some prototype vehicles are produced with transparent armor in order to catch bugs in their construction. Windows are no longer a vulnerable point of buildings or vehicles. Plastic armor can also be made transparent to selected radio and maser frequencies. This does not make a vehicle invisible to radar, since the interior components still are detected. However an earth station or radar could be mounted in a turret and work behind its armored shell.

Laminate armor is composed of layers of metal and ceramic blends, bonded together with advanced epoxies. Laminate offers more protection to shaped-charge weapons than other armor types.

Steering

Modern electric cars have a separate motor for each wheel. Automobiles use powerful electric motors. Motorcycles use hydraulics to pump fluid into the wheel's hub where it spins a series of vanes to turn the wheel.

Four-wheel and six-wheel vehicles all have electronically monitored suspension. In the 20th century this was referred to as active suspension. Today it is standard and various software upgrades exist for it. Each wheel on a modern car can turn independently, making the vehicle capable of pivoting on a single wheel at low speeds or turning inside its length at higher speeds.

Smartwheels are a further refinement of the suspension. Sensors in the wheels monitor road conditions and g forces. The wheel automatically increases or decreases tire pressure to give the best possible handling characteristics at all times.

Steering is computer controlled and powered. Electronic servos manipulate the wheels. Older vehicles used hydraulics in power steering systems, but these are too vulnerable to battle damage to be practical today. Steering systems have an exaggerated response; a steering wheel does not have to be spun around for U-turns or pivoting.

All-Wheel Drives

Although the wheels on a modern car are all motorized, most of the motive power comes from the back wheels. The front wheel motors are under-sized and only used to aid maneuvering. Some vehicle's have equally powerful front and back wheel motors. This is known as all-wheel drive. All-wheel drive requires a larger drivetrain than standard. However, it is essential if a vehicle is going to maneuver off-road extensively.

COMPUTERIZED CONTROLS

Modern vehicles do not have a dashboard in the 20th century sense. There is no speedometer, tachometer or oil pressure gauge. Instead all this information is projected on a heads-up display (HUD). HUDs use laser projectors to display vehicle speed, power remaining or any other information required on the windshield where it is easily seen.

Drivers can customize their HUDs to display any instrument readings they want wherever they want, configuring the screen as they wish. Targeting information can also be displayed on the HUD. Autoduellists usually have two HUD configurations: one for normal driving with speed, power usage and ETA displayed and one for combat with damage, weapons' status, speed and targets highlighted.

All vehicles come out of the factory with a sophisticated computer system installed. Micro-processors throughout the vehicle monitor its function, damage and performance. *Autoduel* vehicles are able to "know" when they need maintenance and "ask" for it on a HUD or over a speaker! Computers can also keep a log of mileage, display payload weight and other bookkeeping functions.

UNCLE AL, THE DUELLIST'S PAL

Uncle Albert's Catalog from Hell, along with back issues of *Autoduel Quarterly*, has hundreds of gadgets for autoduellling. There is no hard and fast rule for converting *Car Wars* equipment to *GURPS Auto-duel*. The best way is to find a similar piece of equipment in *GURPS Vehicles* (or *High-Tech*) and extrapolate from there.



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TECHNOLOGY



HIGH-TECH AND LOW-LIVES

GURPS High-Tech lists dozens of TL7 weapons that are still available in **GURPS Autoduel**. Many TL7 military weapons found their way into civilian hands during the Food Riots and have been handed down to a new generation of looters and bandits. Sometimes characters can come upon a forgotten military stockpile (no tac nukes please).

POWER

SOLAR POWER

Solar panels produce most of the electrical power in **Autoduel**. Anyone who has otherwise worthless land is going to buy himself a few (or a lot) of panels to produce energy. Farms and remote towns store the energy in E cells or flywheels, using it as needed, selling some to vehicles that need recharges. Many vehicles mount solar panels to recharge their power plants. With fossil fuels gone, solar power is the most economical power source remaining. Of course solar panels don't produce any energy at night and on cloudy days their output is reduced to 10% to 50% of normal.

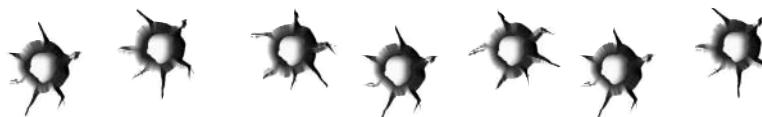
WINDMILLS

Windmills work whenever the wind is blowing. They are not as efficient or low maintenance as solar panels, however they do work at night or during rainstorms, if the wind is blowing. They make a good auxiliary power source to solar panels.

ATOMIC POWER

Large cities need electricity on a scale that is not practical for solar panels or windmills. After the oil dried up and citizens were forced to endure constant blackouts and looting, environmentalist arguing against atomic power lost their backing. Atomic power plants began to spring up overnight. Through a fortunate coincidence, this was around the same time legislation protecting the environment was cut to the bone.

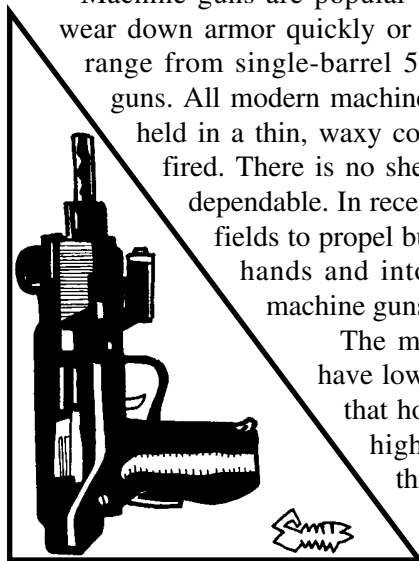
Although it is not fool-proof, atomic power has been much less dangerous than the environmentalists expected. The GreenSpacers still attack nuclear plants, but out of a sense of tradition more than anything else.



WEAPONS

Machine guns

Machine guns are popular because they fire multiple rounds and can wear down armor quickly or be used against pedestrians. Machine guns range from single-barrel 5mm weapons to 15mm multi-barrel chain guns. All modern machine guns are caseless. Propellant and shell are held in a thin, waxy container that disintegrates when the round is fired. There is no shell to eject, making firing simpler and more dependable. In recent years, gauss cannons, which use magnetic fields to propel bullets, have found their way out of military's hands and into autoduellling. They operate similarly to machine guns.



The machine guns used on autoduellling vehicles have low rates of fire. This is because the cyberarms that hold them would be damaged by the recoil of higher rates of fire, or at least have their aim thrown off. This is not a big problem as most duels on the road take place at under 300 feet.

Lasers and Masers

Lasers focus powerful beams of light on their targets to burn through armor or cause fires. Laser beams can be aimed using prisms or mirrors. If a laser is held on a spot long enough it can burn through nearly anything. The heat from laser attacks also cause appreciable damage to ablative armor. However, lasers can be blocked by smoke or paint clouds and laser-resistant materials can stand up to quite a few shots.

Masers fire concentrated beams of microwave energy. They've also been described as weapons-grade kitchen appliances. A maser beam will melt ablative armor and burn organic material (people!). Masers are lethal to humans and electronics. However, metal reflects microwaves. Metal armor is nearly invulnerable to maser weapons and this keeps duellists from relying too much on them.

A common misconception is that lasers and masers run off a vehicle's power plant providing a limitless number of shots. Current energy weapons require too much energy; a Rapid-Pulse 450 kj laser uses 7200 kw per shot. Only a truck or helicopter could supply enough energy for even one shot per second and it would have no energy left for its rotor or motors!

Lasers are quieter than most projectile weapons, but are *not* silent. Air in the path of the beam crackles and snaps. Laser beams are all visible to some degree. Even an infra-red laser, which uses an invisible wavelength creates a glowing path of ionized air.

Masers *are* invisible and silent. Many people mistakenly referred to them as *X-ray lasers* when they were first introduced. Masers have also been called "disruptors."



Explosives

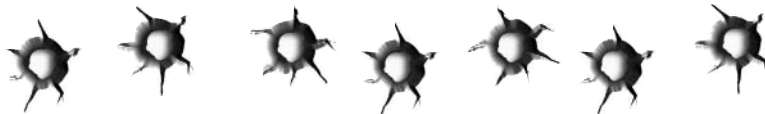
Explosive weapons attempt to penetrate armor outright. The most common weapon to use explosives is the recoilless rifle (RR). The RR fires a 50mm shell with a shaped charge. This charge can penetrate some plastic armor outright. Heavier plastic armor gives it a problem, as the damage it does is very localized and doesn't break the armor down as fast as machine guns. Some RRs vent the exhaust of the shells they fire through ports on the side of the vehicle. This makes standing next to an RR-armed car a BAD IDEA! The exhaust can ignite flammable materials near the vehicle. The RR's big brother is the blast cannon, actually an 88mm recoilless rifle.

Other explosive weapons are rockets, missiles and the various HEAT (High Explosive Anti-Tank) shells. Rockets are one-shot weapons and fired like any other. Like RRs they need vents for their exhausts. Since rockets don't use all their fuel the moment they're launched, but continue to burn fuel in flight, they need smaller vents than the RRs. As a side note, some rockets are launched from their vehicles by large compressed air guns, then ignite and speed on their way. This keeps the exhaust away from the vehicle's inside, which some duellists seem to care about. Both types of rocket weigh the same, take up the same space and have equal costs.

Dropped Weapons

Dropped weapons work on the theory that it is easier to take out an opponent by making him crash than shooting him up. They either cause crashes by damaging tires (mines or spikes) or causing a loss of control or visibility (oil, paint or smoke). Dropped weapons are simple and effective. Their drawbacks are that they are short-ranged and indiscriminate, attacking friend or foe. They are also useless if your enemy is in front of you, which means a person relying on dropped weapons should have a fast car. Still, they are popular with couriers and samaritans and those who want to discourage pursuit without resorting to gunplay.

The flaming oil slick is a relatively new dropped weapon. It contains a compound that bursts into flames when exposed to air, not only causing a driving hazard, but setting some targets on fire!

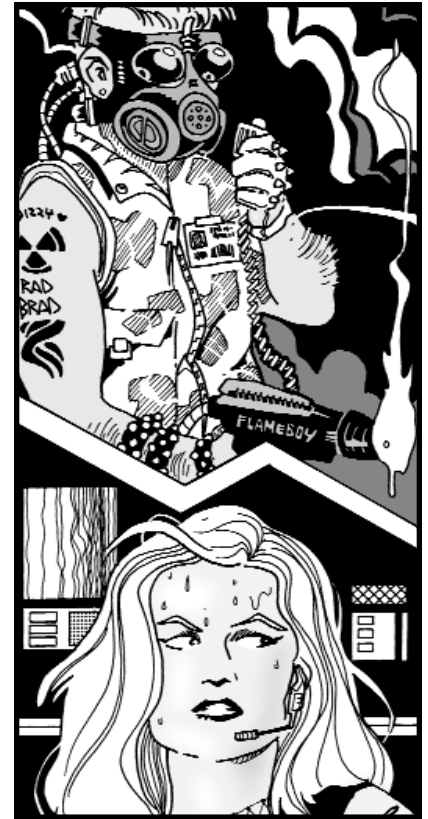


COMPUTERS

Databases

Modern computer systems are very user-friendly. Computers are able to respond to simple spoken commands and give short verbal responses. Every home and business owns a computer.

The Internet of yore is long gone, however. The Worm and other virus programs have ushered in a new age of computer paranoia. Although the government and major corporations all have impressive computer systems, they rarely link their systems together via modem any more. It's too easy for a hacker to stick a virus in. (Of course, that hasn't stopped some hackers from going mobile – and breaking and entering to get to a console!). Some private organizations set up and use local networks in their own cities and towns. However, no one puts any computer on a modem unless they don't mind the computer getting fried by the latest hacker virus.



COMMUNICATIONS

PHONES

Cellular phones are universal in the big cities. Many people have had their own phones since they were children. Many homes and businesses also use video phones or v-phones, (of course they're equipped with video-off switches). Many computer monitors are also designed to work as video phones, sometimes without the operator's knowledge.

Phone systems use 50-year-old cable networks within cities. Fifty years of vandalism has destroyed America's long distance network, making it necessary to use satellite relays for calls between cities.

RADIOS

By law every vehicle must carry a radio transmitter. Radios save thousands of stranded travelers every year (provided rescuers get to them first). Small towns also use long-range ground stations to communicate with other towns and cities. It is not uncommon for government or corporate vehicles to carry microwave transmitters to link up with satellite communications networks.

MEDICINE IN THE 2040S

Medicine is highly advanced, as high as TL8 is some areas, but it's costly and not available to everyone. Furthermore, access to sound medical care is restricted to the most civilized regions. Medical equipment is expensive, and the black market value provides a heavy incentive to outlaws to grab as much of it as they can. The GM is the sole arbiter of what help is available where.

Recovery without medical help is as per p. B128.

ORDINARY TREATMENT

A doctor treating a patient rolls daily to restore HT to injuries and illness of all kinds. Medical care comes in three levels:

Outpatient care – rolling daily vs. Physician skill of 12; \$100 per day.

Hospital care – rolling daily vs. Physician skill of 14; \$500 per day.

Gold Cross or equivalent luxury medical treatment, including security services – rolling daily vs. Physician skill of 16; \$2,000 per day.

CRIPPLING INJURIES

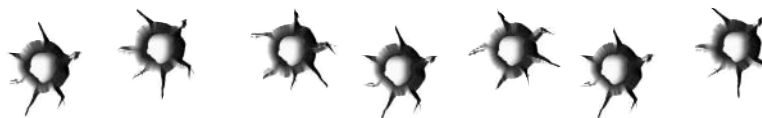
A crippling injury can be cured by grafting on a replacement part cloned from the character's own cells. Some rich folks keep a spare clone on hand just for this purpose. Or a limb can be grown from your cells for \$5,000 and will be ready in six weeks. The operation costs \$10,000 and requires a month's bed-rest while the nerves knit.

Micros

The micro is the ultimate computer game. Instead of using crude video technology, a micro uses direct sensory stimulus to feed images and sensations into the user's brain. The sensations are not indistinguishable from reality; the images are a little too crisp and colorful. But the difference is slight. Micros are economical alternatives to expensive pastimes. Want to ride on a spaceplane? Just rent the *Spaceshot* micro and see what its like!

Micros are also widely used for education and training. They can simulate field trips for students, or teach combat skills in perfect safety.

There is a down side to micros. Prolonged use (more than 30 minutes in ten hours) can affect a person mentally, causing irritability and obsessiveness. Illegal micros cater to a variety of tastes. They frequently are used to simulate drug-induced stupors. These can be mentally addictive, and are very illegal. They're also likely to make a person overstay his limit on the micro.



PERSONAL EQUIPMENT

Personal Armor and Weapons

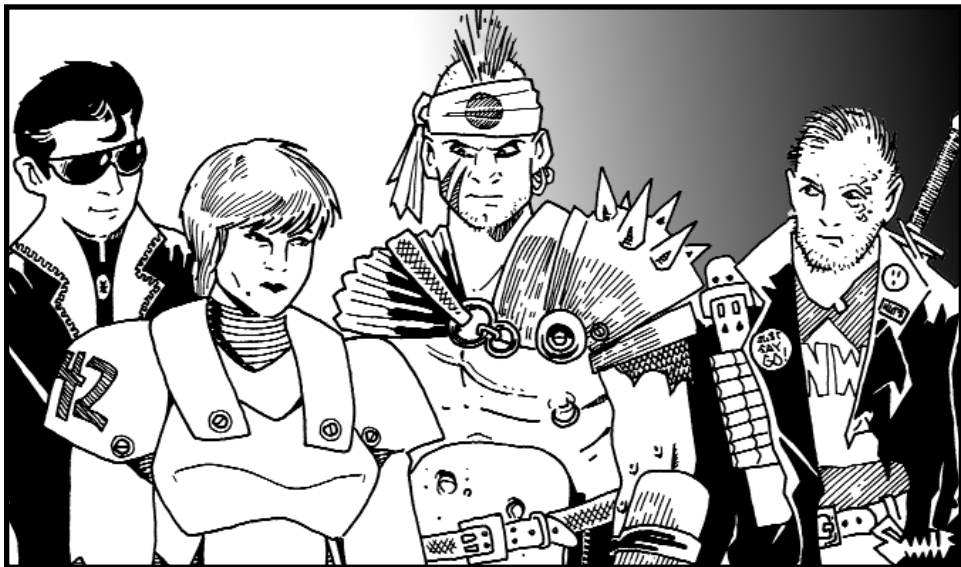
Body armor is woven from monocrys, a single molecule metallic crystal. Monocrys is very good at stopping crushing or cutting damage. Impaling attacks tend to penetrate the weave, so body armor also uses lightweight plastic and ceramic plates. Monocrys armor is light and comfortable enough to be worn continuously. In practice most people wear body armor constantly in these uncertain times. Monocrys armor can be tailored almost as easily as normal cloth, resulting in a wide variety of armor stylings.

Hand weapons are caseless, like vehicular weapons. Very little metal is used in their design, replaced by ceramics and plastics to reduce weight. The most infamous all-plastic gun was the Anarchist Rulebreaker. This was a small, entirely plastic, 7mm automatic pistol. It could not be reloaded. Since the plastic barrel would disintegrate with each firing this was a safety feature. During Black February, ARF passed out thousands of these cheap weapons to dregs, hoping they

would use them to kill police or soldiers and seize their weapons. Unfortunately for ARF, many dregs promptly turned their Rulebreakers on the terrorists distributing the weapons and killed *them* for bounty money.

In addition to modern handguns and rifles, many 20th-century weapons are still in service. Even though few factories still make cased ammunition, these weapons are often the only weapons a person has access to. Reloading and recycling old casings has become a thriving industry in some backwaters.

Personal laser weapons and gauss weapons are still bulky and



TECHNOLOGY



underpowered. A laser rifle is essentially a novelty or rich man's toy. Gauss rifles are somewhat more useful. They can fire rounds at high velocity, but power requirements limit their shots and rate of fire.

Cloning

This is a real-life insurance plan, made possible by the miracles of medicine available to the wealthy in the 2040s. Gold Cross, spun off from Amalgamated Meditech in 2018, is a clone bank.

Anyone with enough money can have a clone body prepared. If he dies, his clone legally *is* the character, with all his rights, responsibilities and property. He has the memories and skills of the original at the time the clone's memory was last updated.

There is an initial fee of \$10,000 for the *clone growth*. A cell sample is taken, and six weeks later the clone is grown, biologically 25 years old. (If an old PC gets a new clone body, the GM should "set the clock back" on any attributes he had lost to age, *and* charge him character points to pay for the improvement!) Those younger than 25 are grown back to their age at the time of death.

After the clone is grown, it costs \$1,000 per month to maintain or Gold Cross will use it for organ transplants. The clone can be programmed with the character's memories. This must be done at least once a month (at \$2,000 a shot) or the clone's mind goes blank.

A clone cannot be given memories from another person; it's genetically impossible. Further, medical research into body switching has been prohibited by federal laws dating back over 25 years. No legitimate scientist would even consider the possibility. The medical profession considers it wholly unethical. (Like that's ever stopped someone who's *really* wanted something.)

It is also unethical to alter or even delete life experiences, and debates are raging over the ethics of manipulating the DNA of a clone, even at the owner's request.

