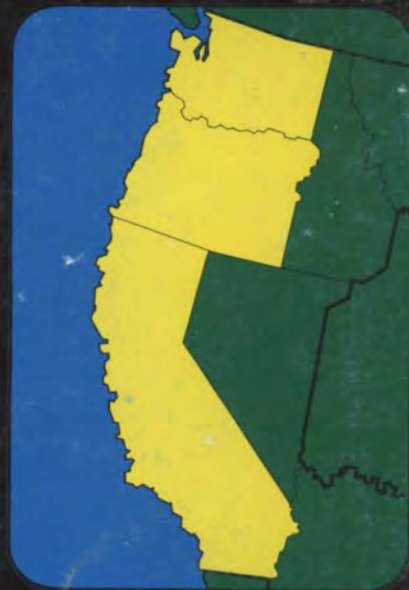


Supplement for
GURPS® Autoduel®
and
CAR WARS®

The AADA Road Atlas and Survival Guide
VOLUME TWO: THE WEST COAST



STEVE JACKSON GAMES

The AADA Road Atlas and Survival Guide™ **VOLUME TWO: THE WEST COAST**

A Supplement for Car Wars and GURPS Autoduel

by W. Peter Miller

Edited by Scott Haring

Editor-In-Chief: Steve Jackson

Map Graphics: Carl Manz

Typography: Monica Stephens and Melissa Snell

*Interior Art: C. Bradford Gorby, plus Dan Carroll, Mike Surbrook, Graham Chaffee, George Webber,
Jeff Hayes, J.C.R., Jason Waltrip, Kyle Miller, John Waltrip, Dan Willems*

Production: Carl Manz, C. Mara Lee, Monica Stephens, Melissa Snell, Sharleen Lambard

For Barbara, whose love and support made writing this possible. And for Mom — thanks for the computer.

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THE WEST COAST

The History of the Pacific Coast Since 1990

The regions along the Pacific Coast weathered the oil shortage and Food Riots in radically different ways. For some, famine, desperate living, and violence were the norm. For others, the hardships only brought communities and neighbors closer together. The Pacific Coast represents, in the most basic way, the reaction of the country as a whole. And the rebuilding of America is nowhere further along than in California, Oregon, and Washington.

The Gas Line Blues

The cheap, plentiful gas of the mid-1980s gave way to skyrocketing prices and flaring tempers during the mid-1990s. Gas lines in Los Angeles became so bad that legislation forced drivers into a strict rationing system. This system allowed gas to be bought by an individual only once a month, on that person's special day. There were riots and fighting as people tried to beat a failing system. Celebrities and other members of affluent society installed underground storage tanks so they could follow the letter, if not the spirit, of the law, even if that meant buying upwards of 2,000 gallons at a time.

Areas farther up the California coast were better off because of offshore oil wells and less total dependence on the automobile. But the shortages hit Oregon and Washington hard, bringing their economies to a virtual standstill. Only an abundance of hydro-electric and

nuclear power plants prevented the total collapse of the area's economy.

Secession Fever

When the U.S. government attempted to nationalize all oil and natural gas supplies, the reaction from Oklahoma, Texas and Louisiana was swift and violent. To prevent California from seceding as well, the U.S. sent in the Marines, who seized the offshore platforms and the inland oil and gas fields.

The occupying forces caused trouble, especially along California's Central Valley. Boisterous, rowdy Marines with weekend passes cruised towns, taunted the locals, and made no effort to hide the fact that they were abusing their fuel privileges. After a few weeks of this, the locals reacted violently. The small, localized riots were quickly suppressed, but they were followed by a more organized guerilla resistance.

The federal government hoped the resistance movement would end swiftly after the Battle of Madera, in which local residents tried to take over a small oil field occupied by the Marines. The attack did not go well. At the end of the battle, two Marines and 28 locals were dead. The government claimed that agents of the Free Oil States were responsible, but this was never proven. The Battle of Madera was the first and last direct attack on the much better-armed Marines, but the resistance movement continued to grow politically. Californians in favor of secession were on their way to becoming a majority, especially in the northern part of the state.



During all of this, Washington and Oregon were both too busy just trying to survive the economic collapse to even consider secession. They were also getting millions in federal aid.



Televised Mayhem

Toward the end of the twentieth century, televised sports had grown more and more violent, spurred on by the more lenient regulations regarding cable and satellite TV. The dwindling effectiveness of the Federal Communications Commission (due to severe budget cuts) signaled the start of a new era of violence in programming. Pro wrestler Thunderhand Eisenfaust was killed in a fight that was televised live. The program was quickly repackaged with "historical" material and syndicated as "The Life and Death of Thunderhand." The show was heavily promoted and produced record ratings. The film and television industries in Southern California quickly seized on violent sports programming as a quick and easy way to get ratings.

The hit fiction film, "Test of Survival" (\$238 million to date) inspired low budget TV producer Harold Fitzsimmons to create "Shootout," a two-player version of "Capture the Flag" that permitted the players to use live ammunition. The winner received spectacular prizes. After a drawn out trial, Fitzsimmons was acquitted of manslaughter charges. Following the highly publicized trial, Fitzsimmons continued the show and ratings skyrocketed. The game was still being taped at secret locations in the California and Nevada desert.

For the finals, however, Fitzsimmons decided to go live. The FBI raided the finals, stopped the match, and arrested four-time champ Randall Jentz. Jentz was convicted of manslaughter and sent away for ten years. Since the event was being carried live, the public was immediately outraged at the FBI's timing. Polls showed that nearly 80% of the American public thought the FBI should have let the match finish. Following this, traditional sports became even more violent in an effort to bolster slipping ratings. The FBI, discouraged by a very low conviction rate and a lack of support from a publicity-conscious administration, stopped arresting "death sports" participants and producers within 14 months.

Minimal Blight Response

When the Grain Blight hit in 2012, there was little immediate effect to the agriculture industry of the West Coast states. The California fruit and vegetable industries were unaffected, as were the apple, pear, and potato crops of Washington and Oregon. Eastern Washington, however, was devastated by the sudden eradication of their huge wheat crop. A long period of "dust bowl" conditions followed. Panic was not as widespread as in other areas, because of the limited extent of the damage, and the widespread assumption that "modern science" would find a solution before the vast stores of food ran out.

Shake, Rattle and Riot

On May 7, 2015, an earthquake registering 8.2 on the Richter scale hit Southern California. Thousands of survivors fled north to escape the fires, looting and violence that filled the L.A. basin. On May 9, heavily-armed National Guardsmen seized the state capitol in Sacramento and declared the Free State of Northern California. They



deported the southern legislators and set up roadblocks to prevent the wholesale migration of the Los Angeles basin population into Northern California. Hundreds of refugees and Guardsmen were killed in bloody skirmishes.

When it became obvious that food supplies were indeed running dangerously low, the government seized all available stores and began rationing. When a Los Angeles newspaper published an investigative report detailing huge corruption in L.A.'s rationing program, the starving

populace went berserk, stormed guarded food centers, and cleaned them out. Thousands died in the rioting. When there was no food left in L.A. County, the hungry moved south, into agricultural Orange County. In only six weeks, virtually all of Orange County was burned to the ground.

Food Riots touched all of the urban centers in the region. Seattle, Tacoma, Portland, San Francisco and Sacramento all had major riots and looting. San Francisco handled the crisis better than most (see p. 8). Important farming centers like Chico, CA, and Richland and Spokane, WA, became Fortress Towns to prevent overcrowding and to protect their resources.



Border Troubles

Since the Pacific Coast states border both Mexico and Canada, there was plenty of action for the U.S. Border Patrol. Biker gangs made raids into both neighboring countries, and there were numerous clashes between them and the Patrol. Mexican troops, under the control of border *jefes*, or warlords, also made raids into the U.S. While large-scale raiding has been eliminated by treaty, smaller raids and general immigration troubles continue to this day.

Reconstruction

The Pacific Coast has recovered remarkably well. Washington and Oregon are slightly behind California economically, but all three are recovering faster than most experts predicted. The population seems to have stabilized, but nothing can be certain until the 2040 national census, the first in thirty years. The federal government is expected to get little cooperation from today's radically individualistic population.

The secession of Northern California did not last long

— National Guardsmen, even well-armed ones, are no match for U.S. Army troops that outnumber them three to one. The Treaty of Oakland ended the brief fling with independence. Today, California is thriving, but there are still troubles. Resentment between North and South remains, even though the state is officially reunited. Crime and overcrowding are major concerns for much of the population.

Autoduelling

California is the birthplace of autoduelling, and the sport is extremely popular there. Most arenas sell out regularly, and there is a two-year waiting list to get into "Amateur Night" in most Los Angeles facilities. Almost every vehicle in the state is duel-equipped in some way, and the extensive freeway system sees a lot of action, so travelers are advised to be safe, courteous and well-armed.

The competition above the road is nearly as fierce. Most of the major networks are based in Los Angeles, and the rest have major facilities there, so the competition to cover road duels is intense. Aerial battles by network choppers are not uncommon.

In Washington and Oregon, race arenas are more popular, and in general the drivers are more interested in winning the race than in seeing anyone get killed. There are only a handful of duelling arenas in both states. These have a small, but loyal, following.

The Pacific Coast Today

The three coastal states are a model of contemporary American recovery. Rural Washington and Oregon have changed very little since the recovery from the Food Riots. Their economies are slow, although the expense of plastics means that lumber is always in demand. The people are typical Americans, though the GreenSpace movement is more vocal and open in Washington than anywhere else. Autoduelling is legal, but not common.

While California is technically reunited, there is still a lot of anger on both sides. There are still fights, both legal and military, over the north's once-abundant water supply. The economy is good, but there are problems with urban overcrowding and the flow of illegal aliens from Baja and the other Mexican states.



Key to Map Symbols



= Hospital



= Airport



THE AADA ROAD ATLAS AND SURVIVAL GUIDE: THE UNITED STATES WEST COAST

CALIFORNIA

For convenience, listings for California will be split into two parts. This division is not only geographical, but political as well. When Northern California seceded in 2015, 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.

The State of California operates border inspection stations to maintain control over the importation of fruits and vegetables. It is illegal to transport uninspected fruits or vegetables into the state. Between the Grain Blight and continual med-fly problems, California has gotten very serious about these inspections. Even if you have just a few apples or pears, eat them before you hit the border and you will avoid a lot of trouble.

Fruits and vegetables may be imported by paying a per-vehicle inspection fee. This \$1000 fee covers a physical and chemical inspection to detect and prevent contamination or infestation. These border stations also serve to minimize interstate smuggling into California. There are tariffs on electronics, lumber, liquor, oil products and produce.

NORTHERN CALIFORNIA

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. Since their secession, the people here have never really considered themselves part of the Union, and there is much animosity toward Southern California. One of the main disputes is the century-old fight over water rights. Southern California has more people and an old agreement to use water from Northern California. The north has been experiencing its own water problems, especially with the increased demand caused by three new algae processing plants. The use of the north's mountain water has been a political issue for nearly a century, and there has been sabotage and fighting along the hundreds of miles of pipeline for years.

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. A

series of mysterious disappearances along the Northern California section of I-80 has raised recent questions about that highway's safety.

The entire region has an untamed, rebellious feel. It is no surprise that Northern California is home to Fresno, the "Birthplace of Autoduelling."

CHICO

Population: 4,500.

Description: Chico is a medium-sized fortress town. The city erected defenses after the big earthquake in 2015 and put up walls soon after to protect its food supplies and population from scavengers, refugees, and cycle gangs. The still functioning, though vastly smaller, California State University at Chico is a good school for computer and biological sciences.

Duelling Facilities: There are a few good garages and service stations here. Check out Steevie O's Truck Stop and Food Shop. This is the only full service AADA-approved automobile and truck garage in town. And they serve terrific shamburgers — so lifelike, you'll swear they're real. The other garages are smaller, but less crowded. For major repairs, expect an extra day's wait at Steevie O's.

Other Facilities: One cable TV relay station, a full service hospital, a small airport and a state college.

Gang Activity: None within the city walls, moderate along Rt. 99 south of the city, and heavy along Rt. 99 north of Chico to Red Bluff. This area is ruled by a band of road brigands known as Lynx. Their colors are light grey with black trim.

EUREKA

Population: 15,300.

Description: Eureka is a thriving, growing city on the California coast. Its principal businesses are logging and fishing. The Blight didn't affect either of these, and the town survived nearly unscathed. Eureka welcomes tourists and offers museums and historic sights. A guided tour is available. Cyclists should steer clear, though, due to trouble the town has had with bikers in the past — innocent tourists have been fired on by overzealous police. Otherwise, a great place to "get away from it all."

Duelling Facilities: The Eureka Racearena and three AADA-approved service facilities. The Racearena is of the popular figure-eight type. Most events consist of a ten-lap race, with no weapons fire allowed during the first lap.

Other Facilities: Two hospitals, many hotels, one TV station and a small airport.

Gang Activity: None in the immediate area.



FRESNO

Population: 300,000.

Description: Fresno is the third largest city in Northern California and one of the few cities in the country to have increased in population since the Food Riots. Autoduelling is extremely popular here, but is mainly confined to the two arenas which often host amateur nights. Fresno has a strong economy due to the quality of the surrounding farmland and the continued growth of light industry.

Duelling Facilities: Fresno-Roeding Arena, Harshman Memorial Arena and numerous AADA-approved service stations.

Other Facilities: California State University at Fresno, one airport, several hospitals (one with Gold Cross), a politically active and powerful police force, National Guard Headquarters and the Fresno Fighting Raisins, a semi-pro combat football team.

History: Fresno's agriculture, based on fruit orchards and non-grain vegetables, was unaffected by the Blight. This brought in a huge influx of immigrants during the Food Riots and in the wake of the big quake in the south. People poured in from the East as well as from Southern California and Mexico. This flood of refugees stretched food resources and sparked food riots, an ironic development. Racial tensions grew and split the community. Even though there was a Hispanic majority, poverty and starvation were much more prevalent in Hispanic neighborhoods than white ones. Marches for equal rights exploded in riots and violence. Once order was restored, the council districts were redrawn. Many Anglos then moved to nearby Clovis, which eventually became a separate walled city.

Gang Activity: Heavy in "Old Town," the abandoned former downtown section. This section of town is ruled by the Amigos. Visitors are advised to avoid this area. The Amigos' colors are red and silver.

GRASS VALLEY

Population: 1,500.