Another memory-saving method is to buy storage space in an MMSD, a *Mechanical Memory Storage Device*. This costs \$25,000 each time memory is updated, but the data never disappears. Even if someone has no clone, Gold Cross can grow one from stored cell samples and program it with an MMSD, years or even decades (theoretically) after the character died. This costs \$5,000. The MMSD is a big, ungainly device (800 lbs., 200 cf, HT 40), like a large photocopier on a dolly; it's not convenient to lug around.

Gold Cross can also read *all memories* from a corpse directly into a clone, for \$5,000, if it can be obtained within 48 hours (or within ten days if the body is refrigerated within the first 48 hours). The body must be reasonably intact: the body cannot be totally burned, HT no worse than $-5 \times \text{HT}$, and head neither smashed nor missing. The character will remember his death, and must make a Fright check at -6 or acquire an appropriate new Phobia from the trauma.

PHYSICAL RECOVERY (AN OPTIONAL RULE)

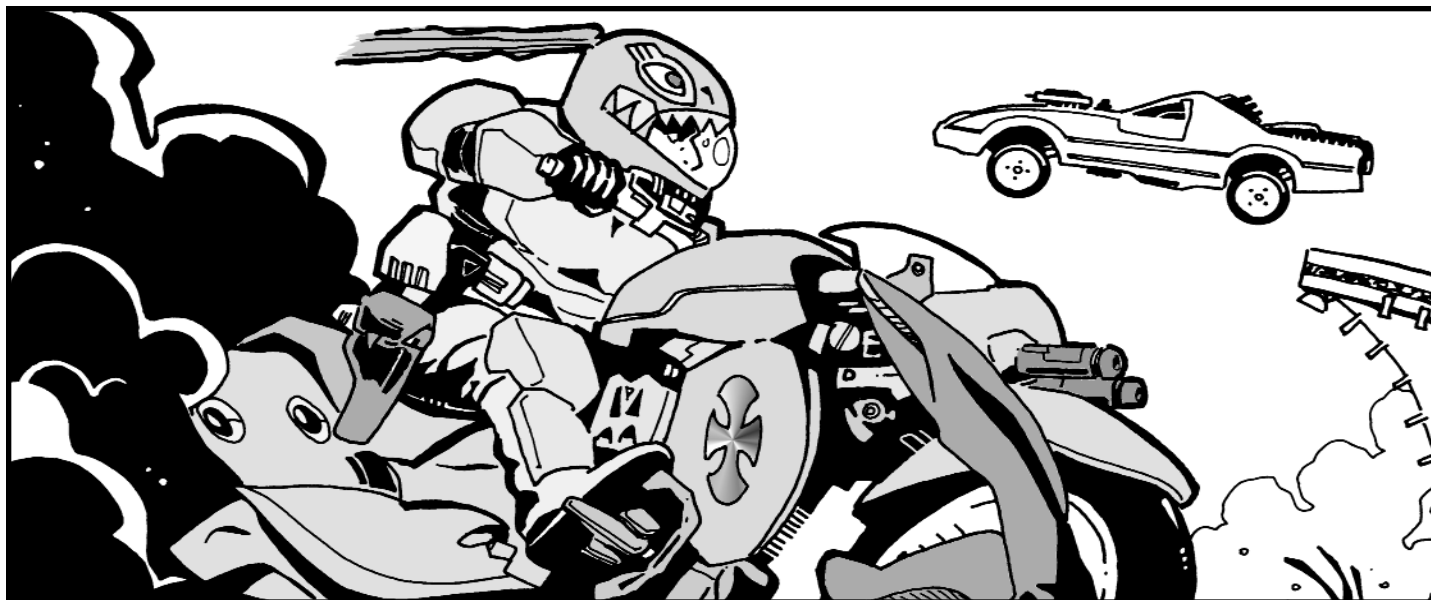
When a clone first wakes, the memories are in place, but the physical body is still a little stiff. Additionally, the mind has to accustom itself to its new host.

As a result, a clone's DX is temporarily one point lower and all DX-related skills are an additional one point lower. For example, Lucky DeMarco has DX 12, Driving (Automobile)-15. After a critical failure, a faceful of AP grenades, and a lengthy cloning process, he's temporarily DX 11, Driving (Automobile)-13. Skills do not fall below the new default.

After two weeks and a successful HT roll, the clone's DX returns to normal. Two weeks later and another HT roll, he gets back the other lost point. This is contingent on the clone getting plenty of exercise or going to physical therapy twice a week. It is the GM's sole discretion if the requirements have been made. If not, or if the HT roll is blown, the clone waits another two weeks to try again.

GENERIC BRAND CLONE BANK

Gold Cross is the biggest clone bank in the world, but it isn't the only one. There are dozens more, ranging in size from mom-and-pop operations to the rumored underground cloning mill used by underworld crime bosses. They vary in quality of service and reliability. That usually steers the clientele toward Gold Cross, but to many prospective customers an unreliable but *cheap* service is better than an expensive one that you'll never afford. At least, that's what the brochures say. Clone banks are strictly regulated by federal, state and local governments.



Most of what you need to know to build duelling machines is in *GURPS Vehicles, Second Edition*. However, there are a few world-specific design features and rules for *Autoduel*.

Tech Level

Autoduel vehicles and weapons are mostly built at TL8, though TL7 vehicles – usually leftovers from the Cycle Gang era – are not uncommon in the Midwest and the Badlands. Shaped-charged ammunition (i.e., HEAT and HEDP) is *only* available at TL7; calculate damage for it as if it were TL7.

Propulsion

Ground vehicles have TL8 wheeled drivetrains, generally 75-250 kW. Outside of arenas, all-wheel drive is common, particularly where the roads are rated as Fair or Poor.

Instruments and Electronics

The most common electronic accessory is a dedicated computer running a targeting program. Likewise, electronic or computerized controls are almost universal. HUDWACS (commonly called “cyberlinks”) are not uncommon. Don’t even think about leaving the city limits without both a long-range radio and radar.

Power Systems

TL8 fuel cells (p. VE85) and rechargeable energy banks (usually high-capacity storage batteries – see below) are the most common power systems, but the final choice depends upon whether cost, speed or endurance is the deciding factor. Really high-performance craft – such as race cars, helicopters and possibly hovercraft – will likely use MHD turbines running on hydrogen.

Fuel tanks are generally self-sealing, with capacities of at least ten gallons.

TL8 High-Capacity Storage Batteries: These are the next best thing to rechargeable power cells. They weigh about five times as much and catch fire much more easily, but they’re also dirt-cheap and a lot more efficient than ordinary TL8 advanced batteries. Weight is 0.0005 lbs per kilowatt-second (kW_s), cost is \$4 × weight, volume is weight/50. They have a Fire number of 10 (see p. VE90).

HC storage batteries can only “dump power” so fast. When used to power a drivetrain, they must have an endurance of *at least* half an hour (i.e., 1,800 seconds). For instance, a 10,000 kW drivetrain would require a battery with at least 18,000,000 kW_s capacity; one with only two minutes of power (1,200,000 kW_s) would not be robust enough to run the drivetrain.

Example: A battery designed to power a 50 kW drivetrain with an endurance of two hours (7,200 seconds) would weigh 180 lbs., cost \$720 and have a volume of 3.6 cf.

Volume and Surface Area

Race cars often have fair or good streamlining. Remember to include its effect on volume (p. VE16) and structural cost (p. VE19).

Exact Surface Area: If the GM wants to differentiate between various car bodies, he can require that car designers calculate the *exact* surface area for their volume. This prevents all pick-ups and luxuries, for example, from having the same surface area and being otherwise indistinguishable from each other. Another advantage of doing this is that structural and armor costs and weights are lower for smaller vehicles. Use the formula on p. VE18 (*Surface area* = [(cube root of volume) squared] × 6).



Structure and Body Types

Cars usually have a light frame strength and standard or heavy wheels. Cycles have a medium frame strength and standard wheels. Buses and trucks have medium or heavy frame strength and heavy wheels.

Materials used to construct frames run from very cheap to very expensive, although given the economic situation of the 2040s, few will be able to afford better than standard. What type of materials are used often depends on what the car is designed for. Arena vehicles will very often use cheap or very cheap materials so the drivers can save every dollar. Racing events, on the other hand, attract lighter, more expensive frames (e.g., "carbon-aluminum" frames) to maximize top speed. Intercity couriers will likely use standard or better materials to keep costs down without seriously compromising performance or operating range.

Body Volume

The following are typical volumes for *Autoduel* vehicles:

Cars	Volume
------	--------

Subcompact	45-68
Compact	69-95
Mid-size	96-125
Sedan	126-157
Luxury	158-188
Pick-up	189-268
Van	269-353

Cycles	Volume
--------	--------

Light Cycle	12-17
Med. Cycle	18-24
Hvy. Cycle	25-31
Lt. Sidecar	20
Hvy. Sidecar	30+

Trucks	Volume
--------	--------

10 wheel	354+
Tractor	354+
Trailer	1000+
Minibus	354-543
30' bus	544-759
40' bus	760-1000

Helicopters	Volume
-------------	--------

Light Helicopter	150-
Heavy Helicopter	151+

Trikes: A trike is simply a car with a wheeled subassembly that has three off-road wheel positions.

Station Wagons. Although station wagons do not appear on the table above, they are easy to design. Take a luxury car, add 40 cf or so of cargo space and call it a wagon.

Pick-up Beds and Campers. A pick-up bed is an open-topped cargo area. Note that a pick-up bed can be added to any car body: you could have a subcompact pick-up (although it would look strange). Any car can have space designated as a pick-up bed, typically 1/3-1/2 the volume of the car. Use the *Open Cargo* rules on p. VE15. A "pick-up truck" without a bed is sometimes called a "camper."

Special Structural Options: Improved suspension (p. VE20) and improved breaks and all-wheel steering (p. VE21) are common on more expensive duelling vehicles.

Armor and Surface Features

The following TL8 armor types are available to civilians in *Autoduel America*: metal, ablative, composite, laminate and laminate-ablative (see below). (Wood armor isn't inconceivable, particularly in the Pacific Northwest, but it isn't very practical either.) These types can be either cheap or standard, and ablative can be expensive or fireproof as well. The military (along with some rogue militia units and the black market) have access to *all* forms of TL8 armor, and will have many questions for anyone found with unusual armor.

Armor comes in various styles and colors, including clear, which is used for windshields. Assume that *Autoduel* vehicles have full PD and DR on their windows.

As with body type, the type and amount of armor used depends upon what the vehicle is designed to do. Arena vehicles usually use cheap armor, and given their place on the food chain, cycle gangs commonly use cheap armor for their bikes as well (unless they can salvage or steal better).

Laminate-ablative armor is treated exactly like regular ablative, except that it doubles its DR vs. shaped-charge ammunition. It costs twice as much as regular ablative and is only available in the expensive version. (The military has access to advanced laminate-ablative.)

Cycle Armor: Cycle armor is considered to protect riders from attacks from the front and back. The armor includes the windshield and backrest.

Surface Features: All TL8 surface features except reactive armor plates are available to civilians.

Tires

The following options are available for ground vehicles weighing 10,000 lbs. or less:

Radial tires: Radials cost \$100 per tire. Any vehicle with radial tires on all wheels gets +0.25 to its gMR.

Fireproofing: Making a tire fireproof doubles its cost.

Ram Plates

The TL8 version of the ram (p. VE94), a ram plate is a reinforced, armored bumper with advanced shock absorbers attached to the front of a car or truck. In any collision involving the front of the vehicle, it *inflicts* +2 damage per die, while it reduces any collision damage *received* by -1 per die. A ram plate costs \$4 × body area and weigh 2 lbs. × body area.

A vehicle's front armor must have DR 40 or better to mount a ram plate, and ram plates become ineffective if DR is reduced below 40.

Exotic vehicles

Humanoid robots and exoskeletons are not feasible currently. (Although some eccentrics continue to tinker with the idea . . .)

ARMAMENTS

This section describes some of the weapons available to duellists, built using the design rules in *GURPS Vehicles, Second Edition*. When building your own weapons, remember

to calculate damage for HEAT and HEDP rounds as if they were TL7. Most small-bore, machine gun-type weapons are caseless (p. VE111) but cheap (p. VE100).

Weapon Mounts

Weapons encountered in 2047 usually have concealed mounts (volume is weight/20 cf; see p. VE12) and are equipped with cyberslaves (p. VE46).

Dropped Weapons

Along with oil sprayers, paint sprayers, smokescreens and spike droppers (see p. VE70), two other “dropped weapons” are available to duellists:

Flaming Oil Sprayer: This produces standard oil slicks, except that at the beginning of the second turn after a slick is produced, it ignites, burning for ten turns. Any vehicle traveling through a flaming oil slick will take 1d-1 of damage to its underbody as well as 1d-1 to each of its tires. The smoke produced by flaming oil has the same game effects as a smokescreen. At the end of ten turns, the slick is gone entirely. A flaming oil sprayer costs \$700 and has the same weight and volume as a regular oil sprayer. It holds 25 shots and refills are \$25.

Mine Dropper: This allows a ground vehicle to lay mines. It weighs 75 lbs and costs \$750; volume is figured as for a weapon. It holds ten land mines (don’t count their volume) no larger than 45mm in size. See pp. VE116-117 to build land mines. Most have pressure triggers; build “proximity mines” with smart triggers and “remote control” mines with command triggers.

Standard 45mm mines are HE (8d×4[4d] damage) and HEC (9d×5 damage). Both of these do explosive concussion damage to the vehicle’s underbody, but remember to square vehicle DR vs. the blast (see p. VE190); in the case of HE, each wheel is attacked by a 4d fragmentation attack as well. CPS for either type is \$25 (if pressure trigger), \$30 (if smart trigger) or \$40 (if both). An HEDP version with a pressure trigger is also available for \$35; damage is 9d×3(5)[4d]. The armor divisor of (5) applies *only* to damage done to the wheel or track that set it off; otherwise, it works just like an HE mine. All 45mm mines are WPS 0.73 and VPS 0.015 (as cargo).

Size Restrictions

Large weapons are restricted to military use and may be rare or unavailable to player characters. These include recoilless rifles over 91mm, tank guns over 76mm, missiles over 65mm and beam weapons with outputs greater than 3,000 kJ. Poison gas,

except for tear gas, is also illegal for civilians to use. Gauss guns are cumbersome. As such, they have a minimum practical bore size of 7mm.

Ammunition

Small arms use solid or armor-piercing caseless ammunition. Rockets use HE, HEAT, HESH or HEDP ammo. Cannon use all of these.

Most weapons have no preset number of rounds that they can fire; typical duelling machines carry enough ammo for several seconds of continuous fire. For example, a machine gun with a RoF of 20 would require 400 rounds to fire for 20 seconds.

Weapon Descriptions

The *Armament Tables* on pp. 105-106 give the information needed to mount each weapon in a vehicle, in a format similar to that used in **GURPS Basic Set**. An explanation of the headings on the tables:

Name: This always includes the bore size (the diameter of projectile it fires). The rules in **GURPS Vehicles, Second Edition** can be used to give the weapon other types of ammunition.

Malf: The malfunction chance. It is used with the reliability rules described on p. VE42.

Type: This is the same as in **GURPS Basic Set**, with one new type: “Exp.” indicates the weapon’s attack inflicts explosive concussion damage (see p. B121) over an area.

Damage: The damage the weapon inflicts. A number in parenthesis following damage is an armor divisor: DR is divided by that number against the attack. A number in brackets following damage is the fragmentation damage (see p. B121) of an explosion.

SS and Acc: Snap Shot and Accuracy work the same as in **GURPS Basic Set**.

1/2D: The range beyond which the weapon does 1/2 normal damage. After 1/2D range, Acc normally drops to 0. Explosive type weapons *always* do full damage, but will lose Accuracy.

Max Range: The maximum range of the weapon. **RoF:** Rate of fire. A RoF with an “NR” after it (e.g., “1NR”) means the weapon is not easily reloaded – reloading must be done outside the vehicle.

Wt.: The weight of the weapon in pounds, without ammunition. Use this weight when installing it in the vehicle. Weight is also used to derive volume, which is *not* on the table. Volume depends on how the weapon is mounted, and is normally weight/20 cf. This assumes the weapon is *concealed* in the vehicle – buried entirely inside it. If not it takes up less space: volume is weight/50 cf.

Open mount weapons cannot be concealed in the vehicle. For all other weapons it is *highly* recommended.

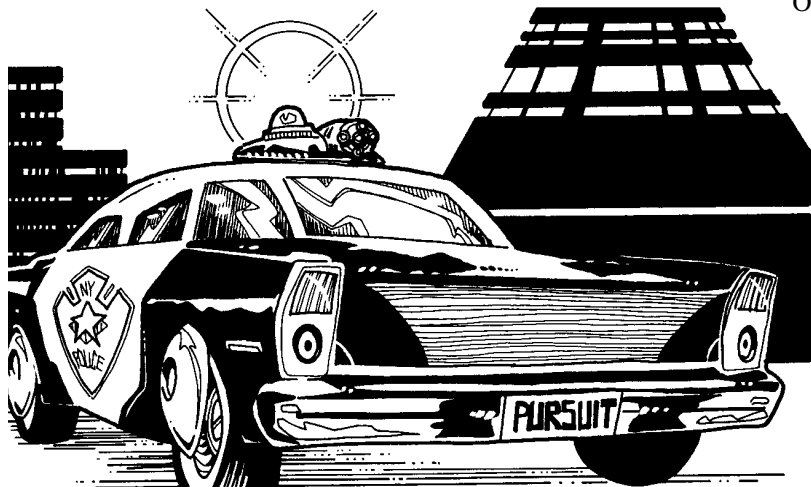
Cost: Cost for an empty weapon. Note that the prices for **Autoduel** guns, rockets and missiles run about 50% of those given in **GURPS Vehicles, Second Edition**. Most of these guns are army surplus, sold when units upgrade their armament. Beam and electromagnetic weapons, as well as non-conventional guns (e.g., binary or liquid-propellant guns) the GM introduces should remain full-price.

WPS: The weight per shot, in pounds.

VPS: The volume of a single shot in cf.

CPS: The cost of a single shot.

Power: The power in kW required to fire the weapon at its full RoF; equal to the energy in kW drained from an energy bank each turn the weapon is fired.