History: Legend has it that in 1850, a man named George Knight stubbed his toe on a rock, looked down, and found gold. At one time, Grass Valley was the richest gold mining town in California. Now it's a struggling desert outpost. Grass Valley is unique in that it is populated almost entirely by women, fleeing a male-dominated society they blame for the violence and trouble of the past. Women run this town, and have for the past 20 years. They rely on cloning and artificial insemination to reproduce. Nearby logging and a local sawmill have kept this town from drying up and blowing away.

Duelling Facilities: None. There is only one recharge station here; it closes at 6 p.m. during the week and isn't open at all on weekends.

Other Facilities: One boarding house, one small medical facility and a sawmill.

Gang Activity: Moderate, but no gang is headquartered here — Grass Valley is just a popular "hit and run" target. This is dwindling as the town's resources decrease.

MODESTO

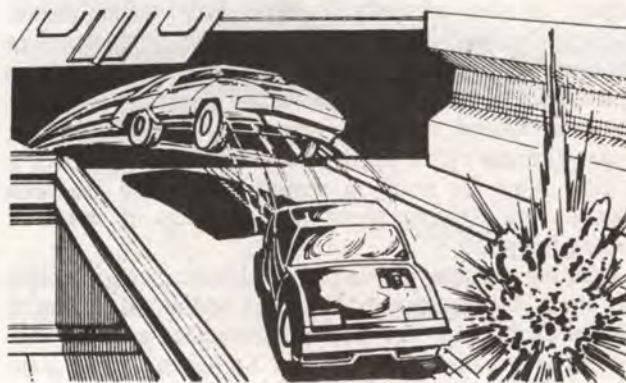
Population: 75,000.

Description: Modesto is a prosperous agricultural center located very near the geographic center of California. Modesto has taken the concept of duelling to heart. People take shots at each other for virtually any reason, but this is usually just playful fire — don't take it as a serious threat. On the other hand, there is always the possibility that another driver is serious — it's a matter of tone and "feel," and newcomers often have trouble telling the difference. A single shot, fired quickly and often not anywhere near the target, is almost a greeting; repeated shots, zeroing in on specific components like a tire or turret, is a sign of serious intent.

Duelling Facilities: The Tuolumne River Arena is unique in that it crosses the Tuolumne River by a jump and by two bridges. There are several AADA-approved recharge stations and a number of non-approved ones. Visitors are warned to stay away from the latter, as they have been known to cheat outsiders.

Other Facilities: One airport, two large hospitals and one TV station.

Gang Activity: Moderate, especially in the mountains to the east.



MONTEREY PENINSULA

Population: 56,000.

Description: The Monterey Peninsula consists of a group of small towns that make up a walled resort community, catering mainly to the rich from the San Francisco Bay area. The towns of Monterey, Seaside, Carmel and Pacific Grove are all within the walled-off, heavily patrolled boundaries of the peninsula. The perimeter defense forces are very strong and very ruthless. No attacking force has gotten inside since the walls were built over 20 years ago.

Duelling Facilities: The Monterey Autoduelling Arena, a small arena that sports good prize money and deadly competition by offering bonus prize incentives for fatalities. Monthly gasoline events are held in conjunction with events held in Santa Barbara, so competitors can enjoy the events on a bi-weekly basis. There are also several chic auto garages in the area. Prices here run about 25% higher than comparable facilities elsewhere.

Other Facilities: Two small hospitals (both with Gold Cross), an airport, hotels and beautiful oceanside scenery.

Gang Activity: Usually none; however, there have been periodic raids (usually ending in failure) by gangs whose greed overcame their common sense.



PLACERVILLE

AADA ADVISORY: There is reason to believe that Placerville is under gang rule. You are advised to bypass via I-80.

Population: 1,200.

Description: The majority of employed residents work in nearby wineries. A roadblock appears periodically across Rt. 50 to "inspect for and tax contraband cargo." What this boils down to is a chance for local enforcer Norris "Sticks" Davita to 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: The region is heavy with gang action (see description above).

RED BLUFF

Population: 3,200.

Description: Red Bluff is named for the colorful cliffs in the area. The town survives on the traffic from nearby I-5 and from an ingenious salmon spawning channel. Not far away is the Lassen Volcanic National Park, where dormant volcanos, lava flows, boiling lakes, and mudpots dot a landscape dominated by Lassen Peak, a 10,457-foot volcano. This is spectacular scenery and should not be missed. The park is about 50 miles east and north of Red Bluff along Rt. 36.

Duelling Facilities: No arenas, but a pair of truck/auto stops. Neither has all services, but both are AADA-approved.

Other Facilities: One small emergency hospital.

Gang Activity: Minimal along I-5, thanks to the Brotherhood's continual presence, but heavy on Rt. 99 to the south, in Lynx territory.

REDDING

Population: 11,000.

Description: Redding is a feisty little city that prospers because of its vital position along I-5, the major north-south highway that connects the entire Pacific coast. While the townspeople encourage the spending of travelers' dollars, they are suspicious of strangers who stray too far from the highway. There have been a number of recent reports of cattle mutilations, apparently ritualistic in nature. Exercise good judgment when going "exploring."

Duelling Facilities: One small arena that only runs on Friday and Saturday nights, mostly for the tourist crowd. The Redding Autoduelling Palace offers AADA-sanctioned events, but the prize money is small. There are also three quality auto/truck stops which can provide virtually any service needed.

Other Facilities: Many hotels and restaurants, one hospital, museums and nearby Lake Shasta Caves.

Gang Activity: None, thanks to the Brotherhood's protection of this important stopover along I-5.

SACRAMENTO

Population: 211,000.

History: The capital of California has survived despite all of its trials during the last 200 years. It was here that James W. Marshall discovered gold in 1848, starting the California gold rush. Two-thirds of the town was burned to the ground the year before Sacramento was chosen as state capital (1854). In more recent history, the city was the site of the declaration of the Free State of Northern California (2015). Militia protected the city from the huge wave of refugees that nearly destroyed Fresno, and in fact, the city has shrunk a bit in size. Sacramento survived the Food Riots with minimal permanent damage, and was reestablished as the reunited state capital in 2017.

Description: Sacramento is an important city to Califor-

nia. While smaller than Fresno, it is a vital center of agriculture, centrally located along two important intersections. The first is the fork of the Sacramento and American Rivers; the second is the intersection of the two main highways of the Western U.S., I-5 and I-80.

The city still has a bit of the old gold rush rowdiness about it. It is one of the few capital cities in the U.S. that hasn't outlawed duelling within its city limits. Be careful of this gunslinger mentality when passing through — these folks are tough.

Duelling Facilities: The Arco Arena, a medium-sized duelling ground with interchangeable pedestrian bunkers and blast walls. Sacramento also has numerous truck stops, auto service stations and an Uncle Albert's Auto Stop and Gunnery Shop showroom.

Other Facilities: Two TV stations, a branch of California State University, an airport, a riverfront port, numerous parks and historic sites and the Sacramento Kings, a semi-pro combat football team.

Gang Activity: Light in general, but moderate in surrounding areas. There is still a moderate amount of gang activity along I-80 into Nevada, and a series of mysterious disappearances has plagued the area for some time.



SALINAS

Population: 44,000.

Description: Salinas is home to the National Rodeo finals at the California Rodeo, held for over 125 years on the third weekend in July. For those readers unfamiliar with this once-popular sport, it recreates the activities of cowboys in the 1800s. Contestants try to ride wild bulls and bucking broncos. Salinas is also known for being the birthplace of cult writer John Steinbeck.

Duelling Facilities: No arenas, but frequent activities along the largely unpatrolled Rt. 101. One AADA-approved garage, one truck stop, and several recharge stations.

Other Facilities: One hospital, several secure hotels, a small college and museums.

Gang Activity: Heavy, especially due to the activities of the outlaw band known only as the "Intruders" who apparently resent the north, and make raids along Rt. 101 from somewhere south of the city. Not enough information is available on this group to identify its colors, tactics, or favorite targets. Visitors should contact local authorities to get up-to-date information.



SAN FRANCISCO BAY AREA

Population: 1,650,000 (450,000 in San Francisco proper).

History: San Francisco survived the crisis during the 'teens by a combination of cooperation and isolation. The people of the city banded together to solve the problem. Emergency measures were started, in secret, as soon as news of the Blight was made public. Warehouses were stocked with all kinds of food, from boxes of processed cereal to frozen lockers of meat. City funds were diverted from a number of lesser-priority projects to fund the hoarding effort. This was hushed up to avoid a panic, and miraculously, no information leaked out.

When the food shortages reached crisis proportions, San Francisco Police and National Guard units sealed off all the bridges into the city and fenced the southern border in a massive overnight effort. The temporary fence was heavily patrolled until a more secure barrier could be built. Sections of the Southern Wall still exist today.

Food warehouses were opened one at a time, with the locations announced in leaflets and by word of mouth. Broadcasting any information about rationing or distribution centers was strictly forbidden. Authorities knew that they had barely enough food for those already in the city. Radio and TV stations were persuaded to cooperate, and they kept up a persistent false impression of a city with enormous problems: rampant disease, rioting, and a starving population. All of these measures were designed to keep people from coming in from other cities on the Bay. They largely worked, although a few brave souls learned that there was food to be had and reached the city by water.

Actual rioting was minimal. The largest problems were along the southern border. The Wall stayed up for nearly two years, and the National Guard repelled a number of mob attacks during the "quarantine." The area turned into a war zone, with heavy casualties. The National Guard used AFVs and a couple of old tanks to keep the border intact.

The wall was torn down in the summer of 2018, following the opening of the first algae plants. By using propaganda to discourage many refugees and brute force to repel the rest, San Francisco had managed to survive the crisis intact, to reassert itself as one of the world's great cities when the emergency passed.

When news of the deception reached the rest of the Bay Area, resentment and anger fuelled demonstrations and new rioting. In time, people realized that without these measures, San Francisco would have been overrun and destroyed. Some areas (particularly Oakland) still harbor resentment, but time is healing the rift.

Oakland didn't survive the Blight years well at all. The city had taken no precautions, and any last-minute emergency rations that were stored were stolen by corrupt city leaders. There were violent riots, the mayor was killed, and a twenty-square block near downtown was burned to the ground. Many residents fled east to Sacramento and Fresno.

Marin County was also the scene of much violence. Mobs trying to get into San Francisco poured through the county. When they found they couldn't cross the Golden Gate to the city, they took out their rage on the surrounding towns. The area is still a haven for cycle gangs and criminal elements.

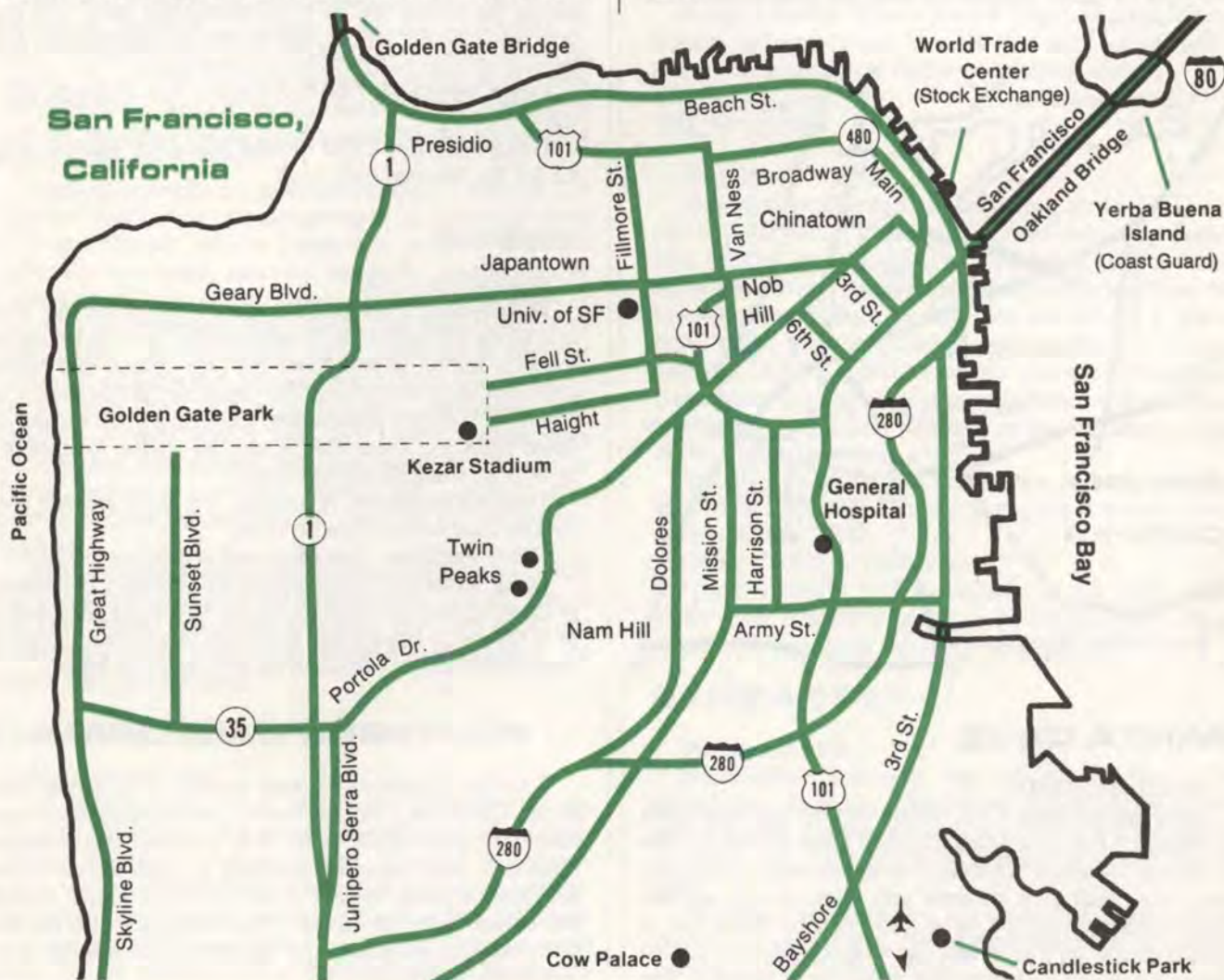
Description: San Francisco is the major seaport and financial leader of the West Coast. Following the southern earthquake and Food Riots, the Bay Area surpassed Los Angeles in population and is currently the largest metropolitan area on the Pacific Coast. San Francisco is a vital, multi-ethnic model of diversity and tolerance. There are many areas in the city with strong ethnic neighborhoods. Chinatown, Japantown, and Nam Hill are the better-known Asian areas. Recent studies estimate that the gay population of the city has levelled off at around 27%, compared with the national average of 8%. This enormous mixture of lifestyles and cultures helps to give the city a strong, positive self-image. San Francisco has the highest tourism income in America. In fact, tourism is the largest

single industry in the city. There are more restaurants in San Francisco than in any other city in North America. Only Los Angeles and Manhattan even come close.