VEHICLES

Small-Bore Projectile Weapons

Name	Malf	Type	Damage	SS	Acc	1/2D	Max	RoF	Wt.	Cost	WPS	VPS	CPS	Pow
Machine Gun 10mm	ver.	Cr.	9d	17	12	890	4,500	20	17	1,300	0.062	0.00042	0.25	0
Vulcan Machine Gun 10mm	ver.	Cr.	9d	17	12	890	4,500	32	20	2,200	0.062	0.00042	0.25	0.4
Machine Gun .50	crit.	Cr.	13d	20	13	1,200	5,400	20	36	2,700	0.16	0.001	0.62	0
Gauss Gun 4mm	crit.	Cr.	12d	17	13	1,000	4,800	20	24	14,400	0.0032	0.000021	0.026	192
Electric Gatling Gun 7.62mm	ver.	Cr.	7d	17	12	780	4,100	100	20	2,200	0.028	0.00018	0.11	0.55

Large-Bore Projectile Weapons

Name	Malf	Type	Damage	SS	Acc	1/2D	Max	RoF	Wt.	Cost	WPS	VPS	CPS	Pow
Autocannon 25mm	ver.	Cr.	7d×3	20	14	1,400	5,900	27	126	12,200	1	0.0067	2	2.7
Light Recoilless Rifle 35mm	crit.	Cr.	6d×2	20	12	550	3,400	1	69	5,200	2	0.013	4	0
HEAT	–	Exp.	3d-1(10)	–	–	–	–	–	–	–	1.3	0.013	12	–
Recoilless Rifle 50mm	crit.	Cr.	6d×3	20	12	660	3700	1	188	9,700	6	0.04	12	0
HEAT	–	Exp.	9d(10)	–	–	–	–	–	–	–	4	0.04	36	–
Blast Cannon 88mm Recoilless	crit.	Cr.	6d×6	25	13	880	4,400	1/4	871	27,000	33	0.22	66	0
HEAT	–	Exp.	6d×5(10)	–	–	–	–	–	–	–	22	0.22	198	–
Anti-tank Gun 30mm	crit.	Cr.	6d×4	20	14	1,000	4,800	1	101	7,500	1.7	0.011	3.4	0
HEAT	–	Exp.	2d+1(10)	–	–	–	–	–	–	–	1.1	0.011	10	–
Tank Gun 75mm	crit.	Cr.	6d×9	25	15	1,600	6,400	1/4	1,266	37,000	27	0.18	54	0
HEAT	–	Exp.	7d×4(10)	–	–	–	–	–	–	–	18	0.18	162	–

Rockets

The following unguided missiles can be fired from a variety of launchers (see *Rocket Launchers*, below; see also p. VE121ff). Guided missiles are also possible; use the diameter and weight of a heavy or super rocket as guidelines.

Description	Malf	Type	Dam*	Acc	1/2D	Max	Spd	End	WPS	VPS	CPS
Mini Rocket 25mm	crit.	Exp.	3d(5)[2d]	11	330	400	200	2	0.5	0.01	15
Light Rocket 40mm	crit.	Exp.	6d×4(5)[4d]	11	330	600	200	3	2	0.04	90
Medium Rocket 45mm	crit.	Exp.	9d×3(5)[4d]	11	330	1,000	200	5	3	0.06	135
Heavy Rocket 50mm	crit.	Exp.	6d×5(5)[4d]	11	330	1,400	200	7	4	0.08	180
Super Rocket 60mm	crit.	Exp.	6d×6(5)[6d]	11	330	3,200	200	16	8	0.16	355

* Damage assumes an HEDP warhead. For HEAT, change the armor divisor to (10) and remove the fragmentation damage; all other stats remain the same.

A few additional notes about missiles:

1/2D: For missiles, this affects Accuracy but not damage.

Spd: The missile's speed in yards per second.

End: Endurance, the number of seconds the missile can travel before running out of fuel.

Rocket Launchers

The following launchers are common:

Description	Rating	SS	RoF	Shots	Wt.	Cost
25mm Tube	0.5	11	1NR*	1	0.5	275
40mm Tube	2	11	1NR*	1	2	350
45mm Tube	3	12	1NR*	1	3	400
50mm Tube	4	12	1NR*	1	4	450
60mm Tube	8	12	1NR*	1	8	650
25mm Micro Missile Launcher	0.5	11	1	var.	1.25	315
45mm Rocket Launcher	3	12	1	var.	7.5	625

* These are muzzleloading tubes. Tripod-mounted versions have RoF 1/6; a vehicle-mounted version can be reloaded in 5 seconds by someone outside the vehicle. Otherwise, RoF is 1NR: the launcher holds a single shot and is not reloadable from within the vehicle.

Launchers have one additional stat:

Rating: This is the weight of the heaviest rocket the launcher can fire.



VEHICLES



Lasers

A selection of lasers is given below. All lasers require power to function; this power is normally supplied by power cells.

Weapon	Malf	Type	Damage	SS	Acc	1/2D	Max	RoF	Wt.	Cost	Pow.
Rapid-Pulse 450 kJ	ver.	Imp.	5d	17	17	1,100	2,200	8	25	7,500	7,200
Rapid-Pulse 1,500 kJ	ver.	Imp.	19d	20	18	1,900	3,800	8	83	24,900	24,000
Rapid-Pulse 3,000 kJ	ver.	Imp.	9d×3	20	19	2,700	8,100	8	333	53,300	48,000

Note: Lasers use the laser autofire rules described under *Damage from a Burst* on p. B120.

Flamethrowers

Weapon	Malf	Type	Damage*	SS	Acc	1/2D	Max	RoF	Shots**	Wt.	Cost	WPS	CPS
Flamethrower	crit.	Spcl.	3d	5	10	80	120	4	40	110	1,375	3	0.50

* See p. VE120 for special rules concerning flamethrower damage.

** Unlike most vehicular weapons, a flamethrower has a fixed number of shots in its internal tank. Loaded cost is \$1,395, loaded weight is 230 lbs. Figure weapon volume from *empty* weight.



SAMPLE VEHICLES

Below are a few sample *Autoduel* vehicles in *GURPS Vehicles, Second Edition* format. All cargo space is assumed to be loaded to 20 lbs. per cf (probably ammo!), while all passengers and crew are assumed to weigh 200 lbs. with gear (probably guns!). Adjust to personal taste, but remember to recalculate performance if loaded weight changes. Note that in most cases, significant empty space has been included to allow customization. Naturally, all usual payload weights, loaded weights and final prices include one full load of ammunition and a full tank of fuel!

1 Firecracker – subcompact car

The Firecracker is a popular car for amateur duellists. It is also used for anti-biker operations. There's plenty of storage space, making it useful for long trips or courier duty. Firecrackers are popular in EDSEL territory as well, given their lack of offensive weaponry.

Subassemblies and Body Features: Standard wheels (4). Ram plate.

Propulsion: TL8 75kW wheeled drivetrain (HP 10, 75kW)

Instruments: Radio (100 mile range).

Weapons: Spike dropper (BoB, HP 8).

Controls: Electronic. *Crew Stations:* "Driver" runs controls, spike dropper and radio from normal crew station.



Occupancy: Short. *Passengers:* None. *Accommodations:* One normal seat.

Power Systems: TL8 1,080,000 kW high-capacity storage battery (HP 30, 4 hours duration).

Access, Cargo and Empty space: 1.9 cf access space, 20 cf cargo space, 1.88 cf empty space.

Volume: Body 68 cf, wheels 6.8 cf. *Areas:* Body 100, wheels 22. Total area 122.

Structure: Light frame, cheap materials.

Hit Points: Body 75, wheels 8 each.

Armor: Overall PD 4, DR 160 standard ablative.

Details: Clear, ablative armor windows, headlights.

Statistics: Empty weight 2,869 lbs. Usual payload 600 lbs. Loaded weight 3,469 lbs (1.73 tons). Volume 74.8 cf. Size modifier +2. Price \$6,966. HT 9.

Ground Performance: Speed 105 mph. gAccel 5 mph/s. gDecel 10 mph/s. gMR 1. gSR 4. Very high GP, 1/8 off-road speed.

2 Capricorn – compact car

The Capricorn is a dated design. However the car's strong armor makes it popular with duellists . . . and bandits taking on trucks!

Subassemblies: Standard wheels (4)

Propulsion: TL8 100kW wheeled drivetrain (HP 11, 100kW).

Instruments: Radio (100 mile range).

Weapons: 10mm machine gun (BoF, HP 6), smokescreen (BoB, HP 8), 800 × 10mm shots (Bo, HP 3).

Weapon Accessories: Cyberslave for machine gun (HP 6).

Controls: Electronic. *Crew Stations:* "Driver" controls all functions from a normal crew station.



VEHICLES



Occupancy: Short. *Passengers:* None. *Accommodations:* One normal seat.

Power Systems: TL8 1,440,000 kW high-capacity storage battery (HP 40, 4 hours duration).

Access, Cargo and Empty space: 2.4 cf access space, 30 cf cargo space, 2.244 cf empty space.

Volume: Body 85 cf, wheels 8.5 cf. *Areas:* Body 125, wheels 27. Total area 152.

Structure: Medium frame, cheap materials.

Hit Points: Body 188, wheels 20 each.

Armor: Expensive ablative. Body PD 4, DR 400. Wheels, PD 4, DR 100.

Details: Clear ablative armor windows, headlights.

Statistics: Empty weight 4,527 lbs. Usual payload 850 lbs. Loaded weight 5,377 lbs (2.69 tons). Volume 93.5 cf. Size modifier +2. Price \$16,650. HT 12.

Ground Performance: Speed 100 mph. gAccel 5 mph/s. gDecel 10 mph/s. gMR 1. gSR 4. Very high GP, 1/8 off-road speed.

3 Joseph Special— mid-size car

The Joseph Special is one of the most economical designs to use the powerful anti-tank gun. Combined with its rocket launcher, this gives the car a powerful but short-ranged punch. These cars are popular with arena duellists.

Subassemblies: Standard wheels (4).

Propulsion: TL8 100kW wheeled drivetrain (HP 11, 100kW).

Instruments: Radio (100 mile range).

Weapons: 30mm anti-tank gun (BoF, HP 18), 45mm rocket launcher (BoF, HP 3), 10 × 30mm HEAT shots (HP 2), 10 × 45mm HEDP rockets (HP 5).

Weapon Accessories: Cyberslaves for anti-tank gun (HP 18) and rocket launcher (HP 3).

Controls: Electronic. *Crew Stations:* “Driver” controls all functions from a normal crew station.

Occupancy: Short. *Passengers:* None. *Accommodations:* One normal seat.

Power Systems: TL8 1,440,000 kW high-capacity storage battery (HP 40, 4 hours duration).

Access, Cargo and Empty space: 2.4 cf access space, 35 cf cargo space, 29.22 cf empty space.

Volume: Body 125 cf, wheels 12.5 cf. *Areas:* Body 150, wheels 40. Total area 190.

Structure: Medium frame, cheap materials.

Hit Points: Body 225, wheels 30 each.

Armor: Overall PD 4, DR 175 expensive ablative.

Details: Clear ablative armor windows, headlights.

Statistics: Empty weight 3,891 lbs. Usual payload 941 lbs. Loaded weight 4,832 lbs (2.42 tons). Volume 137.5 cf. Size modifier +3. Price \$27,955. HT 12.

Ground Performance: Speed 105 mph. gAccel 5 mph/s. gDecel 10 mph/s. gMR 1. gSR 4. High GP, 1/6 off-road speed.

4 Talon – powerboat

The Talon design was fielded by Texas guard forces in 2035. It has been adopted by harbor police forces in the US as well. It has powerful armament and good performance, but lacks the cargo capacity to be effective in rescue operations.

Subassemblies and Body Features: Flotation hull with average hydrodynamic lines. Flotation rating 10,400 lbs. Full-rotation turret.

Propulsion: Ducted propeller with 200kW motive power (HP 40, 200kW, aquatic motive thrust 4000 lbs.).

Instruments: Radio (Bo, 100 mile range), TL8 radar/laser detector (Bo), radio direction finder (Bo, 100 mile range, receive only), radar (Tu, HP 3, 1.25kW, 5 mile range, Scan 15).

Weapons: 10mm Vulcan machine gun (TuF, HP 6, 0.4kW), 50mm recoilless rifle (BoF, HP 27), three 50mm launch tubes (BoF, HP 3 each), smokescreen (BoB, HP 8), 2,200 × 10mm shots (Tu, HP 6), 10 × 50mm HEAT shots (Bo, HP 4), three heavy rockets (Bo, HP 2 each).

Weapon Accessories: Cyberslaves for all weapons but smokescreen (HP equal to weapon HP). Link for all three 50mm launchers.

Controls: Electronic. *Crew Stations:* “Pilot” runs controls and body-mounted weapons from normal crew station. “Gunner” runs all electronics and turreted weapons from normal crew station.

Occupancy: Short. *Passengers:* None. *Accommodations:* Two normal seats.

Power Systems: TL8 3,024,000 kW high-capacity storage battery (HP 60, 4 hours duration, including enough excess power to run electronics and Vulcan).

Access, Cargo and Empty space: 17.6 cf access space (Bo), 10 cf cargo space (Bo), 8.25 cf empty space (Bo), 0.876 cf empty space (Tu).

Volume: Body 200 cf, turret 4 cf. *Areas:* Body 250, turret 16. Total area 266.

Structure: Medium frame, cheap materials.

Hit Points: Body 375, turret 24.

Armor: Overall PD 4, DR 175 standard ablative.

Details: Waterproof. Clear ablative armor windows, loud horn.

Statistics: Empty weight 8,299 lbs. Usual payload 788 lbs. Loaded weight 9,087 lbs (4.54 tons). Volume 204 cf. Size modifier +3. Price \$64,867. HT 12.

Water Performance: Hydrodynamic drag 44. Aquatic motive thrust 4,000 lbs. Speed 25 mph. wAccel 10 mph/s. wDecel 5(10) mph/s. wMR 0.5. wSR 4. Draft 1.7’.

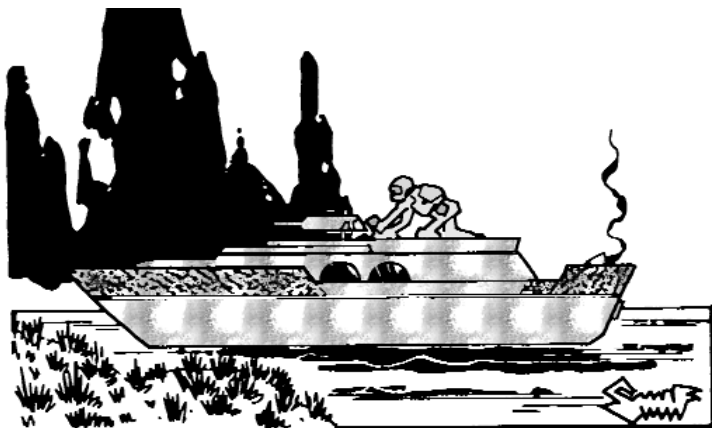
5 Naiad – hovercraft

The Naiad was designed in Louisiana. It is used as a fast reaction force vehicle for Coast Guard units in the Free Oil States and the US. It is also very popular with smugglers, who modify it to carry cargo in open mounts.

Subassemblies: GEV skirt.

Propulsion: TL8 ducted fan with 450kW motive power and vectored thrust (HP 13, 450kW, thrust 1,800 lbs.).

Instruments: Radio (100 mile range).





Weapons: 7.62mm electric Gatling gun (BoF, HP 6), 45mm rocket launcher (BoF, HP 3), mine dropper (BoB, HP 15), smokescreen (BoB, HP 8), 1,500 × 7.62mm shots (HP 3), 10 × 45mm HEDP rockets (HP 5), 10 × 45mm HE mines with pressure and smart fuse.

Weapon Accessories: Cyberslaves for Gatling gun (HP 6) and rocket launcher (HP 3). Link for mine dropper and smoke-screen.

Controls: Electronic. **Crew Stations:** "Pilot" controls all systems from a normal crew station.

Occupancy: Short. **Passengers:** None. **Accommodations:** Pilot in a normal seat.

Power Systems: TL8 6,500,000 kW high-capacity storage battery (HP 100, 4 hours duration, including enough excess power to run Gatling).

Access, Cargo and Empty space: 2.97 cf access space, 40 cf cargo space, 0.17 cf empty space.

Volume: Body 150 cf, GEV skirt 90 cf. **Areas:** Body 175, skirt 125. Total area 300.

Structure: Light frame, standard materials.

Hit Points: Body 131, GEV skirt 94.

Armor: Overall PD 4, DR 120 expensive ablative.

Details: Clear armor windows, camouflage paint job.

Statistics: Empty weight 6,183 lbs. Usual payload 1,079 lbs. Loaded weight 7,262 lbs (3.63 tons). Volume 240 cf. Size modifier +3. Price \$44,045. HT 9.

Hover performance: Aerostatic lift 9000 lbs (with GEV skirt). Effective motive thrust 348 lbs. Aerodynamic drag 300. Speed 95 mph. hAccel 1 mph/s. hDecel 12 mph/s. hMR 3. hSR 4.

6 Emperor – heavy cycle

The Emperor is typical of cycles built in the last few years. It's cheap, dependable and in demand by biker gangs.

Subassemblies: Standard wheels (2).

Propulsion: TL8 50kW wheeled drivetrain (HP 8, 50kW).

Instruments: Radio (100 mile range).

Weapons: 10mm machine gun (BoF, HP 6), smokescreen (BoB, HP 8), 400 × 10mm shots (HP 2).

Weapon Accessories: Cyberslave for machine gun (HP 6).

Controls: Electronic. **Crew Stations:** "Driver" controls all functions from cycle crew station.

Occupancy: Short. **Passengers:** One (but performance data assumes no passenger). **Accommodations:** Driver in a cycle seat (exposed to fire from sides and top), passenger in a cycle seat.

Power Systems: TL8 52kW fuel cell power plant (HP 20, uses 6.76 gallons hydrogen per hour).

Fuel: Self-sealing 28-gallon tank (HP 16, Fire -3). 28 gallons hydrogen (modified Fire 10). Enough fuel for 4.14 hours.

Access, Cargo and Empty space: 0 cf access space (cycle), 5 cf cargo space, 5.312 cf empty space.

Volume: Body 25 cf, wheels 2.5 cf. **Areas:** Body 60, wheels 11. Total area 71.

Structure: Light frame, cheap materials.

Hit Points: Body 45, wheels 8 each.

Armor: Overall PD 4, DR 100 expensive ablative.

Details: Clear ablative armor windshield.

Statistics: Empty weight 1,076 lbs. Usual payload 341 lbs. Loaded weight 1,417 lbs (0.71 tons). Volume cf 27.5. Size modifier +1. Price \$7,408. HT 11.

Ground performance: Speed 135 mph. gAccel 5 mph/s. gDecel 10 mph/s. gMR 1.75. gSR 2. High GP, 1/6 off-road speed.

7 Baron – medium cycle

The Baron mounts the powerful light recoilless rifle, making it capable of taking out a cycle or a tire with one shot. Baron's are not challenged much, as it usually isn't worth the trouble.

Subassemblies: Standard wheels (2).

Propulsion: TL8 50kW wheeled drivetrain (HP 8, 50kW).

Instruments: Radio (100 mile range).

Weapons: 35mm recoilless rifle (BoF, HP 14), 20 × 35mm HEAT shots (HP 3).

Weapon Accessories: Cyberslave for 35mm recoilless rifle (HP 14).

Controls: Electronic. **Crew Stations:** "Driver" controls all functions from a cycle crew station.

Occupancy: Short. **Passengers:** One (but performance data assumes no passenger). **Accommodations:** Driver in a cycle seat (exposed to fire from sides and top), passenger in a cycle seat.

Power Systems: TL8 52kW fuel cell power plant (HP 20, uses 6.76 gallons hydrogen per hour).

Fuel: Self-sealing 28-gallon tank (HP 16, Fire -3). 28 gallons hydrogen (modified Fire 10). Enough fuel for 4.14 hours.

Access, Cargo and Empty space: 0 cf access space (cycle), 5 cf cargo space, 0.52 cf empty space.

Volume: Body 24 cf, wheels 2.4 cf. **Areas:** Body 50, wheels 11. Total area 61.