Duelling Facilities: Candlestick Park (an arena built on the site of the old baseball stadium in San Francisco), the Berkeley Auto Coliseum and the Cow Palace are all AADA-sanctioned facilities. There are numerous truck stops and auto garages all around the metropolitan area.

Other Facilities: Two major airports, an intercity subway (BART), bus lines, cable cars, the Presidio (the Federal Government's west coast command center), the Pacific Coast Stock Exchange (second only to Wall Street), four TV stations, numerous hospitals (three with Gold Cross) and four colleges.

Gang Activity: Controlled; heavy SFPD and California Highway Patrol presence holds down gang activity during daylight hours and along the freeways, but anything goes after dark. Exceptions to this are the Presidio, the central business district and Nob Hill. These are all fortress sectors and have private security that patrols 24 hours a day. A number of duelling clubs (not affiliated with the AADA) war in the Asian sectors. Some of the Japantown gangs have strict samurai-like honor codes. AADA members are warned not to take hostile action against individual samurai, unless you have the firepower to take on the entire gang.



SAN JOSE

Population: 428,000.

Description: The San Jose area is home to some of the oldest and some of the newest industries. There are over 50 wineries nearby. These range in size from tiny family-run vineyards to huge corporate farms. Other farming is also big business here and employs many of the residents, as do assembly and design plants for some of the latest in high-tech electronics. San Jose is the central city of "Silicon Valley," the largest concentration of high-tech industry in the world.

Duelling Facilities: The San Jose Crashiteria is the "working-class" duel joint. The other, the engineer-dominated Silicon Valley Autoduel Simulator Arena, is just that — a computer-moderated duel facility that simulates combat for those less inclined to risk life and limb. This arena is called the "sissy track" by just about everyone in the area. 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, the Winchester Mystery House, Great America (an amusement park) and the Bees, a semi-pro combat football team.

Gang Activity: Light biker gang activity, mostly attacks on small winery warehouses. The Brotherhood reports an increase in the number of late-night hijackings. The gang or gangs responsible have not been identified as of this writing.



SANTA CRUZ

Population: 32,000.

Description: Santa Cruz, located on the northern shore of Monterey Bay, is a pastoral coastal town best known for its hippie/commune lifestyle and government. Everyone has a say, including children and domesticated animals (their votes are read by an animal empath). Drug use is quite common, and is in fact encouraged. The city is also known for its scenic beauty and natural port location. The

city is a popular San Francisco vacation spot among the young professional crowd.

Duelling Facilities: No arenas, but there are several good auto/truck stops.

Other Facilities: One hospital, a heliport, a state college and numerous hotels and restaurants. Most of these operate on a partial barter system, accepting goods or labor in lieu of payment.

Gang Activity: Moderate, but heaviest during the tourist and marijuana harvest seasons.

STOCKTON

Population: 120,000.

Description: Stockton is an inland seaport, connected to San Francisco Bay by a canal 75 miles long. Shipping is the primary industry, followed closely by ranching. The city is ruled by a strong military government which came to power during the Food Riots era. Several army servicemen concerned about their hometown went AWOL and brought their hardware and AFVs with them when they returned to Stockton. They put a swift end to the rioting and established military order. Anyone entering the town should be prepared to check their hand weapons and vehicular ammunition at the town walls.

Duelling Facilities: The Stockton Duelarama offers low-budget AADA-sanctioned duelling, but is noted for having the lowest fatality-to-registered-kill ratio. The goal here is to take out the car, not the driver. Unnecessary killing will prompt swift retaliation from locals.

Other Facilities: One TV station, two hospitals and a seaport.

Gang Activity: Light around port area, heavier along the I-5/Rt. 99 connector.

YREKA

Population: 3,500.

Description: This small fortress town is the last main stop along I-5 before the Oregon border, and the border inspection station is just about the only reason this former gold rush town still exists. The inspectors at this station are notorious sticklers for absolute adherence to all the importation rules and fees. This is not the station to attempt a bribe or to smuggle merchandise.

Duelling Facilities: No arenas, but there are two good AADA-approved truck/auto stops.

Other Facilities: One motel and one doctor's office.

Gang Activity: Light around the freeway, but heavier in the hills that surround the town. Hill clans, rumored to be involved in strange cult activities, occasionally prey on night traffic passing through the hills south of town.

SOUTHERN CALIFORNIA

Southern California, though smaller in area than Northern California, is the more densely-populated and developed part of the state. It is rumored that Southern California may soon be building a multi-billion dollar desalination plant, similar to the ones in Oregon, to help solve their water problems. This would decrease the tensions between the south and the north, and provide some much-needed jobs.



No single event in recorded history has had as much impact upon Southern California as did the earthquake of 2015. Refugees fled north fearing even more powerful shocks. Those who remained struggled against raging fires and devastating water shortages. Followed less than a year later by the Food Riots, these events left the southland a desolate, desperate place.

Duelling activities are prohibited along I-5 through Los Angeles. South of there it gets pretty wild, especially south of Orange County and the Disneyland complex. Southern California is a huge, sprawled metroplex surrounded by mountains and the desert. There are also large areas of farmland and numerous small towns and cities. Outside of Los Angeles, the typical Southern Californian is someone with a bit of a cowboy attitude, and proud of it. It wasn't armed occupation that kept Southern California from seceding — they stayed with the Union because they thought they were needed. You can expect to find Border Patrol inspection stations along the southern-most freeways, checking northbound vehicles for illegal immigrants.

As a side note, the one-time symbol of southern California was killed off during the Blight along with the rest of the grass family. There are no longer any palm trees, and while some areas have added artificial replacements, the region just isn't the same.

BAKERSFIELD

Population: 6,000.

Description: Bakersfield was totally devastated by the quake in 2015. Most of the survivors moved north to Fresno, and the town never recovered. The city now exists solely because of the military base that protects the miniscule oil reserves nearby. Bakersfield is also near the sometime space port at 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 Rt. 58 towards the mountains and the Mojave desert.

BARSTOW

AADA Warning: This town is under an indefinite military quarantine and is closed to all outside traffic.

Population: 9,000.

Description: Barstow is usually the main stop on the way to Las Vegas. Nearby military bases, once empty, are starting to be reopened for testing of new weapons and fuels. This is increasing the population and helping 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. The reasons are not known. Rumors indicate that military biological experiments may have gone awry. They have established a temporary detour to reroute traffic past Barstow.

Duelling Facilities: Two decent truck stops and one auto service station.

Gang Activity: Heavy toward Vegas and the Arizona border, although there have been a number of bandits found tied up along the highway, awaiting arrest.

BLYTHE

Population: 2,500.

Description: Blythe is a small town along the California-Arizona border. It is virtually the only stop between Los Angeles and Phoenix, AZ. Recent reports indicate a breakdown in service at the border station here. There have been numerous instances of pay-offs and bribery at this station, which is getting quite a reputation as a smuggler's paradise. AADA contacts within the California Justice Department indicate these rumors to be true. AADA members are advised to stay clear due to the increased presence of the criminal element.

Duelling Facilities: No arenas, but there are two small auto/truck stops here. Expect to pay triple normal fees at these stations.

Other Facilities: None known.

Gang Activity: It is suspected that this town is now under gang control. Thus far, with no definite evidence, the state of California has taken no action.

LANCASTER

Population: 100.

Description: Lancaster was the city closest to the epicenter of the quake. The former city of 34,000 is just a pile of rubble. Only a few structures are still standing. The remaining population lives by scavenging among the rubble.

Duelling Facilities: One run-down little solar recharge station that is only open during daylight hours. But charges are just half of the normal fee.

LOS ANGELES METROPLEX

AADA ADVISORY: In some Los Angeles neighborhoods, visitors are legal targets for extortion, robbery, and murder.

Laws, boundaries, and even names of Civic Territories within the greater L.A. region can change almost daily. Visitors to the area should contact the L.A. AADA office for a large, up-to-date city map.

Population: 1,450,000.

History: Los Angeles County didn't survive the earthquake and Food Riots well. The city government collapsed completely after the Thanksgiving Massacre of 2017. Six municipal buildings were burned, and virtually all city records were lost. Rioting and anarchy ruled the streets for three years. The studios, already walled, hired additional security forces and mounted aggressive defense plans. The studio employees and owners were safe here, but their homes in Beverly Hills could not be saved. Street gangs ruled huge sections of the city.

Finally, the area began to stabilize, with over 100 groups ruling small pockets of the city. The only way to reunite the city was to allow the groups in power to maintain control officially. During the historic Reasoner Studio Summit, representatives from all major groups signed the first truce. The Civic Senate was born in those meetings.

There are currently more than one hundred regions ruled by independent bodies (street gangs, citizens'

groups, the AADA, studios, police, labor unions, etc.). Each of these Civic Territories (CTs) sends a representative to the Civic Senate, which elects a Mayor every four years. Politics in L.A. are complex, with different factions fighting for control in individual CTs and groups of CT representatives hustling for control of the Senate. The Civic Senate proceedings are broadcast live, and make compelling, if confusing, television.

Laws vary widely between CTs and are determined by the current ruling body. Some CTs allow weapons to be displayed openly, but others forbid them entirely. The studio CTs generally fall into the latter group. In many Hispanic regions, the carrying of weapons is legal, but their concealment is a crime and a breach of honor. Travelers should contact the Los Angeles branch of the AADA immediately upon arrival for the free booklet, "Personal and Vehicular Weapons in Los Angeles." This booklet is updated monthly in order to keep pace with the changes in CT rule.

Description: Driving through Los Angeles can be a frightening proposition. There are more cars here than in any other city in America, and most of them are armed. Many carry only defensive weapons, which allows them to pass through nearly all the CTs. The freeway system is exempt from all weapon laws. Duelling is illegal on the freeways, but common.

Legal gang wars rage in violent waves in many of the



poorer CTs. Watts, in south-central Los Angeles, is a good example. The CT is large, but much of the space is filled with the nearly abandoned shells of crumbling apartment complexes. Four major and numerous minor gangs vie for control of the region. Pyrryl Haze currently has ruling power in the region and fights a constant battle to maintain control.

The average Watts resident is more interested in keeping food on his plate and a roof over his family's head than in keeping up with local politics. Jobs are few, and CT welfare doesn't go as far as it could. Many live in abandoned sectors that haven't been rebuilt since the Food Riots. Drug abuse is common in the CT, with Hype and EBF being the most common street drugs. Kids are pressured to join gangs when they are as young as 6. These pee-wee gangs teach the kids everything they need to know to live on the streets. What they don't teach is how to get off the streets and into a better life.

Daryll Barnes is the ruler of the CT as well as of the Haze. He attends the weekly meetings of the Civic Senate, and it is during these meetings that most of the attacks on his CT occur . . . in his absence, when the Haze is without a leader and at their weakest. Watts is currently at war with Inglewood over cruising rights to Central Avenue.

The rich CTs are walled or fenced off, and don't allow weapons of any type without a permit. A typical example is Venice, near the ocean. Venice has its own democratic government, and the local politicians are respected and popular leaders. The government is strict by local standards, but very much in line with constitutional law.

Venice was named by its original developer, and after the additional canal construction during the 1990s, the name is still appropriate. The city is lined with canals, and many of its wealthy residents have private boats. The coastal city is fenced off, and armed security patrols motor through the "moat," the canal that encircles the city. Three drawbridges connect the city to the rest of Los Angeles. Any duelling on city streets will be met with swift action from the well-equipped Venice Police Dept. There are many fine restaurants and shops located along the canals of Venice.

The film and television studios run Hollywood. The Hollywood Committee has representatives from each studio, makes all the civic laws and decisions, and sends a representative to the Civic Senate. There is a lot of political action at all levels of the government. Infighting occurs within each studio to decide who should serve on the Hollywood Committee, and the machinations of the Committee would confuse the most astute political observer.

The Senator from Hollywood is chosen by a complex process that is never at all clear to the outsider. It is known, however, that television ratings, box office, and a general committee vote are all elements of the process. The average Hollywood citizen is unaffected by the politics. The changes in leadership make little difference to those living outside the studio walls.

Hollywood itself is quite open, with no walls, fences, or checkpoints of any kind to prevent travel into or out of the city. The studios themselves are another matter entirely; they are walled miniature cities. The walls are patrolled, and heavy firepower is prominently displayed. The studio bosses control nearly every aspect of life inside their studio: who gets what office, what the commissary serves,

and who is allowed to bring personal and vehicular weaponry inside the walls. This last privilege is reserved only for the most important executives, stars, and directors. These studio fortresses have never been breached, and probably never will be.

Visitors to Los Angeles are advised to exercise extreme caution. Avoid side streets. Take the freeways whenever possible. While duels are not uncommon here, the chances of an ambush are slight. Any battles encountered are likely to be either avoidable or one-on-ones with you against your attacker.

Duelling Facilities: Four major arenas, numerous minor arenas (some in abandoned parking garages) and hundreds of auto service and recharge stations and truck stops.

Other Facilities: Six TV stations, numerous film studios, 20+ colleges, 200+ hospitals (with 15 Gold Cross facilities), one major and numerous minor airports and a major seaport.

Gang Activity: In the gang-ruled CTs, there is heavy activity. The CT borders are fluid, and gangs continue to have border wars to expand their territory. *It is important to note that these acts of collective violence are often legal under the laws of the individual CTs.*

MORRO BAY

Population: 6,000.

Description: Morro Bay is a small coastal community that survives on fishing and by being the main coastal stop between Santa Barbara and Monterey. The town itself maintains a quaint 20th-century fishing village atmosphere. Fishing boat rentals are available, as are old-time car rides, fisheries tours and a maritime museum.

Duelling Facilities: Two garages and an additional recharge station.

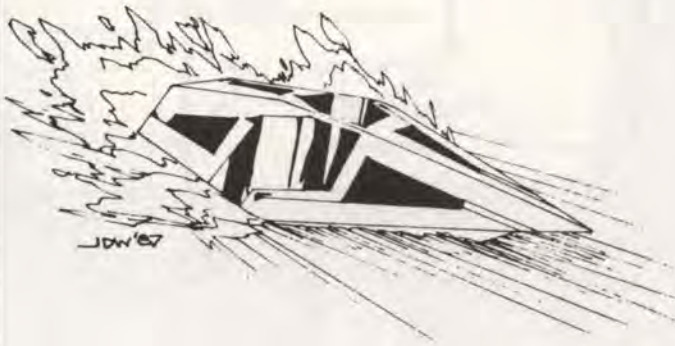
Other Facilities: A small emergency clinic, a wharf area (with restaurants and fishing boats for hire) and several bed and breakfast inns.