Structure: Light frame, cheap materials.

Hit Points: Body 38, wheels 8 each.

Armor: Overall PD 4, DR 100 expensive ablative.

Details: Clear ablative armor windshield.

Statistics: Empty weight 1,025 lbs. Usual payload 342 lbs. Loaded weight 1,367 lbs (0.68 tons). Volume 26.4 cf. Size modifier +1. Price \$13,473. HT 11.

Ground performance: Speed 135 mph. gAccel 5 mph/s. gDecel 10 mph/s. gMR 1.75. gSR 2. High GP, 1/6 off-road speed.

8 Gangbuster – light helicopter

The Gangbuster chopper recently saw action in New York's Civic War. Brooklyn and Manhattan Gangbusters fought each other in several air clashes. Brooklyn used the copter's hardpoints to carry heavier weapon pods.

Subassemblies: TTR rotor, skids (2). **Body Features:** Fair aerodynamic streamlining, two 100-lb hardpoints.



VEHICLES



Propulsion: 500kW TTR helicopter drivetrain (HP 14, 500kW, 800 lbs. motive thrust, 5000 lbs. lift).

Instruments: Radio (100 mile range), radio direction finder (100 mile range, receive only), radar/laser detector, radar (HP 3, 1.25kW, 5 mile range, Scan 15).

Miscellaneous: Compact fire suppression system (HP 6).

Weapons: Two .50 machine guns (BoF, HP 9 each), 6 × heavy rocket (three on each hardpoint, firing forward, HP 2 each), 800 × .50 shots (HP 6).

Weapon Accessories: Cyberslaves for machine guns (HP 9 each). Link for both machine guns, link for three rockets on either hardpoint.

Controls: Electronic. *Crew Stations:* “Pilot” controls all systems from a normal crew station.

Occupancy: Short. *Passengers:* None. *Accommodations:* Pilot in a normal seat.

Power Systems: TL8 500kW standard MHD turbine (HP 30, uses 100 gallons hydrogen per hour). *Energy Bank:* Rechargeable E cell (HP 3, 180,000 kW) for powering instruments.

Fuel: Self-sealing 150-gallon tank (HP 50, Fire -3). 150 gallons hydrogen fuel (modified Fire 10). Enough for 1.5 hours.

Access, Cargo and Empty space: 14.2 cf access space, 0.572 cf empty space.

Volume: Body 100 cf, rotors 2 cf, skids 5 cf. *Areas:* Body 150, rotors 30, skids 18. Total area 198.

Structure: Light frame, standard materials.

Hit Points: Body 113, rotors 45, skids 7 each.

Armor: Overall PD 4, DR 140 (DR 40 standard composite over DR 100 expensive ablative).

Statistics: Empty weight 4,492 lbs. Usual payload 439 lbs. Loaded weight 4,931 lbs (2.47 tons). Volume 107 cf. Size modifier +3. Price \$117,876. HT 10.

Air performance (assumes loaded hardpoints): Lift 5000 lbs. Can hover. Motive thrust 800 lbs. Aerodynamic drag 109. Speed 235 mph. aAccel 3 mph/s. aDecel 12 mph/s. aMR 3. aSR 4.

9 Cityhailer – ten-wheeled truck

The Cityhailer is used in city war zones and for interstate runs. Its armor is thick enough to make attacking one an all-day affair.

Subassemblies and Body Features: Heavy wheels (10).

Propulsion: TL8 300kW wheeled drivetrain (HP 21, 300kW)

Instruments: Radio (100 mile range).

Miscellaneous: Full fire suppression system (HP 16).

Weapons: Two 50mm recoilless rifles (BoF, HP 27 each), four 10mm machine guns (2 BoF, 1 BoR, 1 BoL, HP 6 each), mine dropper (BoB, HP 15), smokescreen (BoB, HP 8), 40 × 50mm HEAT shots (HP 9), 800 × 10mm shots (HP 3), 10 × 45mm HE mines with pressure and smart fuse..

Weapon Accessories: Cyberslaves for machine guns (HP 6 each) and recoilless rifles (HP 27 each). Three links: paired recoilless rifles (BoF), paired machine guns (BoF), all dropped weapons (BoB).

Controls: Electronic. *Crew Stations:* “Driver” runs controls, radio, front machine guns from a roomy crew station. “Gunner” operates recoilless rifles, side machine guns and dropped weapons from a roomy crew station. *Occupancy:* Short. *Passengers:* None. *Accommodations:* Driver and gunner in roomy seats.

Power Systems: TL8 4,320,000 kW high-capacity storage battery (HP 75, 4 hours duration).

Access, Cargo and Empty space: 6.4 cf access space, 300 cf cargo space, 51.395 cf empty space.

Volume: Body 543 cf, wheels 108.6 cf. *Areas:* Body 400, wheels 150. Total area 550.

Structure: Medium frame, cheap materials.

Hit Points: Body 600, wheels 45 each.

Armor: Overall PD 4, DR 350 expensive ablative, wheels PD 4, DR 21 standard metal.

Details: Clear ablative armor windows.

Statistics: Empty weight 15,359 lbs. Usual payload 15,617 lbs. (50 lbs. per cf of cargo). Loaded weight 30,976 lbs (15.49 tons). Volume 651.6 cf. Size modifier +4. Price \$98,100. HT 9.

Ground performance: Speed 70 mph. gAccel 4 mph/s. gDecel 10 mph/s. gMR 0.5. gSR 5. Very high GP, 1/8 off-road speed.

10 Police Cruiser – luxury car

The police cruiser is also used by corporate security forces and bonded bodyguard companies.

Subassemblies: Full-rotation turret and standard wheels (4).

Propulsion: TL8 200kW wheeled drivetrain (HP 17, 200kW).

Instruments: Radio (100 mile range).

Weapons: 7.62mm electric Gatling gun (TuF, HP 6, 0.55 kW), 50mm recoilless rifle (BoF, HP 27), smokescreen (BoB, HP 8), 10 × 50mm HEAT shots (Bo, HP 4), 2,000 × 7.62mm shots (Tu, HP 3).

Weapon Accessories: Cyberslaves for recoilless rifle (Bo, HP 27) and Gatling gun (Tu, HP 6).

Controls: Electronic. *Crew Stations:* “Driver” runs controls, radio and recoilless rifle from normal crew station. “Gunner” operates Gatling gun and smokescreen from normal crew station.

Occupancy: Short. *Passengers:* One. *Accommodations:* Driver, gunner and passenger in normal seats.

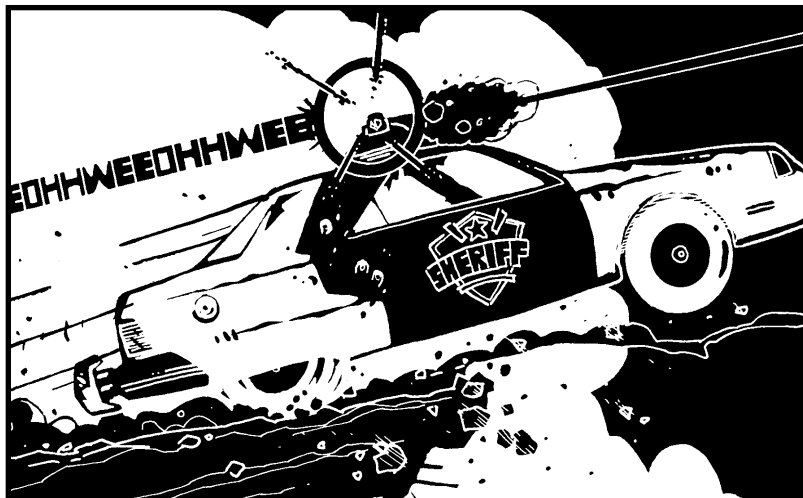
Power Systems: TL8 205kW fuel cell plant (HP 50, uses 26.65 gallons of hydrogen per hour).

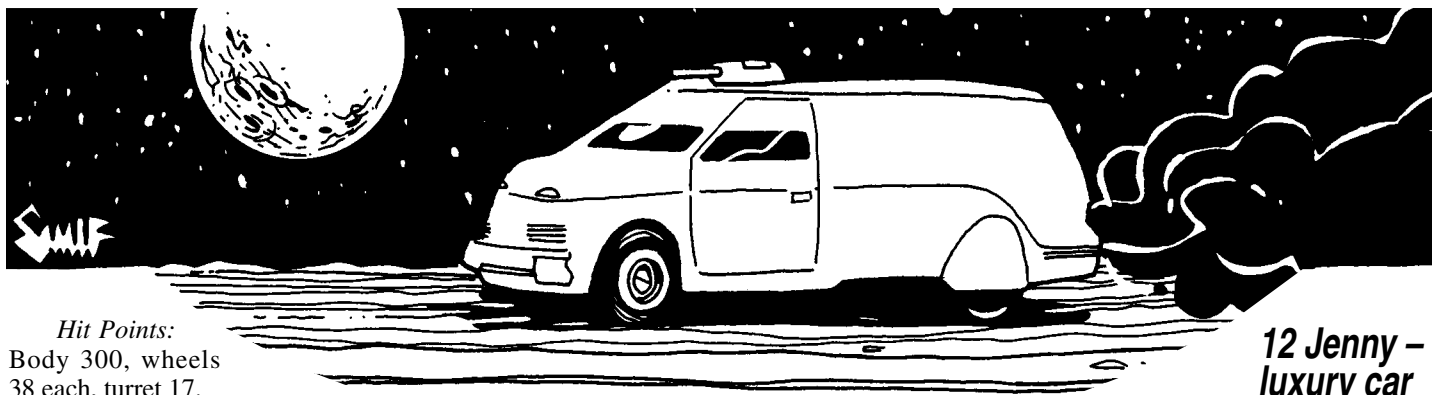
Fuel: Self-sealing 55-gallon tank (HP 25, Fire -3). 55 gallons of hydrogen (modified Fire 13). Enough for two hours.

Access, Cargo and Empty space: 25.4 cf access space, 10 cf cargo space, 7.725 cf empty space (Bo), 0.14 cf empty space (Tu).

Volume: Body 188 cf, wheels 18.8 cf, turret 2.5 cf. *Areas:* Body 200, wheels 50, turret 11. Total area 261.

Structure: Medium frame, cheap materials.





Hit Points:

Body 300, wheels 38 each, turret 17.

Armor:

Body and turret PD 4, DR 200, wheels PD 4, DR 80 expensive fireproof ablative.

Details:

Clear ablative armor windows.

Statistics: Empty weight 5,783 lbs. Usual payload 928 lbs. Loaded weight 6,711 lbs (3.36 tons). Volume 209.3 cf. Size modifier +3. Price \$48,006. HT 12.

Ground performance: Speed 125 mph. gAccel 5 mph/s. gDecel 10 mph/s. gMR 1. gSR 4. High GP, 1/6 off-road speed.

11 Assault Van – van

Assault vans are used to transport SWAT teams into hot situations. The laser cannon is useful for long range sniper shots at targets.

Subassemblies and Body Features: Full-rotation turret and standard wheels (4).

Propulsion: TL8 200kW wheeled drivetrain (HP 17, 200kW).

Instruments: Radio (100 mile range).

Miscellaneous: Compact fire suppression system (HP 6).

Weapons: 1,500 kJ rapid-pulse laser (TuF, HP 16, 24,000kW), 3 smokescreens (BoR, BoL, BoB, HP 8).

Weapon Accessories: Cyberslave for laser (Tu, HP 16). Link for all three smokescreens.

Controls: Electronic. **Crew Stations:** “Driver” operates controls, radio from normal crew station. “Gunner” fires laser, smokescreens from normal crew station.

Occupancy: Short. **Passengers:** Six. **Accommodations:** All eight occupants in normal seats.

Power Systems: TL8 2,232,000 kW high-capacity storage battery (Bo, HP 50, 3 hours duration with enough excess energy to fire laser for 3 seconds). Two rechargeable E cells for laser (Tu, HP 3 each, more are usually carried by crew, each can fire laser for 7.5 seconds).

Access, Cargo and Empty space: 4.4 cf access space, 40 cf cargo space, 34.36 cf empty space (Bo), 1.304 empty space (Tu).

Volume: Body 353 cf, wheels 35.3 cf, turret 10 cf. **Areas:** Body 300, wheels 75, turret 30. Total area 405.

Structure: Light frame, cheap materials.

Hit Points: Body 225, wheels 28 each, turret 23.

Armor: Body and turret PD 4, DR 200, wheels PD 4, DR 50 expensive ablative.

Statistics: Empty weight 6,760.1 lbs. Usual payload 2,400 lbs. Loaded weight 9,160.1 lbs (4.58 tons). Volume 398.3 cf. Size modifier +4. Price \$54,812. HT 10.

Ground performance: Speed 105 mph. gAccel 5 mph/s. gDecel 10 mph/s. gMR 0.75. gSR 4. High GP, 1/6 off-road speed.

12 Jenny – luxury car

The Jenny is named after

Jennifer Gallagher, a crusading news woman who broke several major stories on the ARF (she is now living abroad). Many TV stations use a Jenny to supplement their news copters’ coverage of stories.

Subassemblies and Body Features: Full-rotation turret and standard wheels (4).

Propulsion: TL8 250kW wheeled drivetrain (HP 19, 250kW).

Instruments and Electronics: Tight-beam radio (Bo, HP 2, 1000 mile range), searchlight (TuF, HP 3, 1kW, 1 mile range), low-light television (TuF, HP 1, ×5 magnification), thermograph (TuF, HP 1, 1 mile range, Scan 11), low-light digital vehicle camera (TuF, HP 1), radio (TuF, HP 3, 1000 mile range, 0.04kW).

Miscellaneous: Fire extinguisher system (HP 13).

Weapons: 50mm recoilless rifle (BoF, HP 27), smokescreen (BoB, HP 8), mine dropper (BoB, HP 15), 15 × 50mm HEAT shots (Bo, HP 5), 10 × 45mm HE mines with pressure and smart fuse.

Weapon Accessories: Cyberslave for recoilless rifle (Bo, HP 27). Link for all dropped weapons.

Controls: Electronic. **Crew Stations:** “Driver” operates controls, radio in body. “Gunner/camera man” operates all other systems.

Occupancy: Short. **Passengers:** None **Accommodations:** Two normal seats.

Power Systems: TL8 2,720,000 kW high-capacity storage battery (HP 60, runs all systems for 3 hours).

Access, Cargo and Empty space: 5.4 cf access space, 30 cf cargo space, 32.05 cf empty space (Bo), 0.46 cf empty space (Tu).

Volume: Body 188 cf, wheels 18.8 cf, turret 1 cf. **Areas:** Body 200, wheels 50, turret 6. Total area 256.

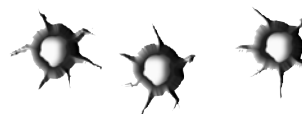
Structure: Medium frame, cheap materials. **Structural Options:** Improved suspension, all-wheel steering and smart-wheels.

Hit Points: Body 300, wheels 38 each, turret 9.

Armor: Body PD 4, DR 200 expensive laminate ablative, turret and wheels PD 4, DR 200 expensive ablative.

Statistics: Empty weight 6,494 lbs. Usual payload 1,067 lbs. Loaded weight 7,561 lbs (3.78 tons). Volume 207.8 cf. Size modifier +3. Price \$65,700. HT 12.

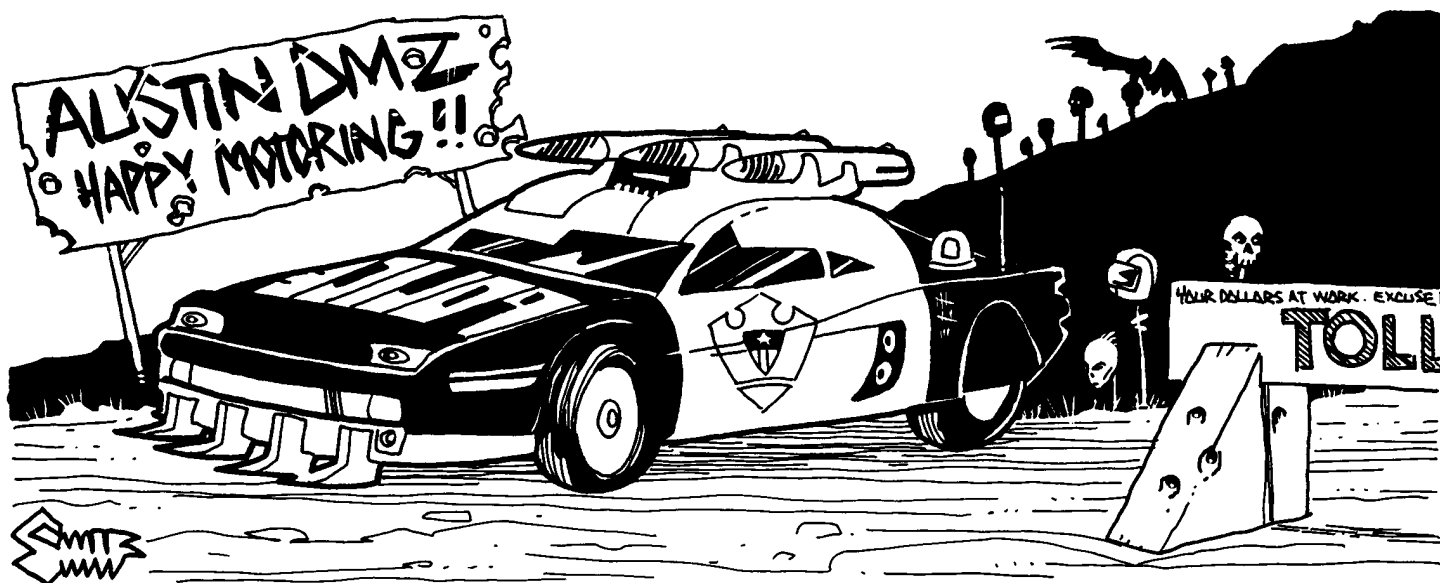
Ground performance: Speed 145 mph. gAccel 5 mph/s. gDecel 15 mph/s. gMR 1.75. gSR 5. Very high GP, 1/8 off-road speed.



VEHICLES



7 MOVEMENT AND COMBAT



Vehicular movement and combat is handled according to *GURPS Vehicles, Second Edition* rules for the most part.

Routine Travel

Many roads in *Autoduel* are bad, requiring Vehicle Operation skill rolls every four hours. The Road Atlas lists road conditions in every state.

Alternate Movement System

Half-Hex Movement

In standard *Vehicles* scale, movement is rounded to the nearest 10 mph. In practice, this penalizes vehicles moving at odd speeds, such as 35 mph.

Vehicle speed may be rounded to the nearest 5 mph, allowing the counter to be moved an extra half of a hex. If this is done, line of sight can be drawn to either hex that the vehicle occupies and range is figured to the nearer hex.

Vehicles must move straight ahead in this half-movement.

Turn Sequence

Instead of a vehicle moving in the normal turn of its operator based on his Basic Speed, the GM can allow the cars to move in order of their Current Speed. This prevent Fast Eddie (Speed 6) driving a garbage truck at 20 mph from rear-ending Stinky Aldonzo (Speed 3) driving a Lamborghini at 100 mph.

Using this system, everyone has an opportunity to fire or take an action each time a vehicle moves, in order of the PCs' Speed. For example, if Stinky and Fast Eddie decide to fire on each other, Fast Eddie fires first.