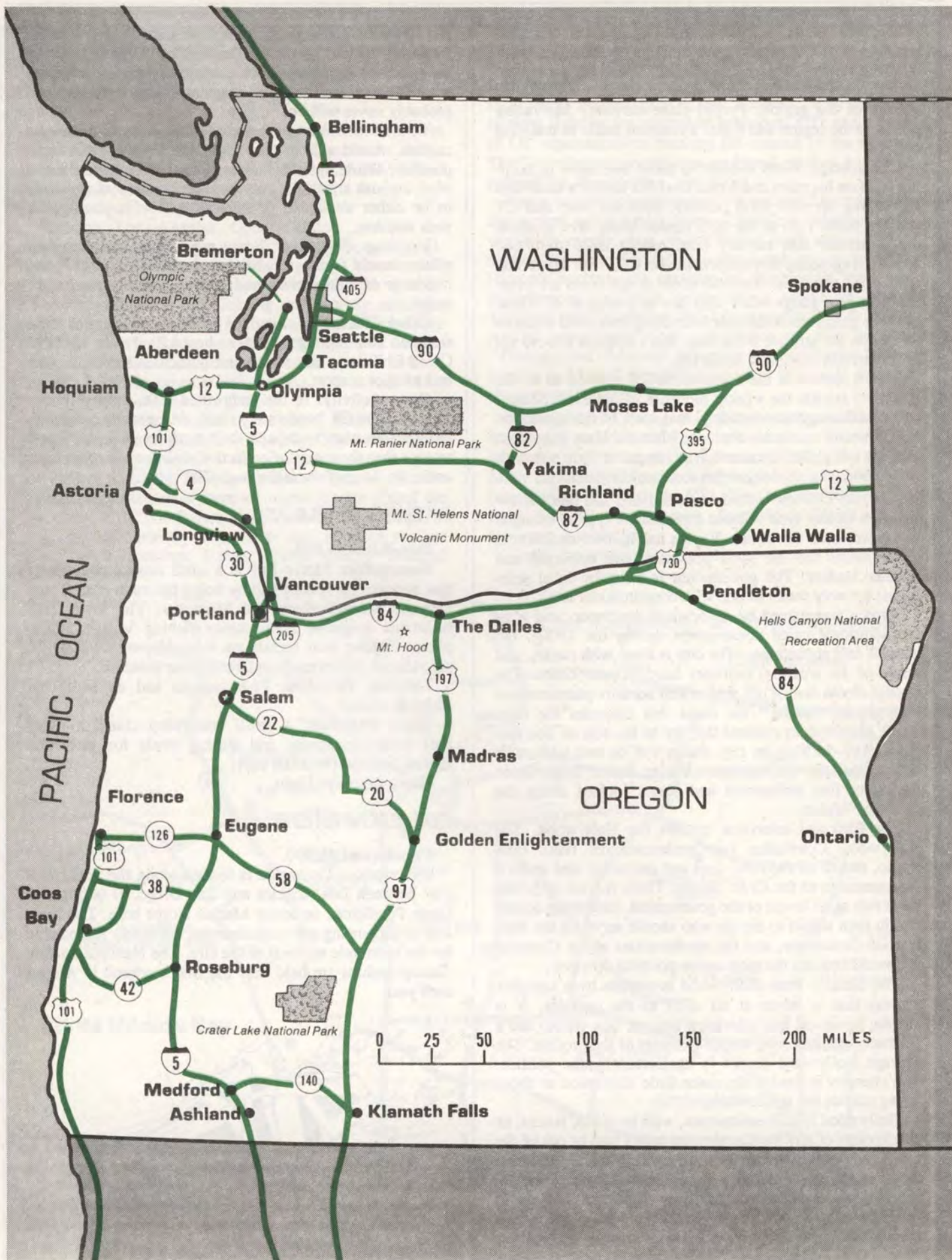
Gang Activity: Light.

OCEANSIDE

Population: 45,700.

Description: Oceanside is located along the coast midway between Los Angeles and San Diego. It is home to Camp Pendleton, an active Marine Corps base. The base, and its supporting service industries, are solely responsible for the economic survival of the city. The National Surfing Championships are held here the first weekend in August each year.







Duelling Facilities: The Pendleton Autocombat Emporium, a small arena that mostly runs amateur events for the Marine Corps crowd, several good auto shops and one truck stop.

Other Facilities: Three government hospitals, numerous taverns, several legal brothels and a number of flea-bag motels.

Gang Activity: Light.

ORANGE COUNTY

Population: 490,000.

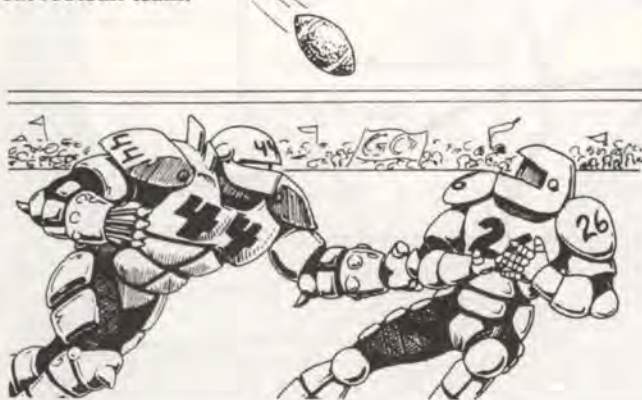
History: This primarily suburban, light industrial and agricultural county just south of Los Angeles has changed radically in the last 30 years. The Food Riots in Los Angeles spread to Orange County when all the food in L.A. was gone. The mobs moved south and virtually all of Orange County was destroyed by riots and fire. In 1918, two large businesses set out to return the county to its former greatness. Both the Irvine Company and The Karcher-Knott Consortium began massive "re-greening" projects. Both claimed to have had the idea first. Competition became rivalry which turned into bitter conflict. Armed clashes finally escalated into a war which proved to be a popular TV event. Sporadic battles continued until a cease-fire was worked out and a treaty was signed.

The two corporations agreed on a mutual defense pact and renamed the area the Orange County Agricultural Enclave (OCAE). When a Mexican *jefe* attacked the San Onofre nuclear power plants two years later, OCAE forces dealt him a smashing defeat.

Description: Today, the OCAE is a thriving section of California. Agriculture is the prime industry, but light manufacturing and tourism are on the increase. Both Knott's Berry Farm and Disneyland are returning to their former glory. Disneyland has a first-class hotel as well as airship landing facilities and a heliport. Autoduelling in Orange County is only legal in approved arenas and road combat is highly frowned upon. Violators spotted by the local police are unlikely to survive to commit a second infraction.

Duelling Facilities: The Anaheim Autoduel Arena and the Orange County Autoduel/Racearena are both AADA-sanctioned arenas. Numerous auto and truck stops are available.

Other Facilities: Two TV stations, sixty hospitals (twelve with Gold Cross), Knott's Berry Farm, Disneyland, Movie/TV/Autoduel Heroes Wax Museum, numerous hotels and restaurants, and the Rams, a pro combat football team.



Gang Activity: Kept to the street gang level due to the strength of the OCAE armed forces.

OXNARD

Population: 76,000.

Description: Oxnard is a busy coastal town. Its harbor is home to a healthy shipping industry, and a local algae plant keeps many employed. Much of the algae products are now being sent to the Far East. This is a real "blue collar" town with lots of cruising, showing off of vehicles, drinking, and plenty of autoduel action.

Duelling Facilities: Oxnard shares an arena with Ventura, the Ventura County Crash Palace. There are also plenty of truck and auto repair and service facilities available.

Other Facilities: One small medical clinic.

Gang Activity: Moderate, with "Cortez" (flying gold-and-green colors) the best-known group of troublemakers.

PALM SPRINGS

Population: 20,000.

Description: Palm Springs is an elegant resort in the Colorado Desert east of Los Angeles. Located along I-10, this fortress town survived because of the wealth of its residents.

Duelling Facilities: No arenas, but several nice auto service and recharge facilities. Palm Springs garages are notoriously pricey, averaging 50% over normal cost.

Other Facilities: Beautiful hotels, several hospitals, mineral spring spas, and several "golf courses." Golf is a 20th-century game still popular among the multiple re-clones. It involves hitting a small ball around a park-like setting with a "club" (a specially-designed graphite compound stick). The object is to hit the ball into a small hole several hundred yards away. The person who hits the ball the fewest times before it gets into the hole wins the round. Eighteen holes make a complete game. The lowest score wins.

Gang Activity: Heavy along I-10 outside of town. Most residents avoid driving here from L.A. They take the regular airship or helicopter commercial service.

SAN BERNARDINO

Population: 89,000.

Description: The city was nearly destroyed by the quake of 2015, but refugees coming in from L.A. boosted the population. It is a city of heavy industry. San Bernardino has the largest population of Mormons outside of the Deseret Autonomous Region, and more are pouring in from all over the state every day. Local analysts predict that the group will form a majority soon and will begin to radically change the political structure of the city. Some local residents complain that the newcomers are going to "out-law everything fun."

Duelling Facilities: The San Bernardino Auto Arena, an AADA-sanctioned arena that operates weekends only. There are also numerous truck and auto facilities available.

Other Facilities: Two hospitals and numerous bars and taverns.

Gang Activity: Moderate, with gangs raiding out of the

mountains. But as the strength of the LDS church increases, gang activity is decreasing.

SAN DIEGO

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.

Population: 560,000.

History: When the earthquake struck just north of L.A., many of the survivors headed here, only to find that things weren't any better. There was little damage from the quake itself, but food supplies were dangerously low, and a flood of refugees was flowing in from Mexico. Street crime began to climb. Matters came to a head during the Food Riots of 2016. Thousands were killed during the violence.

The border soon became indefensible. The city was a battleground until 2028, when the Mexican Army pushed through and was met by U.S. Army forces just south of Disneyland in Anaheim. The invaders were swiftly repelled back across the Mexican border. Tijuana was destroyed in the fighting, and a wall was erected across the ruins of the town.

This area has the most heavily patrolled border in the U.S. Many San Diego residents are members of the Voluntary Border Patrol, a group whose assistance to the U.S. Border Patrol is not officially recognized. The Agency claims that the volunteers are sometimes a bit overzealous in stopping the flow of illegals. Numerous deaths have been reported along the border since the VBP started patrolling.



Description: San Diego has only survived at all because of its prime port location and the tenacity of its citizens. The Naval Air Base has been abandoned. The town has a wild, wide-open flavor. Anyone wanting plenty of automotive action need look no further than the streets of this town. The local government is notoriously corrupt, and virtually any illicit substance or activity can be found here. Many public officials have been bought off by organized crime, mainly drug traffickers.

Duelling Facilities: Balboa Auto Stadium. This is not an AADA-sanctioned facility, and members are warned

that they drive here at their own peril. There are several truck and auto service establishments here that will provide adequate service. But have any major repairs checked by a reliable mechanic at your first opportunity, and check your ammo supplies before you leave the garage, lest you find yourself without your weapons in a hostile town.

There are plenty of other opportunities for duelling in the area. Just cut someone off or make a rude gesture, and chances are good that you'll have a duel on your hands. Or head for the border and look for trouble. It's there.

Other Facilities: One airport, a seaport, numerous brothels and bars, an abandoned Naval Air Station, a TV station and two hospitals.

Gang Activity: Heavy, as different factions of organized crime fight it out in the streets. Cycle gang activity is also heavy here. This is not the city for a quiet family vacation.

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. The palace-like grounds were open to the public for 35 years during the latter half of the 20th century. 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 route 101 between Morro Bay and the Monterey Peninsula in Northern California.

Duelling Facilities: None.

Other Facilities: None.

Gang Activity: Area under gang rule (see above).

SANTA BARBARA

Population: 47,000.

Description: Santa Barbara is a fortress town that serves as a retreat for the rich and elite of Southern California. Autoduelling is strictly illegal on the city's streets, but is popular as a spectator sport in the small, but treacherous, local arena. Top duellists from all over the world are invited here to compete for spectacular prize money. Gasoline-powered events are also held monthly, on a staggered schedule with the events in Monterey, so that the super-rich can make the trip and compete every other weekend.

For the non-combative visitor, Santa Barbara offers a weekly artist's show and sale on the oceanfront walk, wineries, the beautiful Mission Santa Barbara (standing since 1820) and lovely beaches.

Duelling Facilities: The Carson Memorial Autoduel Arena and numerous auto shops and recharge stations (averaging 15% over normal costs). There is even an operating "old time" gasoline service station — complete with trained mechanics.

Other Facilities: Numerous fine hotels and restaurants, two hospitals (both with Gold Cross), one "live" theatre (featuring mostly contemporary plays), an airport, a marina, Mission Santa Barbara, museums, a very efficient and popular police force and a quaint shopping district.

Gang Activity: None in town, but moderate in the surrounding mountains, so if you go exploring outside of the city walls keep firearms close at hand.

SANTA CATALINA ISLAND

Population: 2,000.

Description: This one-time home for bootleggers is now California's most exclusive resort, accessible only by air or sea. The only vehicles permitted on the island are those owned by residents, so be prepared to rent a scooter or bicycle to get around. The island is small, however, so these are quite adequate. Vehicular weapons of any type are illegal. This is a beautiful resort island, peopled by the super-rich, and closed to casual visitors. You must have an invitation from a resident to be allowed onto the island.

Duelling Facilities: None.

Other Facilities: One airport, a marina with many boats for hire, including several glass bottom boats that offer tours of nearby reefs, one hospital (with Gold Cross), and numerous exclusive hotels, restaurants, shops and casinos.

Gang Activity: None, due to the strength of the hired security force.

SANTA MARIA

AADA Advisory: A city-sponsored, legal toll operation is in effect here. Be prepared to pay. Average toll is \$50 per vehicle, but northbound costs more than southbound, trucks, cycles and "hotshot" (heavily armed) cars cost extra, and the toll may suddenly double if the operator doesn't like the color of your shirt or the tone of your voice. Be polite, pay up, and move on.

Population: 19,000.

Description: Santa Maria is a tough little toll town. To pass through going north on Route 101, you must pay the toll at the going rate. For trucks, this can often be hundreds of dollars, but you get "protection" through to San Luis Obispo. At least it's not a complete ripoff — the highway to S.L.O. is quite safe, thanks to extensive patrols and some discreet kickbacks for the most dangerous area gangs. There are also nearby wineries and produce farms.

Duelling Facilities: Several recharge stations and one truck/auto service stop.

Other Facilities: A small emergency hospital.

VENTURA

Population: 48,000.

Description: Ventura is a companion city to Oxnard and shares many of that city's attributes. It should be noted, however, that the city is home to the adult video industry. That industry controls the city politics and shapes the entire region. Much of the population makes its living from adult videos, and this has given the city a negative image. Most of these people are just trying to make a living, and as objectionable as their occupation may be to some, they are not violent or dangerous.

Duelling Facilities: Ventura residents share the Ventura County Crash Palace with Oxnard. There are also plenty of truck and auto repair and service facilities available.

Other Facilities: One hospital, an airport, a seaport, brothels, video studios and museums.

Gang Activity: Medium, with the "Cortez" (which fly

green and gold colors) also bothering Oxnard and nearby mountain regions.

VISALIA

Population: 28,000.

Description: Visalia is a ranching and farming town, and the one farthest north in the Southern California region. The big ranchers rule this region; smaller ranchers have been driven out. The town is the center for all the ranching business in the area. Duelling is quite common on the plains and roads surrounding this town.

Duelling Facilities: The Central Valley Autoduel Stadium hosts minor events on the weekends. A good circuit duellist could easily pick up a few bucks here on Saturday night. Just don't let on that you're a "ringer," or the local duellists will gang up on you. There are also several good truck stops along Rt. 99.

Other Facilities: A large National Guard station, a heliport, one hospital and stockyards with airship mooring capabilities for transporting cattle to major urban centers.

Gang Activity: Heavy, especially east of town.



OREGON

Oregon has been struggling hard to get out of a 20-year recession, and is making progress. The economy is improving, and unemployment has been reduced to less than 40%, a 15-year low. 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 rains fall off over the mountains and the eastern portion of the state is dry. Much of it has a semi-arid climate, and the winters are cold. The mountain peaks are snow-covered the year around, and quite beautiful. The forests covering them are a major source of the state's income; Oregon is the leading lumber

state in the Union. There is also extensive agriculture along the Willamette River basin, which parallels I-5 from Eugene and farther north.

Huge water desalination plants dot the coast. They are the largest structures ever built by man, miles in length and costing billions of dollars. Some of the water is piped into the eastern part of the state for irrigation. A recent scandal rocked the water bureau, as some of the purified water was being piped illegally to California. The plants were built with state funds, and the water is intended for Oregon only.

The southeastern corner of the state is a wasteland, dry and nearly lifeless. The Blight killed off the tough grasses that grazing sheep used to eat. This region is largely unexplored, and conditions there are assumed to be bad. Even the Oregon State Police stay out of the area. The AADA warns travelers that the conditions are unknown.

Autoduelling isn't a particularly popular sport here. It has caught on in a few big cities, and most people who travel extensively have armed themselves in self-defense. As a sport, however, most people just don't have the time or money. There isn't much bandit activity here, because of the state's economy. The main roads are surprisingly well patrolled, so a visit to the beautiful Pacific Northwest will be reasonably safe and well worth your while.

ASHLAND

Population: 11,200.

Description: Ashland is the southernmost city in Oregon. It is home to the Oregon Shakespeare Festival, which suffered a tragedy in 1993. A terrorist attack during a performance of "King Lear" resulted in the death of 62 actors and audience members. A poignant monument at Ashland Memorial park remembers the dead. The Shakespeare Festival runs May through September.

Duelling Facilities: No arenas, just a trio of auto/truck stops and several auto recharge stations.

Other Facilities: The Shakespeare theatres, two small hospitals and a number of hotels.

Gang Activity: Minimal, but some gangs occasionally make their way up from California to cause trouble.

ASTORIA

Population: 7,500.

Description: Astoria, founded in 1811, is one of the oldest cities in the state. It is located at the mouth of the Columbia River, on the southern shore. This city survives more on guts and spirit than on any obvious economic factor. When the Food Riots hit Portland, a group of twelve families headed for this little town. They rallied the locals and built the place into a tough fortress town. They planted Blight-resistant crops and armed just about every man, woman, and child.

The town is now a thriving little port city, and there hasn't been a bandit raid in fifteen years. Astoria welcomes visitors, but be prepared to pitch in on a community project: maybe helping out in Maybell Lynn's garden or building a barn. The schools here are fine and many of the students are moving on to college and dreaming of changing the world.

Duelling Facilities: There are a couple of decent auto garages/recharge stations here. No truck facilities.

Other Facilities: A small doctors' office, a boarding house and river access.

Gang Activity: None.



GOLDEN ENLIGHTENMENT [Formerly BEND]

Population: 12,300.

Description: Golden Enlightenment is a small city, central to the state on the eastern side of the Cascades. Two major highways cross here, making it one of the larger cities east of the mountains. There is a lot of lumber taken out of this region.

The town's name was officially changed in late 2036 after the followers of Majarishi Vishnoots outnumbered the local townfolks. The Majarishi had moved here from Nepal two years earlier and members of his Church of Golden Enlightenment soon followed. The lifelong residents of the city are outraged at what has happened during the past two years. The latest affront came when the cult shipped busloads of vagrants and weffies up from San Francisco and had them all registered to vote. The resulting landslide election put an all-church slate in the Town Council, and officially changed the town's name to Golden Enlightenment.

Duelling Facilities: There are a couple of good truck garages in town as well as a several auto recharge/service stations.

Other Facilities: One hospital, several lumber mills, numerous vegetarian restaurants and beautiful mountain scenery.

Gang Activity: Virtually none.

COOS BAY

Population: 9,800.

Description: Virtually the entire economy of Coos Bay is involved in the shipping of forest products. Hundreds of trucks pass through town every week. Truckers are welcome here, but strange motorists are looked on with suspicion. The majority of townfolk work on the docks or in the abundance of bars, brothels and hotels.

Duelling Facilities: No arenas, but there are a number of good truck stops and a pair of good auto garages.

Other Facilities: One emergency hospital, a seaport, a heliport and a number of tough logjammer bars. If you don't drive a rig, stay out.

Gang Activity: None, but bar fights are a daily occurrence.

THE DALLES

Population: 6,400.

Description: The Oregon trail ends along the Columbia River at the Dalles. This town has maintained the dam across the river for years, and ship traffic is a major source of income here. Many ships pass through the locks on their way to and from the Pacific.

Duelling Facilities: The only facilities here are a small truck mechanic's shop and several auto recharge stations.

Other Facilities: The Dalles Dam and Locks, a small emergency clinic, several low-rent motels and several bars.

Gang Activity: Moderate. The Columbia River east of here is subject to periodic attacks from a group of river pirates known as Kreegan's Edge. The Edge specialize in combined water/ground attacks, hijacking ships by sending boarding parties in by boat, supported by heavy fire from cycles and cars on the riverbank. The Edge sport a sea-blue stylized wave as their emblem.



EUGENE

Population: 88,000.

Description: Located at the southern end of the Willamette River Valley, 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: The Willamette Duelling Arena, a small facility that doesn't allow lasers or rockets (to protect the spectators). There are also 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 located in the area.

FLORENCE

Population: 6,500.

Description: Florence is centrally located between the three massive water desalination plants along the Oregon coast, and home to most of those plants' employees. The plants, part of the Oregon Oxidization and Purification Plant System, are all within thirty miles of town. Two are north of town, and one is south. Because of the three OOPPS plants, the city has the lowest unemployment rate in the state — 8%.

The city itself is separated from the ocean by a series of dunes that rise up from the sea, reaching a height of 300 feet in some cases. These dunes are a very popular recreation area with the locals, who bring "dune buggies" and off-road bikes and trikes here.

Duelling Facilities: There are no arenas nearby and most vehicles don't even have weapons. If they do, they are usually of a defensive nature. There are several good auto shops and recharge stations, but trucking facilities are minimal; just one small mechanics shop, Roxy's Rig Repair.

Other Facilities: The OOPPS plants (tours daily), a heliport, a hospital and small-town charm.

Gang Activity: None.

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 Northern California's Silicon Valley.

Duelling Facilities: No arenas, but discount prices (15% below normal) on targeting computers, ATADs and other computer devices from the 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.

KLAMATH FALLS

Population: 11,200.

Description: This lovely city is located at the southern tip of Klamath Lake. There are no longer any falls here, but the logging town has kept the name. Curiously, local hot spring water is used to heat homes and is piped under the streets to melt snow from the streets and sidewalks in winter.

Duelling Facilities: Nothing fancy here, just a handful of recharge stations and a pair of truck garages.

Other Facilities: A small hospital, a boat dock, an airport and friendly locals.

Gang Activity: Just some rowdy kids cruising the waterfront on Saturday nights.

MEDFORD

Population: 21,500.

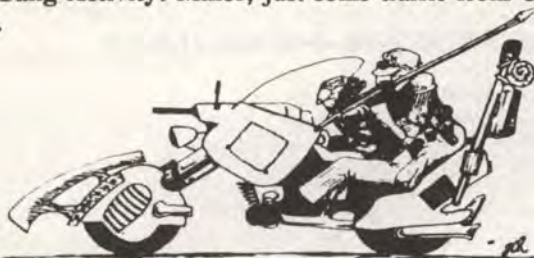
Description: Medford is a major center for the state's lumber and fruit growing industries. The city is ruled with

an iron fist by the Fascist American Rights Movement. This neo-Nazi group took over during the teens and has kept the town clean of trouble, violence, and personal freedoms. The town seems to have a democratic government, 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 five years.

Duelling Facilities: The Medford Duel Arena is a summer-only arena that is the only facility operating in the area. The weekend events draw crowds and duellists from all over southwestern Oregon. Town politics draw a lot of attention during these events and the occasional riots seem to be as popular as the autoduels. There are also 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.



PENDLETON

Population: 10,800.

Description: Famous for its woolen mills, Pendleton had to make some serious changes after the Blight. Most of the sheep were used for food, and it is only recently that they and the mill are making a comeback. Many of the nearby Umatilla Indians are sheep ranchers, and herd the animals on specially designed off-road trikes.

Duelling Facilities: No autoduelling arenas, but the nearby Cayuse Off-Road Race Track offers weekend dirt-track racing. There are several small recharge stations, and a pair of auto garages here. The only place for truck repairs is the huge Truckworld fortress truck stop. This offers four big-rig mechanic bays, numerous recharge stations, two restaurants and a motel. Pendleton is the major stop between Idaho and Portland on I-84.

Gang Activity: None.

PORTLAND

Population: 245,000.

History: Portlanders hung together through the lean years, figuring ways through the hunger, the darkness, and the collapse of their country. Foresters and lumberjacks kept up their work to provide wood for warmth and the potato farmers in the eastern part of the state stopped exporting any of their crops, which greatly reduced the food problems. An algae plant began operation as soon as the technology was available, built by volunteers.

There was little to offer bandits, but a few made it north from San Francisco and caused a lot of trouble before they were killed. The eastern part of the state still suffers from occasional desert raiders. The twenties saw rise to a violent youth movement. Groups of children, some as young as six, were participating in massive games of "Shootout."

Following the games, dozens of youths were checked into local emergency clinics. Over the years, the games have grown more risky, now taking place within city limits and sometimes with automatic weapons. Be extra careful at night, especially near old Union Station.

Description: Without a doubt the largest city in Oregon, Portland is home to a recovering economy, a thriving port and returning industry. I-5 runs right through the heart of the city, and duelling is outlawed on the freeway inside city limits. Autoduelling is more popular here than in any other city in the state.

The city is noted for a law prohibiting buildings over 40 stories. This is to preserve the natural beauty of the area. There are also over 150 parks for nature lovers (common in the Pacific Northwest). GreenSpace still has many prominent members in the community and is a powerful lobby in city politics, often clashing with the views of the AADA.

Duelling Facilities: Lewis and Clark Memorial Auto Stadium, located on the banks of the Columbia just east of the city. There are numerous 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, the Beavers.



Gang Activity: There are several teen-age 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.

SALEM

Population: 62,000.

Description: The state capital, Salem is also a busy woolen mill town. Government offices keep the majority of the working populace employed, but the city is still recovering with the rest of the state. Duelling is strictly outlawed within city limits. This is a common halfway stop between Eugene and Portland.

Duelling Facilities: No arenas, but a good number of truck/auto recharge and repair stations.

Other Facilities: An airport, State Capitol and government offices and river access.

Gang Activity: None.



WASHINGTON

Washington, like Oregon, is divided into two distinct regions 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 a hundred miles. The Sound is best known for spectacular scenery and terrific seafood. The Puget Sound Lowland, which extends virtually to Oregon, is home to much of the state's agriculture and industry as well.

The Sound isolates a mountainous region, the Olympic Peninsula, from the rest of the state. This vast area is virtually uninhabited, and contains the only true rain forest in North America. Several gangs are known to make the peninsula their home, so travelers are warned to stay clear.

The Northeastern part of the state is quite mountainous, with the Cascades turning east paralleling the Kettle

Range. The southeast corner 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 as if the tide has gone out, leaving only sand. Only at the western edge of this great plain is the land still green. Here at the eastern base of the Cascades are the orchards of Yakima. Apples and pears are the most common fruits grown.

Autoduelling is popular along the Sound and across the state in Spokane. The Seattle-Tacoma industrial corridor is the prime focus of interest, though. Here there are arenas, road duels, and no income tax. The fans in Seattle are passionate about their favorite duellists and sports teams. The Seahawks still play old-time football, although the Kingdome is now shared with the B-Ones, the 2032 Combat Football League Champions. There are also Slash Hockey and Full-Contact Basketball teams surviving in the Sea-Tac area.

ABERDEEN-HOQUIAM

Population: 17,600.

Description: These sister cities on Gray's Harbor are virtually one city and will be treated as such. The people still survive on the ancient trades of fishing and shipping. Most of the shipping is forest products headed for the Far East and Australia. The people have a tired, defeated aspect, surprising considering how much better the town is faring than similar areas in the eastern part of the state.

Duelling Facilities: A few run-down recharge and repair stations for both cars and trucks.

Other Facilities: A seaport, a heliport and a small hospital.

Gang Activity: Periodic raids from an outlaw enclave, called Whitman's Raiders, whose base is somewhere on the Olympic Peninsula. The Raiders fly silver-and-black colors.

BELLINGHAM

Population: 28,000.

Description: This beautiful city on the upper reaches of Puget Sound is the northernmost city listed in this guide. The ideal port is still home to a sizeable shipping fleet, and Western Washington State University is the second-largest employer in the city. Rumors place a home port for a band of pirates just north of town. The pirates have been preying on small unarmed freighters that dock in the Sound.