Naturally, everyone still gets only one action per turn.

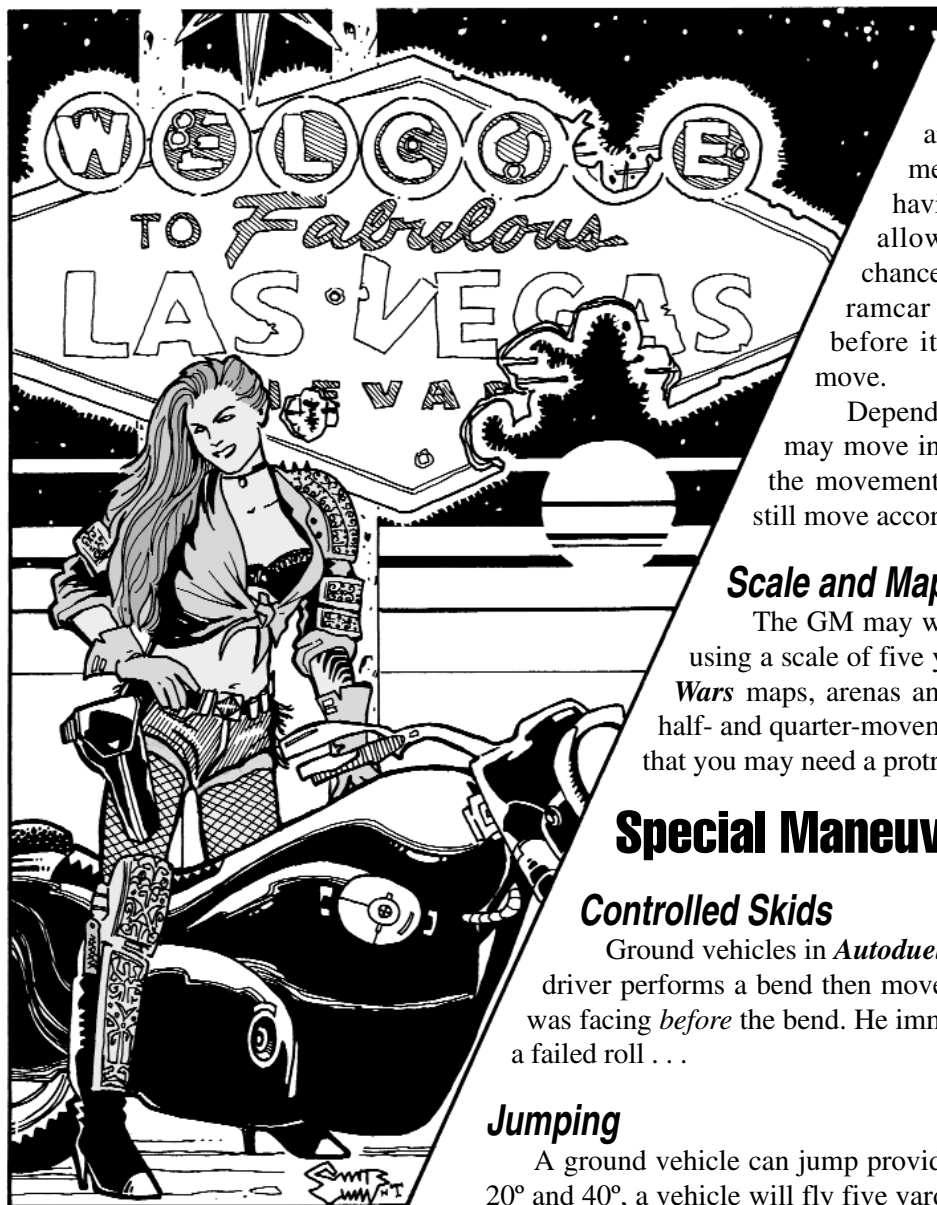
RE-INVENTING THE WHEEL

Some players may find themselves saying, "That's *not* how they do it in *Car Wars*!"

Of course not. This is *GURPS*.

However, when the PCs jump behind the wheel and head off into battle, there's no reason that the GM can't pull out the old turning key and switch to the *Car Wars* movement and combat rules. This works particularly well if you like cinematic battles with cars spinning 90° about at 60 mph in a fifth of a second.

Players might even go as far as using cars and bikes from the various *AADA Vehicle Guides* instead of building new ones according to *Vehicles* rules. Just keep in mind that *GURPS* characters don't all weigh 150 lbs.



OPTIONAL RULE: DR REDUCTION

Non-ablative armor that's been chewed up by gunfire will lose some of its resistance to damage. Any shot failing to penetrate *any* armor can still weaken it and allow subsequent attacks to damage the vehicle.

For every 125 points of damage done to metal (or 400 to laminate) its DR is reduced by one.

Ablative armor still loses DR at its normal rate of one point for every ten points of damage absorbed.

Phased Movement

When several vehicles are moving at high speeds in tight quarters (e.g., an arena), it is more realistic to break movement down into several phases rather than having each individual vehicle move its entire allowance in one shot. This gives drivers a chance to react to other actions, and prevents a ramcar from traversing the length of the arena before its intended victim even has a chance to move.

Depending upon the circumstances, the vehicles may move in either two or four phases. Simply divide the movement of all vehicles by two or four. Vehicles still move according to whatever turn sequence is used.

Scale and Maps

The GM may want to use maps laid out on a square grid, using a scale of five yards per inch. (This allows the use of *Car Wars* maps, arenas and road sections.) These facilitate making half- and quarter-movements. The disadvantage of this approach is that you may need a protractor to determine maneuvers.

Special Maneuvers

Controlled Skids

Ground vehicles in *Autoduel* can make *controlled skids*. To do this, the driver performs a bend then moves the vehicle five yards in the direction it was facing *before* the bend. He immediately makes a control roll at -4, and on a failed roll . . .

Jumping

A ground vehicle can jump provided that it has a slope. For slopes between 20° and 40°, a vehicle will fly five yards for every ten mph of takeoff speed over 20 mph. Steeper or flatter slopes halve the flight distance. Slopes shallower than 15° cannot be used to launch jumps; cars will fall off them as if hitting potholes or ditches. Slopes greater than 45° are either obstacles or walls.

For example, Lucky, Sean and Reese are each traveling at 60 mph when they come to a drawbridge. The bridge is raised only 15° when Lucky arrives, so his car flies ten yards and lands on the other side. The bridge continues to rise to 30°, when Sean's car comes along; it jumps 20 yards across the gap and comes down on the other side. A few seconds later, Reese arrives, but the bridge has opened fully to 60°. Time for Reese to grab his St. Christopher medal and check the collision rules.

It's possible for a vehicle to remain airborne for more than one turn if the distance it will fly exceeds its remaining movement.

Landing after a jump requires a control roll using all applicable modifiers (*including speed*).

Dodge/Cinematic Dodge

A Dodge isn't a maneuver *per se*, but cars can dodge if they've just performed maneuvers.



**MOVEMENT AND
COMBAT**



Any vehicle that performs at least one 15° or greater bend or two or more drifts on its most recent turn can attempt to dodge. However, if it's traveling at 80 mph × MR or faster, the driver will have to make a vehicle operator roll before dodging is possible.

At the GM's discretion, duelling machines can make *cinematic dodges*. Any vehicle performing at least a 45° bend on its most recent turn receives a +1 to dodge. The GM may also wish to allow cinematic dodges at any speed.

Excessive Speed

Power plants can be pushed beyond their normal maximum speed, but they will probably take damage in the process. Each turn a vehicle travels faster than its top speed, make a vehicle operator roll at a penalty of -1 for each 10 mph or fraction that the vehicle is moving over the top speed. Additional rolls must be made every turn that the driver maintains speed or accelerates – with a penalty of -1 per turn of excessive speed. A driver who decelerates does not need to make a roll even if the vehicle is still traveling above its maximum speed.

If the driver fails any roll, the power plant takes 1d-1 damage for every 10 mph or portion above the maximum speed. On a critical failure the engine suffers 2d damage for every 10 mph or portion above the maximum speed, and must also check for fire.

Arena Combat Restrictions

Although there aren't any special limitations for *Autoduel* combat in general, any duelling taking place within arenas is subject to any number of restrictions.

Minimum Top Speed

It's not uncommon for arena management to demand that any duellist entering an event at their establishment be able to reach a certain benchmark speed, usually 90 mph or higher. This is done primarily to prevent unscrupulous duellists from driving, say, a DR 2,000 mid-size with a top speed of 50. Not only is this unsportsmanlike, but it makes for boring duels.

Another tactic employed is to require that all vehicles make a complete lap around the arena or cross several check points before they are allowed to fire their weapons. This encourages all entrants to speed up immediately, and provides incentive for vehicles with high acceleration which may allow the driver to have a couple of free shots before fire can be returned.

When all else fails, arenas install ramps and give points for all jumps based on speed.

Minimum Endurance

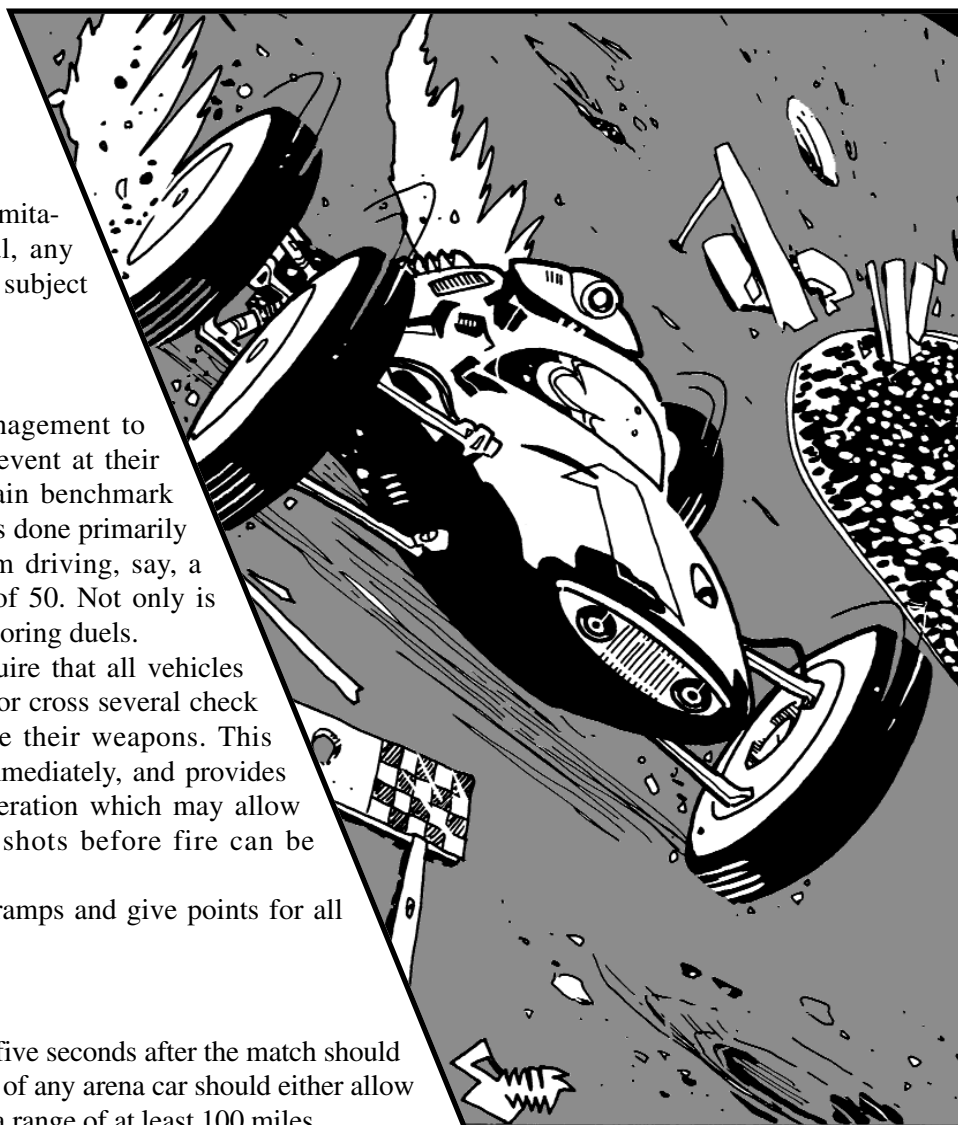
Designing cars whose fuels run out five seconds after the match should end is frowned upon. The power system of any arena car should either allow it to run for at least an hour or to give it a range of at least 100 miles.

OPTIONAL RULE: ABLATIVE ARMOR PD

Ablative armor is very good at absorbing damage, but doesn't deflect shots as well as metal or laminate armor. To simulate this, figure the PD of ablative armor as follows:

PD	DR
1	1-5
2	6-20
3	21-75
4	76

Additionally, PD can be based on the *current* DR, decreasing as the armor takes damage.



CAMPAIGN RESOURCES

Here are two things you may want, in addition to your *GURPS Autoduel* rulebook, to create a better autodueling campaign:

A Road Atlas

While the map and mini-atlas in this book give you a good general idea of what the roadways of America are like, a good, large road atlas – such as the current AAA *Road Atlas (United States, Mexico, Canada)* – is an invaluable asset to have.

A good road atlas will show you every highway, major and minor, in North America, and will often have inset maps of large cities, plus driving tips, historical notes and other benefits from which you can pick up ideas for *GURPS Autoduel* adventures.

ALMANACS

In the same vein, a good U.S. or world almanac will give you, in concentrated form, a lot of information about the states and cities. If you're planning to set an adventure in Eugene, Oregon, for example, the almanac will tell you its current population, industries and facilities; a little imagination will let you update these facts for 2047 and beyond.

Additionally, if you pick a single setting for your campaign – one city, country or state – you can find a state almanac which will provide in-depth information about that area.

GETTING STARTED

Everybody has to start somewhere, even duellists. They have to get that first “real car” so they can compete in the big leagues and maybe save up for a second car so they can drive between two cities safely.

The beginning duellist doesn't have much of a support team – he's lucky if he has a friend who's a mechanic. If he's good, he'll win enough money to earn recognition, and perhaps pick up some extra money doing commercials.

Amateur Night

Every big city arena hosts them weekly: Amateur night, where young upstarts from all over try to earn a few bucks and launch a career. Amateur night competitions consist of four to eight (maybe more) contestants in cheap cars shooting it out for the audience and home viewers. Besides being cheap, they're also cheaply made – you won't be seeing any of these cars in a Division 5 battle any time soon.

While the losers are taken to the infirmary, the morgue or the ready room for interviews (losers can still make a splash and attract the attention of a scout), the winner is brought to the arena garage where he's awarded his prize (*the GM should feel free to change this in any way*): his winning car, plus the 3/4 of the salvage value of the losers. The arena will even repair damage to the winning car (using the proceeds from the others, naturally) or buy back the winning car for the same salvage price.

Some arenas also offer cash prizes for first place, usually \$1,000 to \$2,000, with the arenas in the bigger cities or more affluent areas offering more.

Amateur Night Advisory

Although most duellists get their start at Amateur Nights, earning a car, stripping the wrecks, and saving for a better car to move up the ranks in, it should be assumed that the PCs are beyond that and already have their own vehicles, bought either with their starting wealth or with converted character points.

The main reason for this is that Amateur Night pits the drivers against each other instead of allowing them to work together. Likewise, since there is only

one winner, it will take at least as many duels as you have players for them all to win once, unless they all agree to just circle the arena for 30 seconds until the exit gates open and they can flee with their new cars. (The GM should probably add a couple of NPC vehicles to the duel just in case – or just refuse to open the gates until you see some action.)



Team Events

A better solution would be to organize team events, allowing the characters to be thrown together through a “random draw.” Typical team events include Capture the Flag or automotive versions and any athletic competition.

Capture the Flag

Played in any arena (usually a big, clear one), *Capture the Flag* is an Amateur Night Team Event where anywhere from four to eight cars roar out from each side of the arena. Each of vehicles is a standard stock car. At each end of the arena sits a pair of flag stands, embedded deep into the cement. One of those contains a flag, and the other is empty. The object of the game is to retrieve the opposing teams flag and place it in the empty holder on your side. If your team’s flag is still there, that’s a double win – worth double the prize money.

To capture the flag, a vehicle must drive next to it and the driver makes a DX roll, subtracting the modifier for the speed of his car. The flag must be on the driver’s side! If the car comes to a full stop next to the flag, the grab is automatic. The same rules apply to putting the flag into the holder at the other end.

If the car carrying the opposing team’s flag is destroyed, the driver, if able, can get out and run, or pass the flag to a team member. He can even jump into another car if space and weight allow for it, or commandeer any driverless vehicle in the arena.

The flags are flame retardant and will withstand vehicle fires. When the flames are put out, the flag can be retrieved. However, if the car carrying the opposing team’s flag explodes, the best that can be hoped for is a draw.

No vehicle may carry its *own* flag unless a member of the other team has already possessed it.

The AADA Annual Duelling Circuit

If the PCs are members of the AADA, they are probably part of the AADA professional duelling circuit, or will be when they get enough money for a good vehicle. Naturally, you won’t play out every game of the season, but you may want to play out a few of them to give a change of pace from adventuring. Likewise, the characters may wish to go adventuring to raise cash to continue competition on the circuit. Or they might duel for the prize money so they can afford to go adventuring.

Each time a duellist places high in competition, *rating points* are earned – points used to determine the duellist’s placement during the season. Rating points are kept separately for each division in which a duellist competes.

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 10, for instance, means that participating duellists may use personal equipment and a vehicle worth no more than \$10,000 combined.

Divisionals are usually melees with two to eight vehicle 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



SUICIDE JOCKEYS

“Suicide Jockeys.” That’s what some CBers call these secret-agent-type roughriders.

These civilian warriors, trained to kill or be killed in defense of their deadly cargoes, ride in fleets of about 30 heavily-armed SSTs (safe secure trailers) – 55-foot, 27 1/2 ton trucks. In these, they log more than four million miles each year.

They roll along in vehicles designed to look like other rigs on the road, obeying all speed limits and traffic laws. Neither those who man the trucks for the U.S. Department of Energy, Transportation Safeguards Division, nor those who receive their goods want attention drawn to the top-secret shipments.

Every three months, couriers must pass requalifying tests to drive and to operate weapons, ranging from the .357 magnum revolver each carries to the weapons in the trucks: M-16 rifles, submachine guns, grenade launchers, shotguns and sniper rifles with infrared scopes for night action. When driving tests are sprung on them, they must cope with such surprises as helicopter attacks, light-armed-vehicle assaults, fanatics in a ditches with anti-tank rockets, even blockades.

Authors’ note: While the above could be used for a campaign setting, it should be noted that “Suicide Jockeys” are real, and that the above originally appeared in Parade magazine in 1983! Never ignore real life when looking for source material.

SURRENDERING

A duellist in trouble has two ways to get out of an arena duel: escape and surrender.

An autoduellist who escapes from the arena through any of the exit gates is out of the fight – he cannot reenter, and he places in the standings just as if his vehicle had been “killed” at the time he exited. In official AADA competitions, the exit gates are not opened until 30 seconds after the duel has begun. Some arenas also have pedestrian escape routes, to be used by a duellist who’s abandoned his vehicle.