Duelling Facilities: Assorted recharge and service establishments. For your 18-wheeler, try Shied's. They seem to be more honest than the rest.

Other Facilities: A seaport, museums, a college and two hospitals.

Gang Activity: No gangs, just the pirates.

BREMERTON

Population: 12,500.

Description: Bremerton's main industry was the Puget Sound Naval Base. When the base was closed in 2023, it left the city nearly abandoned. The shipyards are still building commercial vessels, and with shipping on the rise, the future looks good for this town.



Duelling Facilities: There are three recharge stations here, but no repair facilities.

Other Facilities: A shipyard, an emergency hospital and a weekly ferry to Seattle.

Gang Activity: Bremerton suffers from periodic raids by gangs based on the Olympic Peninsula. A town militia is forming to help the under-staffed police force combat the bikers, but it suffers from shortages of equipment, training and morale.

LONGVIEW

Population: 21,500.

Description: Longview is a major port and aluminum manufacturing area. This planned city on the Columbia was built in 1923, making it one of the newer cities in the area.

Duelling Facilities: None here, but many fans make the 45-minute drive to Portland where they can compete or watch the matches, as well as drink beer on Sunday (which is illegal in Longview). There are three duellist specialty shops here as well as a number of recharge stations. Truckers making their way up or down I-5 will find a well supplied stop here. Watch the signs for "Spud & Elma's" and you'll find some marvelous homecooked food.

Other Facilities: Reynolds Hospital, a seaport, a heliport and tours of the aluminum plants.

Gang Activity: Virtually none.

OLYMPIA

Population: 26,000.

Description: The capital of Washington is located at the southern tip of Puget Sound. Government is the number one employer, followed by the lumber and fishing industries. This is a city of contrasts. While Olympia is largely conservative, on the western edge of town is The EverGreen Space Collective, a former state college that was taken over by GreenSpacers in the turmoil of the teens. TESC still operates as a 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: No formal arenas, but area duellists have monthly meets in the parking lot of the closed Capital Mall. Some duels make their way inside the abandoned structure. There are a number of good auto/truck stations and shops in town.

Gang Activity: Light. The Olympic Peninsula gangs rarely come into the city, but visitors should be careful on the western outskirts.

RICHLAND-PASCO-KENNEWICK

Population: 64,900.

Description: The Tri-cities are located at the fork between the Columbia and Yakima Rivers. Richland was established secretly in the '40s as a government town to manufacture uranium for weapons. Nuclear energy is still the Tri-cities' main industry, but the isotopes manufactured these days are for power plants, not weapons. The area is adjacent to the enormous Hanford Site, a Federal Testing area, and rumor has it that there is a vast underground bomb-shelter facility here. These rumors were supported in recent years by the sighting of the President during the Russo-American War (also known as the Blight War) of 2012.

Duelling is popular here, and an arena is finally under construction. At present, Route 12 outside of town is an informal duelling spot. The drivers here do not try to kill their opponents, just cripple their vehicles. Passersby are generally ignored.

Duelling Facilities: Just Rt. 12 as described above, numerous specialty shops, recharging stations and repair facilities. Truckers going through to Seattle will find themselves at home at "O'Berg's," a full-service 18-wheeler stop with an Irish flavor.

Other Facilities: Three hospitals (one with Gold Cross), an airport, a port along the Columbia (as far as ships can travel up the river) and the Radioactive Materials Lab.

Gang Activity: There has been periodic trouble here from several environmental eco-guerilla groups, namely Green Circle, ARF, and less violently, GreenSpace.

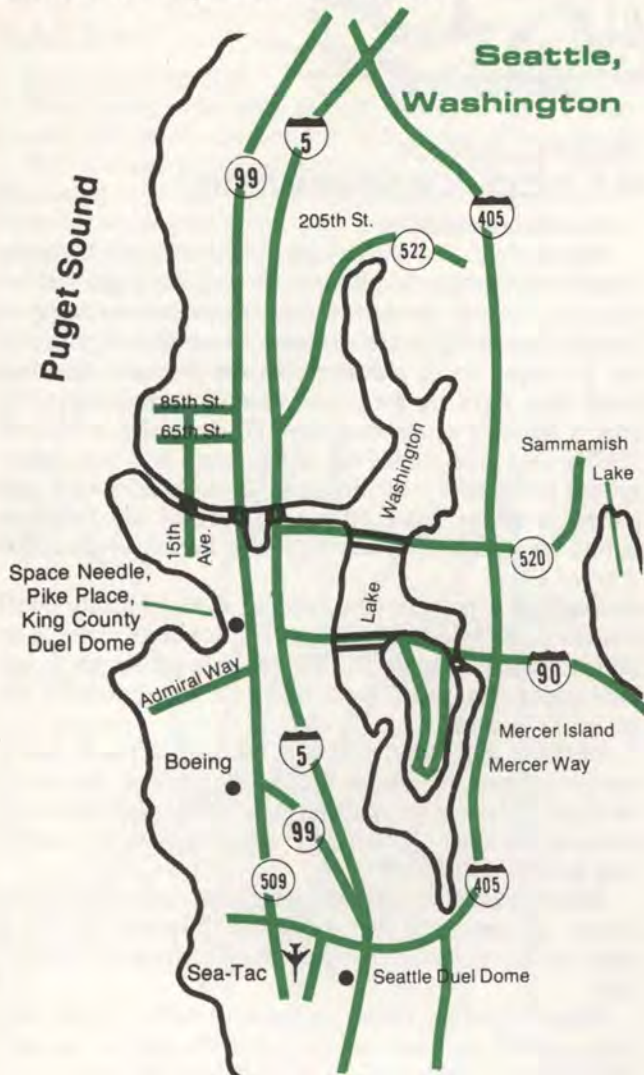


SEATTLE METROPLEX

Population: 1,132,000.

Description: The Seattle Metroplex is made up of numerous sections, suburbs and small towns. The main cities that fall within this entry are Seattle, Bellevue, Everett, Renton and Mercer Island. This populous region survived the early part of the century due to diversity and cooperation. The economy here is based on a combination of high-tech industry and agriculture that was largely unaffected by the Blight. Fruit orchards and dairy farms are the

most common agricultural businesses. 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.



Autoduelling is popular, and although it is outlawed within city limits, there is quite a bit of action after dark. Armed vehicles of any kind are not permitted on Mercer Island, home to Seattle's elite. In the old urban sections, there are gang wars over turf and honor. Trikes are the chosen vehicles of these youths, due to the heavy rainfall the city endures during the winter months.

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: The area has two major arenas, the Sea-Tac Duel Dome located midway between Seattle and Tacoma, and the King County Autoduel Dome in downtown Seattle. The Sea-Tac Duel Dome is the largest indoor duelling facility in the world. It opened late in 2036 and has attracted record crowds. There is also a plethora of auto/truck repair and recharge stations throughout the metroplex.

Other Facilities: Four TV stations, numerous theatres

and concert halls, museums, 200+ hospitals (10 with Gold Cross), five universities, the Boeing Airshipyards (tours daily), three breweries, several computer manufacturing firms, Sea-Tac Airport, Boeing Field, lumber company headquarters, the Space Needle, Pike Place Market (fabulous fresh seafood), a wharf district and the B-Ones, a champion pro combat football team.

Gang Activity: Common (see above), but these youth gangs are more interested in fighting each other than in taking on tourists or duellists.



SPOKANE

Population: 132,600.

Description: Spokane grew enormously after the Blight cleared thousands of acres of wheat lands. The population reached an estimated 250,000 in early 2016. But then the Food Riots hit hard, and the population was decimated. Fully a third of the city burned to the ground, and a section of the charred remains are preserved as a monument to the tragedy. Spokane is the second largest city in the state, and can thank diversity for its survival. The people who live here are hardy souls who endure an annual snowfall of 94" each winter.

Spokane has a lawless, frontier feel, which is surprising for a city of its size, and the unemployment rate still stands at 38%. Most of the people couldn't afford to travel the 350 miles to the more prosperous Puget Sound area, and for some reason most folks don't want to.

The city has a diverse collection of industry, nearly all heavy manufacturing. Several auto companies have sprung up and turn out a fair number of fine cars, most with standard duelling equipment.

Autoduelling is incredibly popular here, and often deadly. The Spokane Combat Arena not only hosts AADA-sponsored events, but is also home to the Spokane Express, an American Combat Football League (ACFL) team. Spokane is the smallest city in America to support an ACFL team.

Duelling Facilities: The Spokane Combat Arena (see above) hosts weekend events, and is one of the most deadly arenas in the U.S. There are also numerous duelling

specialty shops (including an Uncle Albert's), recharge stations and truck/auto stops.

Other Facilities: Four hospitals (one with Gold Cross), one TV station and an airship/helicopter port.

Gang Activity: Moderate, but most trouble just comes from the townfolk out getting crazy on a Friday night. Downtown, there is a lot of non-vehicular gang activity among the huge group of unemployed youth.

TACOMA

Population: 98,000.

History: Tacoma suffered the single largest tragedy of the Food Riot years. Hungry soldiers from nearby 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.

Description: Tacoma is still trying to clean up its image. Several administrations of corrupt politicians haven't helped the situation, but this blue-collar city of pulp mills and shipping is slowly making a comeback. 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 could possibly be construed as an insult, or someone may challenge you to a duel on the spot.

Duelling Facilities: Tacoma shares the Sea-Tac Duel Dome with Seattle (see above). 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.

Gang Activity: Moderate, with the Highway Patrol fighting a continual battle with hijackers and trike gangs. Motorists are advised against driving alone at night.

VANCOUVER

Population: 28,000.

Description: Vancouver is just a toll bridge away from Portland, Oregon. The city is under strict military rule and is a busy port and lumber town.

Duelling Facilities: Many duelling fans and participants visit Portland's Lewis and Clark Memorial Auto Stadium. There are a number of good auto/truck facilities here.

Other Facilities: A hospital, an airport and a seaport.

Gang Activity: Light. Once or twice a month some of the teen gangs cross the toll bridge from Oregon, looking for trouble. They often make a game of crashing the toll booths to see who can make it without getting caught. A few live to return home.

WALLA WALLA

Population: 18,700.

Description: Walla Walla is the site of the first white settlement in the Pacific Northwest, where missionary Dr. Marcus Whitman settled with his wife, Narcissa. Today, the city is home to nearby agriculture and to light industry.

The city was resettled in 2020 by the First Church of Christ in Crisis. This devout Christian group supports peace, tranquility, non-violence, and all of the traditional moral values. This is one of the few cities in the region where all weapons are outlawed. They will check your weapons at the gate and return them, with a Bible, when you leave. The townsfolk are open and friendly without being annoying or phony. Quaint is the word that is most often used to describe this town.

Duelling Facilities: The nearest arena is in Richland, but there are a number of good auto/truck repair and recharge stations here. They are outstanding and average 25% less expensive than the norm.

Other Facilities: One small hospital and numerous historic museums and landmarks.

Gang Activity: Moderate, with occasional raids from a tough biker gang, called the Blue Raiders, that makes their home in the Blue Mountains. (Their colors, naturally, are blue.) The town has hired a group of freelancers for protection.

YAKIMA

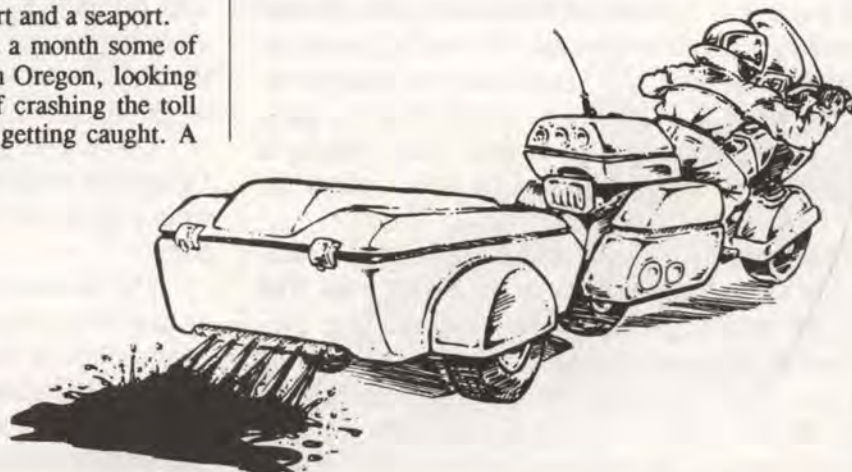
Population: 36,000.

Description: The Yakima Valley is home to numerous orchards, making it one of the nation's leaders in fruit production. Duelling is popular among the locals, but there just aren't enough to support an arena.

Duelling Facilities: None in town, but on Friday and Saturday evenings, the traffic on I-82 to Richland is full of duelling fans just looking for an excuse. And once they get to Rt. 12, it becomes a Yakima vs. Richland war. The duelling facility under construction west of Richland should fill the niche needed by these local duellists. The city itself has numerous truck facilities, and plenty of car garages as well.

Other Facilities: Two hospitals, the Yakima Air Terminal and a small university.

Gang Activity: Moderate, with some gangs still hiding out in the Rattlesnake Hills.



MINI-SCENARIOS

Introduction

The following mini-scenarios are given in *Car Wars* terms. *GURPS Autoduel* GMs will also find them good jumping-off points for campaigns. The best course will usually be to take the situations here and work *backwards*, setting up an adventure background that can culminate in the battle as described.

To convert existing characters, use the guidelines on p. 69 of *GURPS Autoduel*. For new characters to fit the scenarios below, assume that a *Car Wars* character with 0 skill points is a 30-point *GURPS* character, and then add one *GURPS* character point for each *Car Wars* skill point.

Silver Dragons, To Go

This scenario is set in San Francisco's Japantown, and is for two or more players. The Silver Dragons, an up-and-coming samurai gang, were partying in a hijacked BART car when they were attacked without warning. To this day, no one knows whether it was a rival gang, vigilantes, or the police. But the Silver Dragons were completely wiped out. News of this sort travels fast, and soon every gang in Japantown was scouting the now-vacant Silver Dragon turf, expansion on their minds . . .

Each player represents the forces of a tough Japantown samurai gang. Each gang is allowed a maximum of 15 members and \$35,000 in gear. Gang members get 40 skill points each and must have at least three skills at base level. Each gang is allowed a maximum of one car or van. The rest of the vehicles must be cycles or trikes.

Use the Midville map from *Crash City* or *Deluxe Car Wars* to represent the Silver Dragons' turf.

If there are more than three players, one of the players could be secretly chosen as an anti-gang police task force that has learned about the battle and is there to clean up. "Randomly" roll to determine which gang enters the turf first, and make sure the police player loses the roll. Each gang will come in 2-12 turns (roll two dice) after the one before, until they are all in the battle. Of course, the police player should enter last. This spreads out the gang members, giving the police a chance. It also lets the gang players do some serious damage to each other, making it harder for them to roleplay a truce to unite against the police.

If the alternative police scenario is used, it was a radical faction of the police who blew up the BART train. The police player should get five officers in riot gear (improved body armor) and three police cruisers per gang player. Each officer is built on 50 skill points with at least three skills at base level.

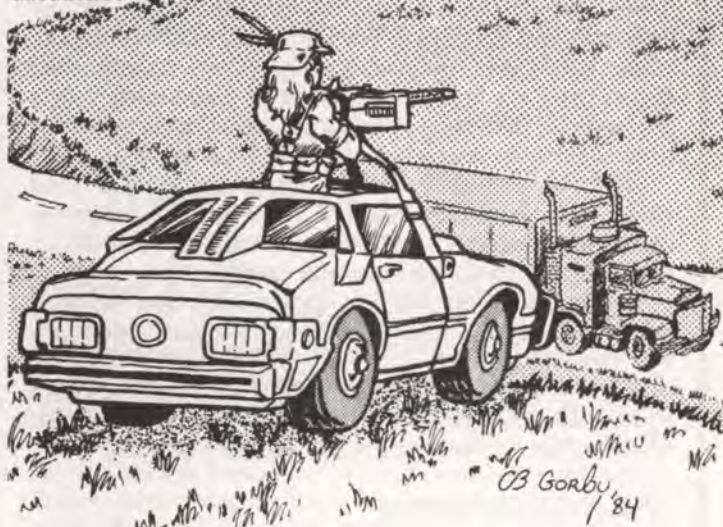
In either version, any vehicle or pedestrian that leaves

the map is considered to have fled the fight and may not return. If 2/3 of any group (police or gang) is injured or killed, survivors must flee, leaving the map as swiftly as possible.

If the basic scenario is used, the surviving gang is the winner. A total victory is achieved if the gang suffers less than 50% fatalities.

In the police scenario, the police win if more than half of the gang members are killed or if all gangs flee. This becomes a total police victory if less than half of the police are killed.

An individual gang can claim victory if more than half of the police have been killed and if their opponents have been killed or driven away. It is a total gang victory if, in addition to the above, the gang suffers less than 50% casualties.



Lumber Run

A struggling logging firm is having trouble with bandits along one of its primary trucking routes. The bandits have not been hijacking the trucks, but destroying them and demanding protection money to stop. Efforts to deal with the gang have been futile thus far. The bandits stay away from major convoys, but the company cannot afford to tie up dozens of vehicles all the time, and stragglers tend to get picked off anyway.

This is a scenario for two players or teams of players. One player or group plays the bandits, while the other controls a group of mercenaries hired by the logging company.

The mercenaries are loaned one loaded logging truck as bait. They may choose any strategy they want — they can accompany the truck with all available escort vehicles, they can hide some of their force in reserve to surprise the bandits, or they can park the truck, pretend it's disabled, and wait for the bandits to make their move.

Mini-Scenarios

The trucking routes are narrow, winding mountain roads. Straight, curved, and tightly curved road sections will be used. However, because the attack will occur on the downgrade, only the right lane is traveling in their direction. The other two lanes are for uphill travel.

To make matters even more difficult, the convoy is on the "outside" of the road. Beyond the 1/2" of gravel (treat as standard highway shoulder) and an ineffective (4 DP) guardrail, there is nothing but open air and a long drop. Any vehicle with one corner over the edge makes all maneuvers at +D3; a vehicle with two corners over the edge (or a cycle with one wheel over) makes all maneuvers at +D5. Any counter that is more than halfway over the edge takes the long fall; the vehicle is automatically destroyed, and the occupants have 12 seconds before they die a messy death. If an ejection seat or parachute is available, the occupants may use those 12 seconds to save themselves.

On the inside edge of the highway, there is a 1/2" gravel shoulder, then a sheer cliff face. Note that in some combat situations, the cliffside will block line of fire. It is raining, so all maneuvers will be at a -2.

The mercenaries arrange their forces along the right lane on a maximum of two sections of straight road. They can pick any speed available to their vehicles.

The bandit player can now add two road sections, one to either end or both to the same end. This simulates the bandits' ability to pick their spot to begin the mayhem. The bandit vehicles are placed in the downhill lane, having just swooped into position, anywhere along the roadway. The bandit vehicles can also start at any speed they want. Combat begins immediately.

To determine the type of roadway ahead, roll two dice. On a 2 or 3 it is a sharp right turn; on a 4 or 5 it is a regular right turn; a 6, 7, or 8 indicates a straight road section; a 9 or 10 is a regular left turn; and on an 11 or 12 it is a sharp left turn. New roadway sections should be placed so that two unoccupied sections are always ahead of all traffic.

Whenever a new road section is put down, roll two dice for oncoming traffic at the far end of that section. A 2-9 means no new traffic, a 10 means one new vehicle, an 11 means two vehicles, and a 12 means three vehicles.

To determine the type of vehicle, roll one die:

- 1: Compact.
- 2: Mid-size.
- 3: Luxury.
- 4: Van.
- 5: Pickup.
- 6: Tractor-Trailer Rig.

The referee should pick an "average" stock vehicle from *The AADA Vehicle Guide* or another suitable source. These oncoming vehicles will not join the battle unless

fired upon deliberately or hit by accidental gunfire. They are traveling at 40 mph (trucks at 25 mph) and will not change lanes, but if they get involved in the combat, the referee should run them with sensible tactics. Trucks will always appear in the right lane, cars in the left.

The mercenary team gets the following equipment: Wolverine tractor with Crew Cut trailer (*The AADA Vehicle Guide*, pp. 43 and 47, respectively), two Raketen vans (p. 35), and three highway model Sandcrab trikes (p. 10). Optionally, the mercenary group can create their escort vehicles with \$60,000. This does not count the Wolverine and Crew Cut combination, which belongs to the logging company. The mercenaries also get \$5,000 for personal equipment. The mercenaries may have up to nine characters. These are created with 50 points each and must have at least three skills at the base level.

The bandit player gets \$90,000 for vehicles and equipment. The hijack gang can have a maximum of 15 characters with 40 points each, and a minimum of two skills at base value.

The bandit player's primary goal is to destroy the truck, either by gunfire or by forcing it off the road. If this goal is achieved and no bandits are captured, the hijackers are assured of at least a marginal victory. If all of the mercenary vehicles are destroyed, it is a total bandit victory.

The mercenaries' goal is to defeat the bandits and to capture at least one of them. If any bandits are captured, or if the tractor-trailer rig escapes, it is a marginal merc victory. If both of the above conditions are met, it is a total merc victory.

In a long-term campaign, the players should all be on one side or the other, while the referee (perhaps with help) controls the other side.

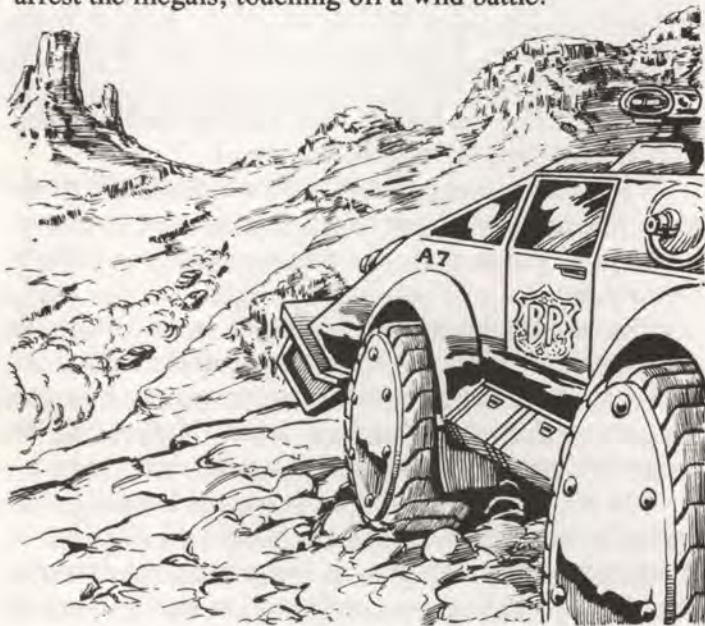
As an option, give the mercenary team an extra \$15,000 for another vehicle or extra equipment, but assume someone inside the logging company is being paid off by the bandits. In this case, the bandits will know the mercs' plans. The referee should make the mercenaries describe their set-up and tactics to him, and then slip a note to the bandits with a brief summary.



Mini-Scenarios

Border Patrol

The U.S. Border Patrol is engaged in a constant cat-and-mouse game with refugees trying to cross the wilderness of the Mexican/California border to a better life in America. Many groups of refugees are guided by "coyotes," unscrupulous traders who treat their refugees like cattle and use automatic weapons to fight off the law. In this scenario, a group of refugees have made their way, with coyote help, into a box canyon just north of the border . . . when the Border Patrol comes swooping down to arrest the illegals, touching off a wild battle.



A 21" x 32" *Car Wars* Blank Map Sheet would be ideal for this scenario, but any open, flat rectangular area will do, as long as it is at least 16" x 24". The southern edge of the map (one of the long sides of the rectangle) is the fence that forms the U.S.-Mexico border. The other three map edges are the sides of the box canyon. The Border Patrol player should indicate eight 2"-wide "escape routes" along these ridges. The escape routes must be at least 6" apart and there must be at least one on each map edge. These are the only ways out of the map area. A 1" segment of fence along the border has been knocked down. This breach is chosen by the Mexican player after the "escape routes" have been marked, and cannot be within 6" of the western or eastern edge.

The Border Patrol gets \$100,000 to build their desert patrol vehicles, which must have off-road capabilities, and to buy all personal equipment. A maximum of 15 Border Patrol Agents may be used in these vehicles. Five of these are experienced agents with 60 skill points and at least three skills at base value. Five others are created with 50 skill points and at least three skills at base value. The remaining five agents are rookies. They receive only 30 skill points and must have two skills at the base level. (If

fewer than 15 agents are taken, they must still be divided among these three types as evenly as possible.)

The Border Patrol can only fire upon pedestrians who are within 5" of escaping. Otherwise they must force a pedestrian to surrender (see below).

The refugee side is made up of 10 "coyotes" and 32 refugees. The refugees are aboard a damaged Scarab bus (*The AADA Vehicle Guide*, p. 38, with armor as follows: F11, FR13, BR12, FL13, BL20, FT20, BT20, FU20, BU20, B7). One of the coyotes drives the bus. The other nine are in escort vehicles worth a total of \$60,000. The coyotes have 60 skill points each, with at least 3 skills at base level. The refugees have no skills that affect this scenario.

The refugees may exit the bus only if the armor is breached or if the Scarab is forced to stop. They may then head off the map on foot. They have no weapons and must surrender if an attacker needs a 7 or less on a "to hit" roll and commits to "covering" them with an individual weapon for 2 turns. Once a character has surrendered, he cannot move for the remainder of the scenario. After capturing a refugee, a BP may then move again. The coyotes will surrender only if half their number are killed.

To start, the refugee player should place all his vehicles just inside the breach in the fence. The refugee vehicles are traveling at 5 mph to avoid kicking up dust and giving away their position.

The Border Patrol then enters from any of the "escape routes." All of the vehicles must enter during the first turn. They may be traveling at any allowable speed.

If the Border Patrol stops at least 75% of the illegal aliens they have achieved a total victory. If they only stop 50% or more it is a partial victory.

The refugee player wants to get as many characters as possible through the escape routes. Refugees that leave the map through the breach in the fence count as "captures" for the Border Patrol player. Coyotes that escape through the fence breach count as "escapes" for the refugee player. If more than 50% of the refugee characters get off the map, it is a partial victory. If more than 75% escape, it is a total victory for the refugees.

The Doctor Is Out

CyberTech's top artificial intelligence genius, Dr. Marcos Salganicoff, has been kidnapped by a rival corporation, Digital Science Industries. Salganicoff holds the key to several new artificial intelligence breakthroughs.

A CyberTech spy in DSI has uncovered the route by which Salganicoff will be transported. And unknown to DSI, Dr. Salganicoff had updated his file in CyberTech's mechanical memory storage device (MMSD) only the day before. He also has a mature clone securely locked away.

Mini-Scenarios

The CyberTech player's goal is to kill the kidnapped Salganicoff in order to prevent DSI from obtaining any information. The DSI player's goal is to escape with a living Dr. Salganicoff.

Each player gets \$250,000 to construct and equip a maximum of 15 characters in any number of vehicles. These vehicles can be of any type except helicopters. Each character should receive 50 skill points with at least three skills at base value. Dr. Salganicoff is a 60-point character, with Driver and Paramedic +2. The CyberTech player does not know which DSI vehicle Salganicoff is in.

The battle takes place on an open stretch of highway — use a series of straight road sections. The DSI convoy sets position and speed first, and the CyberTech player may plan his approach from there. The battle begins as soon as a CyberTech vehicle fires or comes within 6" of any DSI vehicle.

Salganicoff is expecting a rescue. When it becomes obvious that the CyberTech forces plan to just kill him, he will reconsider his loyalties and start helping his DSI captors. This help will include decoding CyberTech communications, patching up wounded DSI crewmen, and even taking over for anyone who is killed.

If Salganicoff escapes, it is a DSI victory. If Salganicoff is killed, CyberTech wins — they'll just activate his clone and tell it that the original Salganicoff was "accidentally" killed in a heroic rescue effort.

Clean Water Blues

The Anarchist Relief Front (ARF) has taken over Oregon Oxidization and Purification Plant System, Unit #3. They are demanding that four ARF members jailed in Boston be released and flown in to the desalination plant. If their jailed comrades aren't freed, they threaten to blow up the plant, go out in a blaze of glory, and cost the government about \$3.5 billion to rebuild.

But the ARFs made a serious mistake. They disconnected all the security systems that their inside contact told them about, but not the backup surveillance system. As a result, the Oregon authorities have been watching everything the ARFs do in the plant. Remote-controlled drones have been disarming (but not removing) the explosives almost as fast as ARF can plant them, and as soon as the ARF operatives return to the administration building, the Oregon National Guard will move in to take them away.

There are 17 members of ARF inside the administrative offices of OOPPS Unit #3. Use the *Truck Stop* map (which is also in *Deluxe Car Wars*) to represent the administration building and surrounding parking lot. Only the side of the map with the gate is open to the outside — the other three sides are actually stories-high sections of the immense desalination machinery.