Drivers may also “yield” by radio – surrender – to their fellow duellists. If any duellists accept this surrender, the surrendering vehicle is considered “killed” instantly for standing purposes (but *not* for salvage rights purposes). By AADA regulations, a surrendered vehicle must proceed to the nearest exit at top speed, and may only fire upon vehicles that fired upon it since the surrender. Duellists who accept a surrender may not fire on the surrendered vehicle . . . but other duellists may!

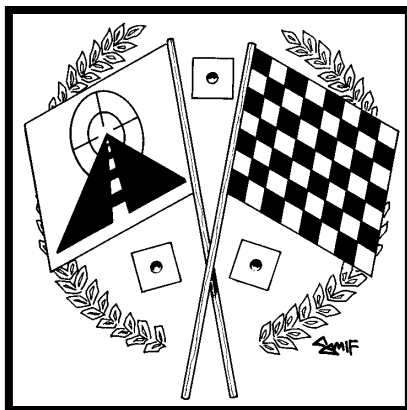
WINNING DUELS

The victors of a duel are the occupants of the last functioning vehicle on the duel field.

A vehicle is considered *killed* if its crew are all dead . . . although it could be brought “back to life” – an *undead* vehicle, in duellist slang – if commandeered by the crew of another killed vehicle.

The second-place finishers of a duel are the occupants of the next-to-last functional vehicle on the field; the third-place winners would be the occupants of the vehicle rendered non-functional immediately before the second-place finisher’s; and so on.

Some of the less bloody arenas work on a point system and time limit. If more than one vehicle remains when time runs out, the winner is the crew with the highest point total. This type of competition doesn’t play well with blood-thirsty crowds as it tends to keep the vehicles away from each other as they shoot for points and not each other. On the other hand, points for ramp jumps make for some spectacular “aerial” combat.



as the team needs or wants. *Special Events* include championships, guest appearances, Ladies Only Nights and grudge matches. 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 their state through these four weeks, planning their trips well in advance to coincide with the competitions. Regional combats tend to be comparatively friendly, with few deaths, and are a good shaking-out period for rusty duellist after a long winter off. These duels 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 the duels fought in these arenas are counted toward official AADA point totals for the season. Events usually last two days.

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, duelling by semi-pro duellists not on the real circuit and corporate competitions. As summer comes on and rating points and prize money racks up, tempers get short – and the proportion of arena deaths rises dramatically.

September (Last Half): Regional Championships

During the last two weeks of September, the U.S. and Canada hold their regional championships for each division. The 30 highest-scoring duellists from each region return to their circuit’s Designated Arena and duke it out for the championship. The top ten point scores for each division advance to the national championships.

In Texas, Louisiana, Oklahoma, Australia and Québec, the autoduellist returns to the arena registered as his *home arena*. The 30 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.

A strong showing at a regional, national or world championship will increase a duellist’s Reputation. (Conversely, a poor showing, or an unsportsmanlike or cowardly showing, can have an adverse affect on Reputation.)



**CAMPAGNING IN THE
AUTODUEL WORLD**



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 autoduelling sponsors watch late season matches carefully, looking for next year's surprise combatants.

October (Last Half): International Championships

The national champions in each division meet in the International Championship's designated arena. The United States, Canada, Québec, Texas, Oklahoma, Louisiana and Australia are each represented by their divisional champions. The winner of each division is proclaimed that year's international champion for that division.

November through February: Off-Season

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

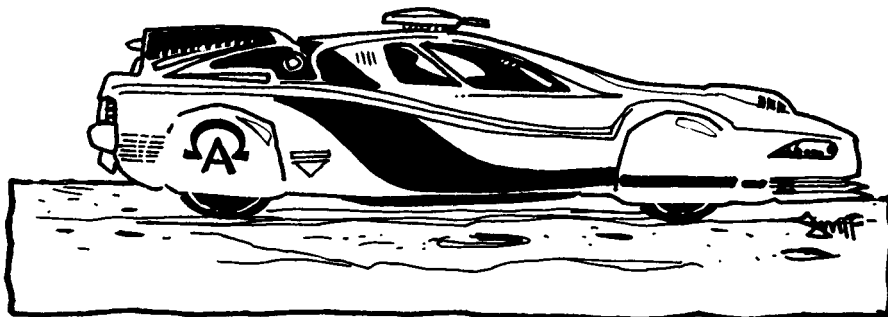
Placement and Point-Scoring

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 character receives for an arena duel depends on his placement among the finishers of the duel. The first place finisher gets five points, second place gets three points, third gets two points, and all surviving participants earn one 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 dead, the others finishers move up one position; i.e., second place becomes first, third becomes second, 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 nor receive ratings points, regardless of how well he did in the duel.

A driver who earns 40 points in a single season is considered to have had a successful season; a driver who earns 60+ points had a *very* successful season, and has earned enough notoriety for sponsors and patrons to take notice; a driver who earns 80+ points in a single season is a world-class duellist. Since it's not feasible to play out the entire autoduelling season for every one of the hundreds of participants, simply assume that any duellist amassing more than 40 points in the year will qualify for the regional tournament.



THE AADA CIRCUITS

ATLANTIC ARMOR CIRCUIT

Maine, Maryland, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Vermont, Virginia, West Virginia, District of Columbia.

CANADIAN CROWN CIRCUIT

Manitoba, Prince Edward Island, New Brunswick, Newfoundland, Nova Scotia, Ontario.

DESERET MOUNTAIN CIRCUIT

Deseret Autonomous Region, Idaho, Montana.

DIXIE DUEL CIRCUIT

Arkansas, Florida, Georgia, Kentucky, Mississippi, North Carolina, Tennessee.

FLASHFIRE CIRCUIT

Colorado, Kansas, Nebraska, North Dakota, South Dakota, Wyoming.

GREAT NORTHWEST CIRCUIT

Alaska, Alberta, British Columbia, Saskatchewan, Yukon Territory.

HOT ASPHALT CIRCUIT

Arizona, Nevada, New Mexico.

L'OUTRANCE CIRCUIT

Illinois, Indiana, Iowa, Michigan, Minnesota, Missouri, Ohio, Wisconsin.

OVERDRIVE CIRCUIT

California, Hawaii, Oregon, Washington.

QUÉBÉCOIS CIRCUIT

Québec.

ROYAL FLASH CIRCUIT

Australia.

SHOOTING STARS CIRCUIT

Louisiana, Mexico, Oklahoma, Texas.

COLLEGIATE AUTODUELLING

For many aspiring young duellists, who may not like the long odds of amateur night, but don't have the cash to buy their own car, going to college on a duelling scholarship may put them on their way to fame and fortune.

The regular season runs from early April to late July. Teams compete against other teams within their conference twice while the rest of the schedule is played against non-conference teams and tournaments. This comes out to roughly a 17-20 meet season, depending on how many tournaments a team goes to.

Regular season meets are broken down into seven events. These are one-on-one divisional (5-20), two-man team, five-man team and special event. The team that wins the best four out of seven wins the match. The team matches vary from Division 5 to 20, determined randomly before the season starts. The special event can be almost anything, as long as both sides agree that it doesn't violate safety rules.

Tournaments are broken down into the same seven events and each school competes for points (three points for a first-place finish, two for a second, one for a third). The team with the most points wins the tournament. The regionals are handled the same way, but the top two duellists or teams in each event are eligible to go to the NCADA (National Collegiate Autoduelling Association) championships, held in September, which are a huge media spectacle.

There are several major difference between NCADA and AADA duelling. The NCADA established a strict safety code that filled volumes, but it can be narrowed down into the following broad principles:

- The safety of the duellist comes first. Collegiate duelling should have a low fatality rate.
- No ramplates or rams mounted on the vehicles. (Ramming is permitted, but discouraged by coaches.)
- Body armor must be worn at all times. This does *not* count toward the cost of the vehicle.
- Anti-fire systems of some sort must be installed, at least a portable fire extinguisher.
- Medics and medical transport must be at the arena during an event.
- Anyone who leaves his vehicle is off-limits and is automatically out of the event. Pedestrians must proceed to the nearest safety zone or bunker. Hand weapons may not be used once out of a vehicle.

Continued on next page . . .

Prizes

Drivers race for more than just points; they're in it for the money! Actually, few will get rich off prize money alone. In fact, after a really bad win, the prize money may get eaten up in repairs. Of course, it's worse if you *lose*. Duellists usually rely on endorsements or side jobs to keep them going throughout the season.

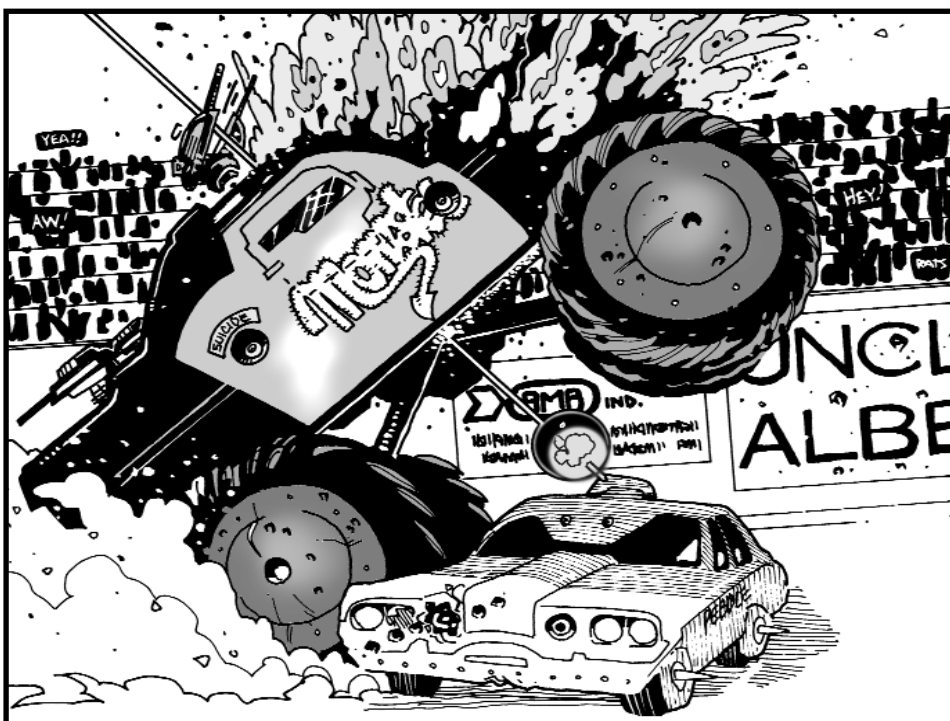
Unlike amateur nights where the prizes are pitifully low, circuit prizes are based on divisional classification. For division 30 and below, the regular season pool is the same as the top dollar amount for the duel. For example, a \$30,000 prize pool for a Division 30 event. During the regional duelling period in March, the amount is typically 75-85% of that. The regional championships are worth five times the amount; national championships, ten times; and the world championships, 20 times. Of this amount, the first place finisher gets 60%, second gets 30%, and third gets 10%.

Divisions 40, 60 and 100 have the same size prize pool as a Division 30 match would have. There are a several reasons for this, not the least of which being that even for a world championship, a two-million-dollar-prize pool is economically unfeasible. Besides, the ratings bell curve peaks at Division 30, which is probably a hold-over from the days when that was the highest division. New, expensive technology created the demand for higher classifications, but the cost of maintaining such a car over an entire season keeps most would-be competitors away.

Winners in professional matches do *not* get to salvage their kills. If they did, most of the competition would be out of the running after their first losses while they raised cash for another duelling machine . . . and another . . . and another . . .

Competing Out Of Division

Sometimes by some crazy scheduling accident, duellists arrive at the arena only to find that they can't be accommodated because all the slots have been filled. Being bumped is more common toward the latter half of the season when



**CAMPAIGNING IN THE
AUTODUEL WORLD**

more competitors show up more often trying to secure their place in the post-season. Front-runners always get seeded first, pushing the rest of the pack farther back.

The AADA offers a compromise to ease the congestion. Any duellist who is bumped is allowed to take his vehicle into a *higher* divisional combat, as long as there is room there. Not only does the duellist have a chance at a larger prize pool, but he will accrue points for his regular division, provided that he is using his regular division car. For example, if Matt “Blood” Faga is bumped from Division 20, and there is a spot available in either 25 or 30, he can compete for points in one of those so long as he uses his \$20,000 car. If he puts in another \$5,000 worth of upgrades, any points awarded to him will *not* count for his season total.

The rule is precisely the opposite for going to a lower division. You may never take your regular car into a lower division unless it qualifies there, which is neither likely nor smart. However, if the combatants can strip their cars down to the appropriate level, or otherwise obtain cars that qualify, they may enter a lower division. This is allowed *only* if they’ve been bumped. Any points awarded will be reduced by 1, but will count for their season total.

The Corporate Approach

Corporations, for the most part, are content with sponsoring a few autoduelists in return for endorsements and good publicity. However, some corporations have set up leagues of their own and compete amongst themselves, away from the World Class duellists who would blow their investments away – literally!

There are two ways to play out Corporate Autoduel. First, all of the PCs can be members of the same corporate team, headed by the GM. They travel together to each match and play it out. If a character dies, the players can urge to GM to pay the cloning costs (sort of petitioning the president for a favor) or the player can assume the role of another member of the squad, as long as there are members left on the roster. This method gives the players the advantage of working together and adventuring outside the arena as a team as well as duelling inside the arena.

The second way is for each player to become the president of his own corporation, as well as running one or more of the key characters on the team. (The team captain would be a good choice.) The advantage here is that the players can have real duels against each other, instead of duelling against a NPC team run by the GM. The downside is that opportunities for adventuring outside the arena are rare, and the only real roleplaying you’ll get to do is your accounting homework (yech) and working out trades with the other team owners. (This might be great for fans of Rotisserie Baseball.)

In either case, the main objective for all players is for the team to show a profit at the end of the season, while keeping the books balanced along the way. The duellist who wastes ammo has to ask himself, “is that shot actually worth it, or should I move in a little closer first?”

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 hire replacements until the next season rolls around.



COLLEGIATE AUTODUELLING (CONTINUED)

A team which takes or leaves excessive casualties during a season is subject to investigation and possible disciplinary action.

Surrendering is considered honorable, and a coach may surrender one of his players if he feels his safety is seriously jeopardized. Anyone firing on a surrendered vehicle will be disqualified, and the school will be subject to a fine, suspension, or both.

CINEMATIC CAMPAIGNS

GURPS Autoduel is deadly – very deadly – and the GM is encouraged to do whatever he can to keep the characters alive as long as possible, providing that they don’t do anything *stupid*. For instance, in a realistic campaign a 105mm HEAT round that penetrates vehicular armor will most likely kill the occupants of the vehicle. In a cinematic campaign, the GM can choose any internal component to absorb the damage.

“What luck! My armored beer refrigerator jumped up and took the bullet for me!”

GMs should consider any “*deus ex machina*” lifesavers when awarding character points at the end of the adventure.

THE SEVEN RAMMER-AIS

A small Roanoke town has struggled for two decades to succeed as a totally independent and self-sustaining entity. A bumper crop is near ready for harvesting, and the few original heads of cattle have multiplied into a small herd. Then someone discovers that they’ve been targeted by a roaming killpack of vans and cycles that is planning to party through the winter on what the Roanokes have to offer. Unwilling to expose their existence to the state government, several members of the town council travel under cover of darkness to a nearby town to hire professional soldiers . . .

Yeah, it’s been done to death. Yeah, it’s an old story. But it’s a *good* old story, and that’s why it’s been done so many times!

Seven autoduellists aren’t absolutely required, but for the sake of tradition, the party might want to hire a couple extra mercenaries to carry out the mission.

VIGILANTES

In a vigilante campaign, the PCs work by day in one occupation, but roam the roads by night (and weekends and holidays) taking the law into their own hands. Those with enough Wealth, and ones that skim some of the nefarious proceeds that they confiscate, will have multiple vehicles, usually not traceable back to them. And if they're known duellists with any kind of Reputation, then they'd be best served by learning some new moves so that no one recognizes them.

The main advantage to a vigilante campaign is the intrigue at leading a double life while staying one step ahead of the law. Keep the players convinced that no one even suspects their dual nature. Then have a mysterious woman show up at one character's home, carrying an envelope stuffed with unmarked and non-sequential bills. She has a favor to ask

ADVENTURE SEED: THE MAN OF THE CENTURY

Who was Kleiner, and is he really dead? These questions have been on the minds of a nation (and the world) for two years now, but no more than in the last week.

Last Tuesday, satellite dishes filled with a broadcast by a man lounging in a recliner, holding a mixed drink, and claiming to be the dead anarchist reborn. What he wants, he'll let be known soon. As soon as he and his new organization, Century, decide what direction they shall next take the country in.

The PCs don't have to wait. They have their reasons for getting to the bottom of this incident *now*! Maybe a loved one was killed in the destruction. Maybe their Patron's loved one. Whatever the catalyst, the PCs are off on a cross-country quest to find this Kleiner and vanquish Century.

Starting Out

Each corporation starts out with between \$150,000 and \$300,000, and can employ up to 18 characters of 100 character points. Money can be used to build vehicles, repair damage, purchase other equipment (e.g., body armor, hand weapons), provide Gold Cross coverage for your key team members or buy characters from other teams – just like in any professional sport. 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 first, second or third place team finish in an event. Note that each competitor who survives an event will receive survivor money, but this amount is awarded directly to the characters. Any other prize goes directly to the corporate sponsor to enter in his ledger.

Corporate money can be used to make loans to other corporations or to make bets. Characters can be bought from other teams to replace dead teammates, but they cannot be put on the roster until the end of the season. The roster can never exceed 18 characters.

If the party members are all on the same duelling team, the GM should keep track of their expenditures and give them fair warning if they're losing a lot of money.

Setting Up A Schedule

Before the season, a schedule is set up that allows for at least three corporations to participate. (This is good if the player's schedules causing them to miss sessions here and there.) At the time the schedule is made, the arenas are chosen, dollar amounts are fixed for each event, along with any special rules pertaining to numbers of vehicles, characters, etc.

If the GM wishes, he can roleplay the actual road trip to the arenas, and even allow the PCs to take side jobs to increase personal funds.

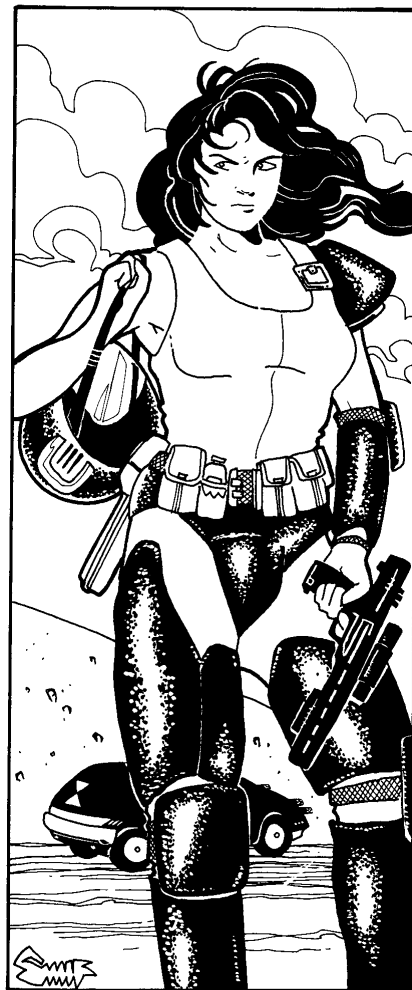
Using Your Team

Suppose the schedule lists the following event:

Arena Event: \$30,000 – two cars, Warrior Arena

The team owner must choose the characters who will participate in the event. Then select up to the limited numbers of vehicles to take, in this case two, without going over the arena budget of \$30,000. There is no limit to the number of characters that can be used in such an event, but the GM should feel free to limit each vehicle to one driver and one gunner.

At the end of each corporate event, points are awarded to each corporation that participated. First place gets five points, second place gets three points, third place gets two points, and all other participants get one point.



The total cash pot for any given event is equal to the total cost of the vehicles participating in the event. The money is divided as follows: 50% for the first place team, 30% for second, 20% for third. If, for example, five teams compete in this \$30,000 event, the total cash pot will be \$150,000; \$75,000 goes to the first place finisher, \$45,000 goes to second, \$30,000 goes to third.

In addition, all characters not killed and not unconscious will receive “survivor’s money” to the tune of \$1,500. This is not a great amount, but it gives the character something extra to live on. And they may find themselves spending it on personal equipment should the accountants advise the boss to stop paying for body armor, hand weapons and other personal equipment. Characters who surrender or manage to escape the arena also get survivor money.

Corporate Victory Conditions

Special victory conditions can be set up for any event. But for standard arena battles, the team with the most Victory Points (VP) wins. Victory Points are tallied as follows: percentage of surviving team members times 20 plus the percentage of surviving team vehicles times 30. So a team with one of its two vehicles and three of its four members surviving would get $(0.5 \times 30) + (0.75 \times 20) = 30$ VP.

Additionally, 50 points are awarded to the team with the most kills. Each other team gets a proportional amount of points. For example, Team A gets four kills, the most of any team, and earns the 50 points; Team B has three kills, worth 38 points (round to the nearest whole number).

Note that the number of kills doesn’t necessarily dictate the winner. If a team loses most of its vehicles and crew, it will probably not win even if it managed to score the most kills along the way.

Corporate Bankruptcy

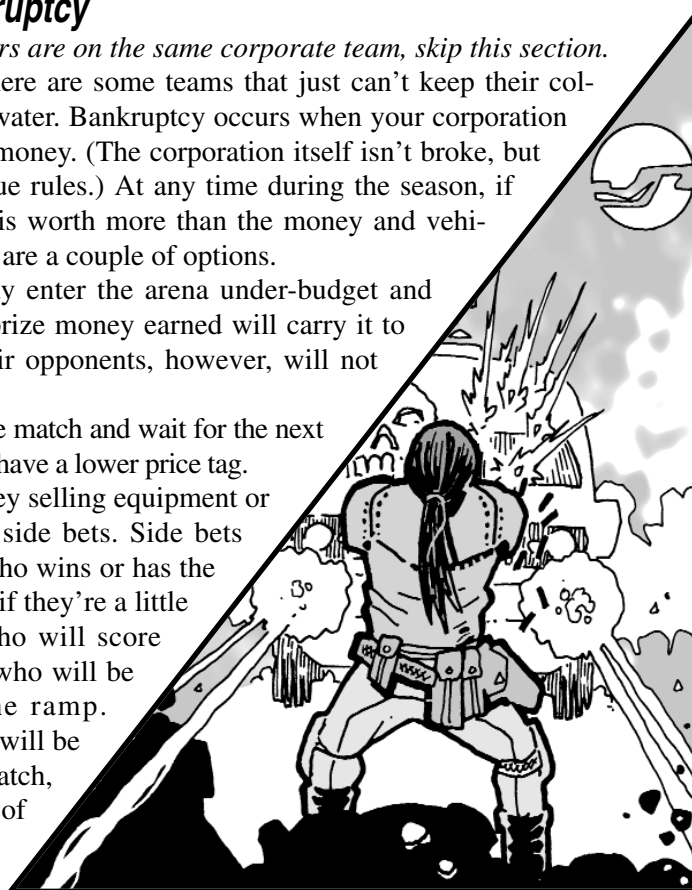
Note: If all players are on the same corporate team, skip this section.

Unfortunately, there are some teams that just can’t keep their collective heads above water. Bankruptcy occurs when your corporation runs out of duelling money. (The corporation itself isn’t broke, but they have strict league rules.) At any time during the season, if the scheduled event is worth more than the money and vehicles remaining, there are a couple of options.

First, a team may enter the arena under-budget and hope that whatever prize money earned will carry it to the next event. (Their opponents, however, will not be under-budget.)

Second, forfeit the match and wait for the next one; hopefully, it will have a lower price tag.

Third, raise money selling equipment or characters, or make side bets. Side bets shouldn’t be about who wins or has the most kills. It’s better if they’re a little more exotic, like who will score the first tire shot or who will be the first one up the ramp. Even better, bet who will be the last one in the match, and you’ll see a lot of extra tire shots and frantic jumps!



MAKING A LIVING

It’s a tough world, and sometimes the only jobs available are as freelance bodyguards, gunners, duellists or other road-jocks; whatever brings in the money. The characters should be combat-oriented, but other than that can be of any personality and stereotype.

The variety of missions that will come to a band of freelancers is immense. Whenever people need to hire someone to commit violence (or to repel it), for good reasons or bad, the characters can be hired. Sample missions: running goods (legal or illegal) from city to city, capturing or killing local bandits, rescuing kidnapped citizens, acting as proxies or champions (i.e., stand-ins) for challenged duellists, carrying endangered passengers through enemy gauntlets, etc.

The main advantage to this type of campaign is the broad range of adventures possible. From the characters’ perspective, they get to travel, probably from coast to coast; they can meet very wealthy Patrons and make great amounts of money and Contacts (assuming they’re not killed along the way). The players can determine the moral and ethic tone of the campaign by deciding which jobs their characters accept and refuse. And if this format gets tiresome, it easily converts to another campaign type.

OBSTACLES

If you want a combat-heavy adventure, you can define a plot line just by listing the obstacles that the PCs face. For instance:

The party has been hired to transport a witness to a county courthouse. The witness has evidence which will prove damaging to one branch of EDSEL; this branch has a rogue commander and will stop at nothing to kill the witness. Between the characters and their goal are 200 miles of rough terrain and its various gangs, EDSEL assassins and other troubles.

This gives you a rough idea of what the characters will be facing. It’s easiest to set this adventure up with *site encounters* – when the characters reach a certain point on the map between starting point and goal, they “trigger” one of the encounters. You may decide, for instance, that the adventure’s encounters include:

Continued on next page . . .

OBSTACLES (CONTINUED)

(1) An illegal toll booth set up by a bandit gang, ten miles down the highway; the characters must either pay an exorbitant passage fee or fight their way through.

(2) An EDSEL ambush, with enough enemy vehicles to soften up the heroes, 50 miles from the starting point.

(3) A motorcycle pack attack, 120 miles into the mission.

(4) A traitorous NPC among the characters' crew – he tries to kill the winner, 150 miles into the mission.

(5) And an EDSEL attack helicopter, only a mile from city limits and safety.

MORTALITY ON THEIR MINDS

When everyone knows that a clone is just a hospital ride away, it takes a lot of punch out of the character's death. This is fine as long as the duellists don't make a habit out of suicide missions or using suicidal tactics to get what they want. But just in case, there are a few ways to mend their ways:

- Burn the body beyond recognition, or better, get it to the hospital 20 minutes too late for a reading. The PC reverts back to the stats he had at the time of the last reading, and *all character points since that time are lost!*

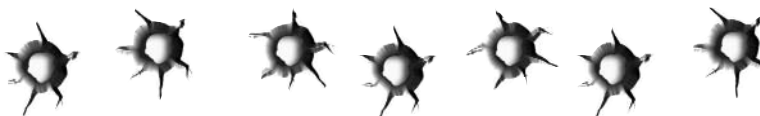
- Let them *live*, but with some kind of disfigurement: ugly scarring, a useless limb, etc. Sure, it might be correctable, but they'll still have to deal with for a while.

- Characters who die many times and remember their multiple demises should develop psychological problems.

- You can occasionally put the fear of mortality into them with a simple phone call. "Mr. Cutter, this is Gold Cross, Columbus. There's been an accident, and I'm afraid your clone's been terminated. We'll provide another at no charge, naturally, but we need to get your memories into an MMSD in the meantime . . ."

- Remind them constantly that it takes six weeks to grow a clone, and if they die in the meantime, they're dead and gone forever. If their memories are stored in MMSDs, they can eventually come back (providing someone put up the money), but they're still out of commission for the time being.

When a team goes bankrupt, a new corporation comes in to take its place on the roster. The new player has the same starting budget, but has no players at his disposal; he must bid on the "free agents" left stranded by the departing company. Rival corporations can bid on them, too, so long as there is room on their rosters for new team members. Minimum bid is \$5,000.



CAMPAIGN TYPE

Sooner or later, the players will tire of simple arena scenarios. Even the ones where anarchists have secretly planted bombs beneath the arena floor and in the prize cup. Even the ones where the arena manager's daughter has been kidnapped by cyclists. Even the ones where EDSEL helicopters descend on the arena as hordes of BLUD vehicles worth twice the divisional amount storm through the main gates. Even the ones preceded by sabotage attempts and followed by tavern brawls and personal vendettas. Even the ones . . . you get the picture.

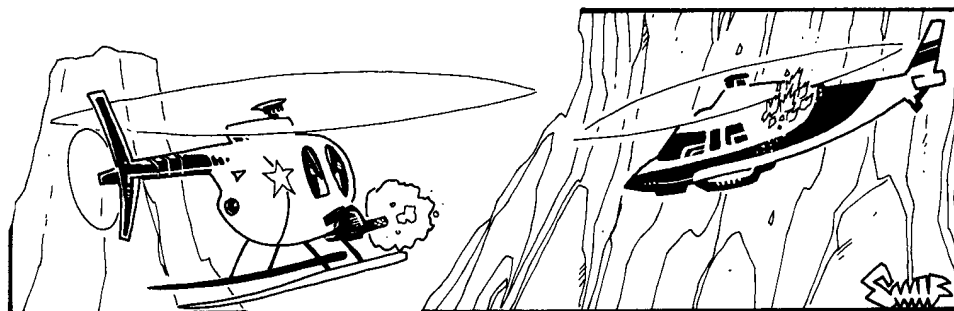
By that point, the characters should be out adventuring across Autoduel America, and the GM and players should all know how that's going to happen and what the overall feel of the campaign is going to be. What follows are several types of campaigns – the GM may wish to follow one of these patterns when creating a campaign.

Club/Organization-Based

Most or all of the party members belong to some fixed group – a local AADA chapter, Scout Commandos, the State Police, even EDSEL or BLUD. (See the Organization chapter, p. 00, for more ideas.) Within that organization, each has a specific role, such as Commander, Chief Driver, Chief Gunner, Electronics Expert, Communications Expert, Munitions Expert, or whatever the player wants.

In this type of campaign, each character has more than just his own personal goals to consider, they have to concentrate on the group's goals as well, whether it's protecting the town or neighborhood, winning a racing event for the sponsoring corporation, or delivering the cargo they're hauling while simultaneously thwarting hijackers and rescuing damsels in distress.

The group can serve a fixed location, like the MONDOs who rarely travel more than 50 miles from their home base, or be mobile, like a group of truckers or members of a cross-country race team (sort of like the old *Speed Racer* cartoons). If the adventurers are samaritans, they might do both – concentrate around home base, but occasionally patrol the interstates.



What these teammates do and where they go depends upon the organization chosen. If it's a law-enforcement group, they'll be sent to trouble spots in the state or nation to deal with particularly nasty problems or criminals. If it's an AADA chapter, they'll be in competition, having run-ins with BLUD and EDSEL, and so on. If they have a powerful Patron, he may send them out on personal errands, such as picking up a diamond engagement ring – from Crater of Diamonds, Arkansas!

Members of a clubhouse never lack for purpose: they joined an organization to do a job or achieve a certain goal. In adventure after adventure, they'll have opportunities to do just that. Warning: if the choice of organizations is too restrictive, the campaign will become repetitive and get old real fast. How many times can they go out and hunt down that evil, nasty cycle gang?

A more general organization is better. For instance, law enforcement groups are particularly good campaign bases: peace officers of the 2040s don't just pursue and defeat felons, they also conduct investigations, assist at accidents, perform rescues, etc. And like any neighborhood patrol group, they can take a vacation or travel to an aunt's house together and face dangers outside of their jurisdiction on unfamiliar terrain. (There goes that *Area Knowledge*.)

Lone Wolf

Small gaming groups – say, a GM and one or two players – might want to consider the Lone Wolf scenario. The campaign's theme is survival. From episode to episode, the characters cope with the dangers they meet and the threat of starvation and fuel cells running dry. This type of campaign works best in a semi-wilderness area, but it could be run anywhere. The GM may wish to make Autoduel America even bleaker than has been portrayed, or even place the campaign during the years before the Recovery (the *Chassis & Crossbow* era).

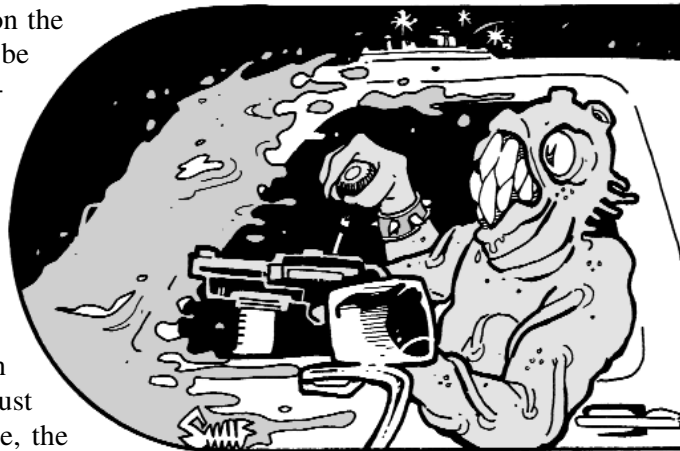
Characters must be tough-minded survivors, men and women who, for some reason, cannot or will not return to civilization. They must make their lives in dangerous surroundings, and keep themselves supplied with food, fuel and ammo. They can either salvage it from kills or steal it, and the constant quest for supplies will constitute some of the campaign's adventures. Always on the move, they will encounter other people – villains (whom they must combat), victims (whom they may aid, bringing the rescuers back into conflict with the villains), etc.

This type of campaign provides the most consequence-free violence and has the most dramatic flair. Many players like to play psychologically aberrant tough-guy loners, and this campaign is ideal for that sort of player.

The Fugitives

The flip side of the Lone Wolf campaign is the Fugitive campaign. Instead of leaving society willingly, the characters are forced on the run, either by an powerful Enemy or by law-enforcement after a case of mistaken identity. (Or maybe the duellists *did* do it and have a legitimate reason to run!)

The team would travel from city to city, staying only until they are recognized or otherwise found out by their pursuers. In the end, they can either prove their innocence or topple the organization that wants them dead.



GURPS WORLDBOOK CROSSOVERS

GURPS ESPIONAGE

There's a world of intrigue from the drawing boards to the board rooms of all the major corporations, and industrial espionage is more than a possibility, it's a way of life. Furthermore, the Japanese have as much as admitted to spying on American concerns, using American knowledge against it.

See *Hawaii*, p. 54.

GURPS SPACE

In a *Space* campaign, the PCs can come across an *Autoduel* society on any planet. The history might be slightly different, and the vehicles and weapons might vary somewhat, but the overall effect is the same. *Autoduel* society can be placed on any other planet besides Earth. In a *GURPS Space* campaign, the PCs might be forced or duped into the arena, or they may willingly participate as representatives of Earth in an Intergalactic Autoduel Olympics.

Which, of course, leads to . . .

GURPS ALIENS

For over two decades, BGN (the Blood and Guts Network) has been beaming live autoduellings across the country – and out into space. From 20 light years across the galaxy, new challengers have come to revel in the limelight and to claim the title of Intergalactic Champion! (And they might have a word or two about that Miss Universe contest, too.)

(The GM is advised to plant his tongue firmly in his cheek before attempting the above.)

Continued on next page . . .

GURPS WORLDBOOK CROSSOVERS (CONTINUED)

GURPS *Ultra-Tech*

Several times in this book, there have been suggestions to use *Ultra-Tech* for more TL8 items to use, but the GM shouldn't feel confined by a single Tech Level. Any item, even those as high as TL15, could find its way into *Autoduel*. It could come through a fantastic once-in-a-lifetime, never-to-be-duplicated accidental discovery, or it could be fished out of ruins of an alien shipwreck. Or its origin could remain a mystery – particularly if the bad guys have it.

The GM should use great care when deciding on even a single high TL object to place in his campaign, and he may want it to self-destruct or run out of power ASAP after the adventure is over. Such an object might be useful in a Lone Wolf campaign, helping a single character to survive while roaming dangerous country roads, but, in general, it would only serve to unbalance the campaign.

GURPS *Robots*

There's a new kid on the circuit, and his reflexes are inhuman. Unfortunately for the PCs, he's in their division. AADA regulations forbid robot drivers, but first you have to prove someone is a robot.

GURPS *Time Travel*

In a *Time Travel* campaign, *Autoduel-1* would be an alternate Earth, with limited tourism allowed due to its violent nature. It is not clear whether the *Autoduel* timeline coincides with either the Homeline or Centrum timelines or even both.

Alternatively, the characters could come across a stripped sedan on the side of the highway, and find that its been fitted with a *parachronic conveyor*. Of course, they won't know exactly what that is until they activate it, and even then they may not understand anything, except that the device should somehow get them home . . . eventually, after a couple adventures elsewhere, when they're almost out of ammo and fuel.

Continued on next page . . .

The Western

It's very easy to take any good, old-fashioned Western and update it to the 2040s. Much of *Autoduel America* is unsettled and even unexplored for the last 40 years. The PCs are residents in some large town or small city, not too close to the military forces or strong regional authority. The town is replete with gunslingers (trigger-happy autoduellists), the sheriff and his deputies, and ordinary citizens; there are Indians (rogue cycle gangs) in the surrounding region; there are local cattle barons (wealthy owners of algae plants or even actual cattle ranchers) who engage in range wars (corporate clashes) or meddle in town politics; etc.

If the players aren't interested in becoming permanent deputies waiting for the next band of rustlers to come roaring into town, this setting works well even for just a session or two as the heroes ride into town just six hours before the ruthless bandits and are hired on the spot.

Although the most likely roles for the duellists will be hired gunslingers and bounty hunters, any character found in a TV or movie Western can be updated and transplanted into this type of campaign style. (In fact, in the 1980s, *DC Comics* did just that when it transplanted famed gunslinger *Jonah Hex* from the Old West into a similar post-apocalyptic America.) Other characters include the town doctor, the new school marm, the bartender, the laconic loner, the widowed rancher, etc.

Any storyline you find appropriate to a movie Western is appropriate here. Instead of wagon trains, the characters escort bus convoys through the area in light of possible cycle gang attack. Instead of desperados, old Enemies show up for a duel at high noon or a joust down Main Street. The bank can



be robbed and a posse forms to hunt them down. And don't forget the stage coach coming through – well, actually, it's a tractor-trailer carrying supplies.

Cyberpunk

Although cybernetics are still experimental and generally unavailable, the high-tech low-life background of *GURPS Cyberpunk* makes for a natural crossover with *Autoduel*. Before starting such a campaign, however, the GM should decide a few things: how available and how advanced the technology is, who is paying for it, how much cybernetics will cost (i.e., the high-priced *Ultra-Tech* version or the extremely high-priced – double the *Ultra-Tech* price for “obvious” modifications, and 20 times the price for natural-looking parts – and rarer *Autoduel* versions), and what they will look like (chrome plates and protruding wires fit well with the bleakness of *Autoduel*).

The characters are computer cowboys, jacking into the national databases (if the GM wishes, some form of worldwide computer network might've survived intact). They might have bionic limbs or jacks in their heads to plug into “microsofts.” The adventures will be hard-edged and action-filled. The technology will be high, while society's infrastructure crumbles about them.



CAMPAGNING IN THE
AUTODUEL WORLD



The operatives would be mercenaries, computer wizards and duellists working as freelance operatives for various corporations. Inter-company politics, alliances and wars will be the major issues of the campaign. The team should not always be sure who the good guys are, if indeed there are any. Rival companies will try to kill or recruit employees of their competitors. These companies are incredibly wealthy, and can lure anyone with huge sums of money. Of course, no one ever sees more than a small part of these promised fortunes.

The characters might also find themselves running afoul of the Jack-Hacker faction of ARF (see p. 81). Or worse, they might find themselves *working* for these “Info-Hijackers,” and duped into executing their plans.

The P.I. Campaign

Private investigators make ideal player characters. After all, most adventures, except the straight shoot-em-ups, have some level of mystery about them. But in a full-blown P.I. campaign, the mysteries can walk right into their office, and gumshoes will find their fair share of danger. As partners in a struggling detective agency, the investigators’ adventures would feature all the traditional



elements of detective fiction, updated to a world where life, death, and personal identity have become clouded issues. When a murder victim can be a witness at her killer’s trial, the private detective can find business booming. Just remember that not every victim will have a clone, and those that do won’t have a *second* clone ready and waiting.

The characters shouldn’t be too well off, but rather a

bunch of struggling, flawed P.I. types. Seemingly innocent people appear daily, looking for help. Missing relatives, missing fortunes, cheating husbands and unknown assailants are the lifeblood of the genre. And don’t forget the plot twist – somehow the cases are always more complex than they should be, and the P.I.s never seem to come out too much ahead. And between stakeouts, surveillance jobs and car chases, there’s plenty of opportunity for combat, in cars and out of them.

Inspiration for adventures is everywhere. Just adapt the plot of your favorite novel, movie or TV mystery (although sweet, old ladies tooling around Maine on bicycles should be avoided . . . unless it’s Stephen King’s Maine). Add the gritty setting of the *Autoduel* future and no one will know, or care, that they’re replaying *The Maltese Falcon*, *The Big Sleep* or last week’s rerun of *Magnum, P.I.*

Robin Hood

In this campaign, the PCs are outlaws, exiled by corrupt officials who are threatened by them. Yet at the same time, they are compelled to remain in the area out of a strong loyalty to their hometown and a duty to the helpless citizenry.

GURPS WORLDBOOK CROSSOVERS (CONTINUED)

GURPS DINOSAURS/ICE AGE

If the adventurers come across a time-traveling DeLorean, they might visit any era they want . . . or that the GM wants, if they can’t control the device! And let’s face it, there’s something about machine guns and dinosaurs that just goes so well together, like peanut butter and artificially-flavored chocolate algae.

Dinosaurs can also appear in the form of atomic horrors, aliens, or robots.

GURPS SUPERS

Unless the GM is willing to run a full-blown *Supers* campaign (and if characters are so powerful, why would they need armored cars?), probably the only ones with any powers will be the occasional villain. And his powers don’t even have to be real; a few magic tricks can fake superpowers easily enough.

In fact, this is one of those situations where the GM can have it either way: if the players are expecting real metahumans, spring the fakes on them. If they’re expecting jet packs and flamethrower hoses, give them real mutants.

Since in game terms, trick powers and real powers behave alike, it would be possible for the GM to wait until the last moment to decide what was going on. However, that would be less than fair. Drop hints about what’s really happening. If the players ignore reasonable clues (“Suncore makes a sloshing noise as he walks,” “You can’t hear any jet exhaust as Buffalo Brewster flies past you.”), you may blitz them with a clear conscience.

The residents of Autoduel America are leery of any individual who is *different*, and would probably not tolerate anyone exhibiting unusual abilities. If any character has any superpowers, he most likely will have a corresponding Secret or Social Stigma.

GURPS MAGIC/MAGIC ITEMS

Autoduel America is mostly low- or no-mana. At least, that’s the common belief; it could just be that no one, including those with Magical Aptitude, knows how to make it work properly.

The GM can allow any college of magic he wishes, or even use the *Magic in Car Wars* spells.

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GURPS WORLDBOOK CROSSEOVERS (CONTINUED)

GURPS FANTASY/FANTASY BESTIARY

Crazy Old Maurice, the eldest of the town elders, babbled incessantly about the old days when the town was burned to ashes by a cycle gang called the Porkers. And two weeks after WCJB's 48-hour "Godzilla" marathon, a crabby hermit named Smitty comes down from his mountain screaming that there's a dragon in his cave!

Any creature from the *Bestiary* can present a challenge. Its origin could be an extra-dimensional rip in the fabric of reality or it could be simply a mutant from a bombed-out region.

GURPS PLACES OF MYSTERY

Did crop circles have something to do with the Grain Blight? And if so, how come they kept showing up even after all the crops died? No witnesses have yet stepped forward to explain how on the afternoon of August 4, 2032, all the cars in the western end of the Paramus Mall came to be arranged in a complicated spiral pattern without one alarm sounding.

Some places of mystery are average- to high-mana areas, although high-mana usually only occurs on days with certain celestial alignments. Some will occasionally open doorways allowing extra-dimensional creatures to escape (See *GURPS Fantasy/Fantasy Bestiary* above.)

GURPS CLIFFHANGERS

A cinematic cross-country campaign works well for a *GURPS Cliffhangers* crossover. Each gaming session represents another exciting episode in the *Autoduel* saga, and each will end with an appropriate cliffhanger: a chopper coming over the ridge, a large cloud of dust on the horizon or an out-of-control rig barreling down a mountain road alongside a 400-foot drop!

And if the PC's are on a prolonged mission to hunt down a dastardly villain – perhaps even Kleiner! – and they're getting close, end the session as soon as they bust down a pair of huge, solid oak doors. Or even better, let them be inside already, and end it when someone *else* bursts through those doors!

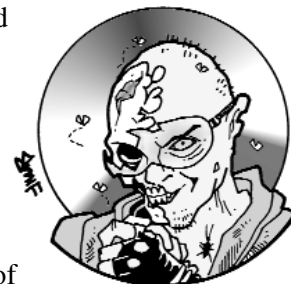
The do-gooders should be determined survivalists, having good Reputations with the oppressed population and strong Enemies (e.g., the evil First Councilman). They live like the cycle bandits that have plagued the town in the past – the ones they would kill if they tried again.

The PCs main goals are always to provide relief were possible (smuggling in shipments of food and possibly weapons, helping refugees flee to neighboring town miles distant, etc.) and to thwart the plans of the tyrants in power and of their allies. It is up to the GM to decide just what those plans are, and what motivates those in power. For instance, maybe there's oil beneath the town (or coal or uranium) that's worth a small fortune. Maybe a greedy corporation (usually a redundancy) has bribed the entire council silly to get at those resources. Maybe they're using hired goons to frighten the residents, poison the wells and destroy the property of any who stand up to them.

The town police are on the company payroll, and the state police would lock up the "criminals" in a heartbeat.

Autoduel Horror

Autoduel America is rife with every-day horror, so much so that all characters get a +1 to all Fright Checks. But that's not to say that elements of supernatural horror cannot be mixed in. Age-old horrors can awaken to feast upon a divided and weakened mankind. Or more mundanely, unscrupulous Gold Cross wannabes can clone an army of mindless zombie warriors. Genetic engineering, cybernetics and robotics can create techno-horrors. The PCs can run afoul of many creatures of the night, from vampire cars to townsfolk who howl at the moon.



Vampire Cars

They drive themselves by night, and by day sleep in underground garages. A vampire car is distinguished by its two blood-stained bumper spikes, as well as an array of body blades lining each side. They have vampiric bio-converters that transform human (and animal) blood into electric power; a pint of blood will provide 1 kW of power (variable according to the GM's whims).

Most vampire cars are convertibles, and will often leave their tops down to lure unsuspecting thieves. Then they snap the top back in place and roar off into the night. It is not known whether any victim has managed to wrest control of the vehicle from the entity in the engine for any length of time, but it doesn't seem likely.

Atomic Horror

A pack of killer mutants arise from the ruins of Poughkeepsie. Swarms of giant flies swoop down and pick up your pickup. The possibilities are as limitless as the number of B movies on the video-store shelf. In a post-atomic age, there's bound to be a bounty of irradiated creatures.

GURPS Werewolf

Autoduel America, a post-apocalyptic nightmare? You don't know the half of it! Little do humans understand the true horror of the *Apocalypse*. To the Garou, the 21st Century is just a warmup for the *real* destruction that is yet to come.

In a *GURPS Werewolf: the Apocalypse* crossover, the Veil is still in full effect. "Man, that was one ugly biker!"



**CAMPAGNING IN THE
AUTODUEL WORLD**





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index

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- Ablative armor PD, 113.
- Accessories, weapon, 76.
- Addiction disadvantage, 64.
- Advantages, 63.
- Africa, 6.
- Air travel, 16.
- Airships, 16.
- Algae, edible, 9.
- All-wheel drives, 97.
- Alternate movement system, 11.
- Amateur night, 114.
- Ambulance driver, 61.
- American history, 5.
- American Green Party, 91.
- Ammunition, 74; *conventional*, 74; *gyroslugger*, 74; *specialty*, 74.
- Anarchist, 59.
- Anarchy, 8.
- Antarctica, 14.
- Appearance advantage, 63.
- Arena duellist, 59.
- Arena combat restrictions, 113.
- ARF (Anarchist Relief Front), 8, 80, 81.
- Armaments, vehicles, 103.
- Armor, 96; *composite*, 96; *metal*, 96; *personal*, 76, 100; *plastic*, 96; *vehicular*, 103.
- Atomic power, 98.
- Australia, 13, 58.
- Autoduel horror campaigns, 126.
- Balkans, 12.
- Battle of New Mexico, 13.
- Beirut, 13.
- Black February, 8, 13, 84.
- Blimps, 16.
- BLUD (Big League Unlimited Duelling), 80, 83.
- Body types, vehicles, 103.
- Body volume table, 103.
- Bounty hunter, 59.
- Bribery, 17.
- Brotherhood, 84; *and EDSEL*, 87.
- Campaign types, 122.
- Campaign resources, 114.
- Campaigning, 114.
- Campaigns, *autoduel horror*, 126; *cinematic*, 119; *club/organization-based*, 122; *cyberpunk*, 124; *fugitives*, 123; *lone wolf*, 123; *P.I.*, 125; *Robin Hood*, 125; *western*, 124.
- Canada, 10, 58.
- Capture the flag, 115.
- Car frames, 96.
- Car Wars*, 4, 66, 111.
- Changes from the first edition, 4.
- Channel 9, 20.
- Character creation, 59.
- Character, sample, 69.
- Character types, 59.
- Characters, converting, 66.
- China, 6.
- Cinematic, campaigns, 119.
- Cinematic dodge, 112.
- Citizen's Militia, 89.
- Clone bank, 101.
- Cloning, 8, 101.
- Club/organization-based campaigns, 122.
- Collegiate autoduellist, 118.
- Combat, vehicle, 111.
- Commando scout, 59.
- Common prices, 79.
- Communications, 99.
- Communicators, 78.
- Company man, 60.
- Composite armor, 96.
- Compulsive Behavior (Traveling) disadvantage, 64.
- Computer hacker, 60.
- Computerized controls, 97.
- Computers, 99.
- CONDOR, 89.
- Controlled skids, 112.
- Controls, computerized, 97.
- Converting Characters, 66.
- Corporations, 94, 119; *history of*, 10.
- Courier, 60.
- Courtesy, weapon, 17.
- Customs, driving, 17; *traffic*, 20.
- Cyberpunk campaigns, 124.
- Cycle gangs, 7, 87.
- Databases, 99; *electronic*, 94.
- Death sports, 5.
- Deathrunners, 90.
- Disadvantages, 64.
- Dodge, 112.
- Domestic terrorism, 12.
- DR reduction, 112.
- Driving customs, 17.
- Dropped weapons, 99.
- Edible algae, 9.
- EDSEL (Eastern Driving Safety Enforcement League), 5, 80, 85; *and the Brotherhood*, 87; *doves*, 86; *goals*, 82; *hawks*, 86.
- Electric cars, 95.
- Electronic databases, 94.
- Electronics, personal, 78.
- Enemies disadvantage, 64.
- England, 11.
- Entertainment, 14.
- Environmentalism, 7.
- Equipment, medical, 77; *personal*, 79, 100.
- Europe, 12.
- Exotic weapons, 75.
- Exotic vehicles, 103.
- Explosives, 77, 99.
- Facilities, 20.
- Famine, 6.
- Fiction, 15.
- Flamethrowers table, 106.
- Flywheels, 96.
- Food riots, 7.
- Fortress towns, 7.
- Frames, car, 96.
- France, 12.
- Free Oil States, 5, 9.
- Fugitives campaigns, 123.
- Gangster, 60.
- Gas burners, 96.
- Germany, 12.
- Gold Cross, 93.
- Grain blight, 6, 9.
- Great Britain, 11.
- Green Circle, 92.
- GreenSpace, 14, 80, 91.
- Grenades, 73.
- Gunner, 61.
- GURPS**, 4; *Aliens*, 123; *Cliffhangers*, 126; *Dinosaurs*, 125; *Espionage*, 123; *Fantasy*, 126; *Fantasy Bestiary*, 126; *High-Tech*, 98; *Ice Age*, 125; *Magic*, 125; *Magic Items*, 125; *Places of Mystery*, 126; *Robots*, 124; *Space*, 123; *Supers*, 125; *Time Travel*, 124; *Ultra-Tech*, 4, 95, 124; *Vehicles*, 2nd Ed., 4, 96; *Werewolf*, 126.
- Gyroslugger ammunition, 74.
- Half-hex movement, 111.
- HERO (Helicopter Emergency Rescue Organization), 61, 92.
- Highway duelling, 6.
- Hill Clans of Maine, 91.
- History, *of America*, 5; *of autoduellist*, 5; *of the corporation*, 10.
- Internal combustion, 96.
- Interviews, 92.
- Investigator, 61.
- Israel, 13.
- Japan, 14.
- Job table, 70.
- Jobs, 15.
- Jumping, 112.
- Kleiner, 8, 84.
- Land travel, 15.
- Large-bore projectile weapons table, 105.
- Lasers, 98.
- Lasers table, 106.
- Laws, *traffic*, 17, 20; *weapons*, 17.
- Lone wolf campaigns, 123.
- Louisiana, 5.
- Machine guns, 75, 98.
- Magazines, 15.
- Magical Aptitude advantage, 64.
- Maine, hill clans of, 91.
- Maneuvers, special, 112.
- Maps, 112.
- Masers, 98.
- Mechanic, 61.
- Media star, 61.
- Medic, 61.
- Medical equipment, 77.
- Medicine, 100.
- Mercenary, 61.
- Metal armor, 96.
- Mexico, 10, 58.
- Micros, 15, 100.
- Middle East, 5, 13.
- MONDOs, 87.
- Money, 70.
- Mounties, 86.
- Movement, *half-hex*, 111; *phased*, 112; *vehicle*, 111.
- New Mexico, *battle of*, 13.
- Nightsword, 88.
- Oil, 5.
- Oklahoma, 5.
- Organizations, 80.
- P.I. campaigns, 125.
- Paladins, 88.
- Patron advantage, 63.
- Personal armor, 76, 100.
- Personal electronics, 78.
- Personal equipment, 79, 100.
- Personal weapons, 100.
- Phased movement, 112.
- Physical recovery, 101.
- Pistols, 75.
- Plastic armor, 96.
- Police officer, 62.
- Police, 17, 90.
- Power, 98; *atomic*, 98; *solar*, 98; *wind*, 98.
- Prestige, 68.
- Prices, common, 79.
- Primitive disadvantage, 65.
- Private security officer, 62.
- Prizes, 118.
- Propulsion, vehicles, 102.
- Québec, 10, 58.
- Radio, 13, 99.
- Ram plates, 103.
- Reconstruction, 8.
- Recovery, physical, 101.
- Repo man, 62.
- Reputation advantage, 64.
- Rifles, 75.
- Road duellist, 62.
- Road conditions, 20.
- "Roanoke" towns, 7.
- Robin Hood campaigns, 125.
- Rocket launchers table, 105.
- Rockets table, 105.
- Russia, 13.
- Samaritan, 61.
- Lone Character, 69.
- Sample vehicles, 106.
- Scale, 112.
- Scavenger, 62.
- SCC (Scout Commando Corps), 91.
- Scenario ideas, 83, 84, 85, 87, 89, 90, 93, 94.
- Shotguns, 75.
- Skids, controlled, 112.
- Skills, 65; *familiarity*, 65; *specialization*, 65.
- Small-bore projectile weapons table, 105.
- Social Stigma disadvantage, 65.
- Solar power, 98.
- South America, 6, 11.
- Space program, 10.
- Special maneuvers, 112.
- Specialty ammunition, 74.
- Speed limits, 17.
- Speed, excessive, 113.
- Spy, 63.
- Starting wealth, 64.
- Status advantage, 64.
- Steering, 97.
- Stephen Austin, 85.
- Street legal, 86.
- Submachine guns, 75.
- Suicide Jockeys, 115.
- Surrender, 116.
- Switzerland, 12.
- Tanner, Wilson, 8.
- Team events, 115.
- Tech level, vehicles, 102.
- Technology, 95.
- Telephones, 99.
- Televised interviews, 92.
- Television, 14.
- Terrorism, domestic, 12.
- Terrorist, 63.
- Texas, 5.
- Thailand, 6.
- Thrill-seeker, 63.
- Tires, 103.
- Tools, 77.
- Traffic customs, 20.
- Traffic laws, 17, 20.
- Transportation, 15.
- Travel, 15; *air*, 16; *land*, 15; *water*, 16.
- Trucker, 63.
- Turn sequence, 111.
- TV, 13.
- UBN, 93.
- Uncle Al, 97.
- Unemployment, 15.
- United Kingdom, 11.
- Vehicles, 95, 102; *exotic*, 103; *sample*, 106.
- Vigilante groups, 88.
- Vigilantes, 120.
- Violence frequency, 20.
- Water travel, 16.
- Weapons, 98; *accessories*, 76; *courtesy*, 17; *descriptions*, 75; *exotic*, 75; *laws*, 17; *list*, 72; *personal*, 100.
- Weather, 9.
- Western campaigns, 124.
- WhiteOut, 14.
- Windmills, 98.
- Worm, 7.
- Zeppelins, 16.