The ARFs are 40-skill-point characters with a minimum of three skills at base value. They have up to six vehicles (of any type except helicopters) which must be capable of carrying all the terrorists. The ARF player gets \$100,000 to buy vehicles and personal equipment.

In addition, there are 10 vehicles sitting in the parking lot (outside the repair bays on the map) that may be used if the ARF player wishes. They belong to members of the plant staff, and are likely to be unarmed. When an ARF character enters one of these vehicles, roll two dice. On an 11 or 12, the vehicle is a combat-equipped car. The referee should select a stock vehicle from *The AADA Vehicle Guide* or some other source, making sure it is worth less than \$20,000. On any other dice roll, the car is a mid-sized with 5 points of armor all around and no weapons.

The Oregon National Guard player gets \$150,000 to purchase vehicles and equipment. Any vehicle types may be used except helicopters. The National Guard has assigned 15 troopers to the mission. These are 70-skill-point characters with at least four skills at the base value.

The ARFs can park their own vehicles anywhere in the parking lot they want. Five ARF characters may be placed in vehicles, "on watch," but the rest of the terrorists are inside the administration building. The National Guard team then positions their forces anywhere outside the perimeter fence, at a starting speed of up to 40 mph. The first turn begins immediately.

The ARFs have secured the gate; it will have to be broken down. Ignore the emergency mine-covered entrance; treat it as a continuation of the wall. Use standard rules for breaching the wall or gate.

The ARF player wants to escape and to do as much damage as possible to the National Guard. Each ARF that escapes from the map is worth 10 victory points. Killed National Guardsmen are also worth 10 points. Destroyed National Guard vehicles are worth 20 points.

The National Guard wants to capture as many of the terrorists as possible. Each captured ARF is worth 20 victory points for the Guard player. Killed ARFs are only worth 10 points. Destroyed ARF vehicles are worth 20 points, but any civilian vehicle that has its armor breached costs the National Guard player 5 victory points.

The player with the most victory points is the winner. If one player wins by 50 or more victory points, it is a decisive victory.



SCOUT COMMANDO CORPS



Scout Ranks

Here are the qualifications for the various ranks in the Scout Commando Corps:

Greenfoot

Time Required: None.

Background: Reputation, with recognition whenever in uniform — which should be almost all the time. +3 from almost everyone (people who need help, responsible citizens); -3 from a small class of people (criminals); Recognition whenever in uniform. 10 points.

Quirk: Takes Scout Oath seriously. -1 point.

Advantages: The troop, and to a lesser extent the whole SCC, is a Patron — a reasonably powerful organization, appearing on a 15 or less if the adventure concerns the SCC, but only on a 6 or less if it does not. 20 points.

Minimum Attributes: None.

Skills Required: Guns/TL7 (any type)-10.

Second Degree Scout

Time Required: Two months or more as a Greenfoot.

Minimum Attributes: ST and HT must be 10 or more.

Skills Required: Running-10; First Aid/TL 7-10; Karate or Judo-10. One Merit Badge also required.

Continued on next page . . .

Overview

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 a slow decline since the early teens. The passage of the Equal Rights Amendment, followed by intense public pressure, merged the two largest Scouting groups in the country into one group that was simply called the Scouts. The Scouts had helped during the Grain Blight crisis, providing food and shelter for the needy. Some Scouts were killed when bandit gangs attacked rationing centers, however, and it became obvious that the Scouts would need new skills to handle the new age of violence in America.

History

In 2015, Scout Troop 204, based in Del Rio, Texas, assisted the Texas Guard in repelling a Mexican attack against their home town. Scout Lee Kelly was awarded the Texas Congressional Medal of Honor for her demonstration of "valor above and beyond the call of duty." The fifteen-year-old became something of a celebrity, but her troop was condemned by the Scouts hierarchy for its participation in violent behavior. Troop 204's Scout charter was revoked.

The spunky Ms. Kelly kept her group together, and renamed it Scout Commando Corps Troop 1. Because of her public image, the story carried nationally on TV. Dozens, then hundreds, of Scout troops followed suit and joined the new organization. Soon the new SCC was larger than the old Scouts. In 2024, the new organization was made official at a national conference of SCC Troop Commanders. The SCC adopted a new oath and the requirements for merit badges and SCC ranks were standardized. The organization flourished.

The SCC Today

The Scout Commandos are dedicated to the principles of self-improvement, preservation of the environment, protection of the innocent, and elimination of the lawless. SCC Troops engage in public service projects to assist their communities in the event of natural disaster, riots, bandit raids, or other trouble. Troop outings can range from camping trips to commando raids against outlaw gangs.

To join, you must be between the ages of 13 and 18. Members who reach age 18 are honorably mustered out of service in a combination retirement ceremony and party. The party is to celebrate another SCC member in society . . . and the simple survival of the Scout. Anyone who makes it through the SCC will have a good chance of making it in the world. Scouting is tough, and the training has real value.

A number of Scouts don't make it. About 30% don't survive to age 18, and quite a few more quit the group. This high mortality rate has been the center of a lot of controversy, but the SCC's continuing record of community defense and service is gradually silencing the critics.

Scout Commandos are rarely well-to-do. Most SCC members are the children of military personnel, former Scouts, or hardbitten families from the

wrong side of the tracks. Many are orphans. The Scout Commandos give them direction and guidance, as well as some real-world skills and training.

SCC Procedures

The Scout Commando Corps is divided into troops. Troops can be sponsored or independent. Sponsors (usually civic groups or corporations, but sometimes a single wealthy individual) provide the troop with uniforms and weaponry. Each troop is led by a Scout Commander (always an adult, and often a former Scout) and a Troop Leader (one of the Scouts, elected by the troop). Troops are further divided into patrols of five Scouts each. One of these five Scouts is chosen by the patrol to be Patrol Leader. Troop Leaders and Patrol Leaders assign a Scout to be second-in-command. The Scout Commander has up to five assistants. The troop also has a Standard Bearer, Bugler, Quartermaster (in charge of supplies), and a Scribe (the official record-keeper).

Scout Commandos wear their uniforms at all times in public, and their armor is always nearby. The uniforms are camouflaged, with either a green or grey color scheme, depending on whether the troop is an urban or rural one. Uniform patches show their troop and rank. The body armor matches the uniform in style and color.

A troop usually has 20-25 members. If a troop gets much bigger than that, it is encouraged by the national organization to split into two separate troops.



Scout Ranks (continued)

First Degree Scout

Time Required: Four months or more as a Second Degree Scout.

Skills Required: Survival (area type of the campaign)-10; Cooking-10; Gunner/TL7 (any type)-10; increase First Aid to 12; increase Guns to 12. Add one new Merit Badge.

Nova Scout

Time Required: Four months or more as a First Degree Scout.

Minimum Attributes: ST and HT must both be 12 or more.

Skill Required: Driving/TL7 (car)-10; Swimming-10; increase Gunner/TL7 to 12; increase Karate or Judo to 12. Add two new Merit Badges.

Hawk Scout

Time Required: Six months or more as a Nova Scout.

Skills Required: Leadership-10; Stealth-12; Lockpicking or Traps/TL 7-12; increase Driving to 12 or buy Motorcycle/TL7 (any)-12; increase Survival to 12. Add three new Merit Badges.

Death Scout

Time Required: Six months or more as a Hawk Scout, and six months or more as a troop officer.

Skills Required: Mechanic/TL7 (car)-12; Driving/TL7 (truck) or Piloting/ TL7 (Small Helicopter, Large Helicopter, Airship, or Ultralight)-12; Electronics-12; Survival (additional area type)-12; Administration-12; Strategy-12; Tactics-12; Demolition/TL7 or Scuba-12; increase Leadership to 12. Add three new Merit Badges.

Ranks

Scout Commando ranks are listed in the sidebar. Each rank has certain requirements that must be met in order for a Scout to advance to the next rank. Ranks may not be skipped, and must be held in the order given. A character may be created at any rank of his Scouting career, but must first meet the requirements of all the ranks up to and including the desired rank. It should be remembered, however, that in the character's history he joined the Scouts as a Greenfoot. Very few Scouts will reach the honorable rank of Death Scout; most will retire from the Corps as First Degree Scouts.

To achieve a rank, you must meet the requirements for that rank. These prerequisites include a minimum amount of time at the previous rank, minimum attribute levels, minimum skill levels, and Merit Badges earned. Merit Badges are achievement awards that demonstrate knowledge in important non-combat skills. A list of possible Merit Badges is on pp. 33-35.



Ex-Scouts

To create an older character who is a former Scout, just choose the final rank the character attained, and give the character the requirements for that rank and those below it. Also, note that:

Reputation does not apply unless the character is a Scout Commander or other adult Scout leader in uniform.

The SCC still acts as a Patron, but unless the character is heavily involved in Scouting, the Patron won't be as useful. For ex-Scouts, the Patron only costs 8 character points because the SCC gets involved only on a 6 or less.

Example: You are an autoduellist captured while on a dangerous courier assignment. As an ex-Scout, but no longer involved in Scouting, your Patron only intervenes on a GM roll of 6 or less. The GM makes the roll . . . and the Scouts intervene! How did this happen? Well, maybe one of the captors was also an ex-Scout, noticed the Scouting pin on your lapel, and late one evening happened to leave your cell door unlatched . . .

Creating a Scout Troop

The Scout troop itself can be the basis of a campaign, with players creating Scout characters and working to move up the ranks.

When creating a Scout troop for the campaign, the players and GM should work closely together, so that everyone gets the characters they want. Factors to consider are the Scout Commander, other NPC Scouts, the troop size, and a troop sponsor.

The Scout Commander is an adult who has skills and attributes high enough to qualify for Nova Scout status. Note that the Commander is not required to ac-

tually have been a Nova Scout, but does have to have the same qualifications (non-combat skills known at level 12 or higher substitute for Merit Badges when determining a non-Scout's qualifications). The Scout Commander can be either a player character or an NPC. If you are starting a Scout campaign, but one player has a skilled character from a previous campaign, that character could become the Scout Commander.

The Troop Leader is generally a high-ranking Scout, popular with the troop (it is an elected post, after all). A player character could easily be the Troop Leader, but it usually works best to keep the PCs equal, at least at the start. The GM can hold out the Troop Leader job as a goal for the player characters, letting them compete to see who will become the Troop Leader.

It is best if each of the Scout characters is a Patrol Leader, with four other NPC Scouts "controlled" jointly by the GM and the player. The patrols should have five characters each, with a mixture of ranks within the patrol. The Patrol Leader doesn't have to be the highest ranking character in the patrol, though that's usually the way it works. Greenfeet should not be Patrol Leaders. Thus, the GM won't have to control as many characters (though the GM will have to make reaction rolls for the NPC Scouts and decide what they will do in dangerous situations).

The GM and the players should next decide about the sponsorship (if any) of the troop. Typical sponsors include the local AADA, an auto specialty store, retail stores, a large corporation, the chamber of commerce, a bank, the local algae growers union, or a successful duellist who feels a debt of gratitude toward his old troop. But the troop doesn't need a sponsor — just the enthusiasm of the Scouts and the Scout Commander.

Troop Activities

The Scouts participate in a variety of projects and activities that include camping trips, community service projects, civic defense, and planning and executing attacks against nearby bandits and raiders.



Merit Badges

There are some things every Scout Commando needs to know — how to drive, how to shoot a gun, basic survival, first aid, tactics, and the other things listed as requirements for the various ranks. But every Scout has other interests, hobbies, or specialties the SCC wants to encourage excellence in. That's what Merit Badges are for.

Scouts earn Merit Badges by doing additional work, usually alone, under the supervision of the troop's Scout Commander and, in the case of some of the more basic badges, the Troop Leader. It takes extra effort to earn a Merit Badge — a Scout does not get a badge for regular troop activities.

Most Merit Badges correspond to a skill in the *GURPS Basic Set*. Others not specifically listed would still qualify as a Professional Skill or (more likely) a Hobby Skill. To earn a Merit Badge, a Scout must reach Skill Level 12 in that skill. A Scout cannot get an automatic badge for a skill he had before he joined the Corps — if he had a skill at 12 or above, he must add one more character point in that skill to qualify for the badge.

Some other Merit Badges are earned through specific activities — community service, for example. The Scout player should work out the details of this with the GM. It can be as simple as assuming 10 hours a week of "spare time" is devoted to the task until it is completed, or the entire thing can be roleplayed.

It's also a good idea for the Scout to pass some sort of test after reaching the appropriate Skill level to actually receive the Merit Badge. The details of the test are up to the GM — it could be as easy as having the character make a Skill Roll in the appropriate skill, or as tough as roleplaying a severe test.

Example: First Degree Scout Bill Martin spends two Character Points to raise his Tracking skill to 12, and announces his intent to get his Tracking Merit Badge. A GM might simply say, "All right. Your Scout Commander has set up a simple test for you. Make your Tracking skill roll, and you pass and get your badge." A GM looking to challenge the players, on the other hand, may set up an entire adventure — the other PCs are the quarry, and Martin must track them, with both sides roleplaying their moves within a defined wilderness area. Then the GM throws in some escaped criminals hiding out in the same area . . .

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Merit Badges (continued)

Skill-Related Merit Badges

The following skills can be used as Merit Badges:

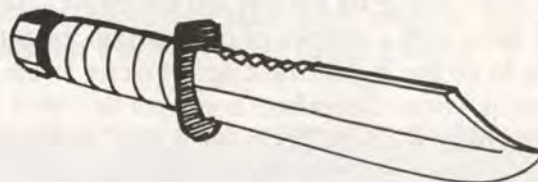
- Acrobatics*
- Agronomy
- Animal Handling*
- Artist
- Astronomy*
- Bicycling*
- Boating*
- Botany
- Carpentry
- Climbing
- Computer Programming*
- Cooking*
- Demolition*
- Fencing*
- Fishing
- Forensics*
- Geology
- History
- Languages* (specialization required)
- Leatherworking
- Meteorology*
- Musical Instrument (specialization required)
- Navigation*
- Parachuting*
- Photography*
- Pottery
- Powerboat
- Riding*
- Scuba*
- Sculpting
- Sign Language*
- Singing
- Skiing
- Swimming
- Tracking*
- Woodworking

The skills marked with an asterisk can be learned at an *Advanced* level for a *second* Merit Badge. An advanced badge uses the same design, but with a gold rim rather than a green one. The second badge is earned when the skill is bought up to level 15. The Basic Merit Badge must already be earned, and the GM should definitely devise some sort of difficult test before the Advanced badge is awarded.

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Scouts go on camping trips for several reasons. Camping draws the troop together and teaches cooperation and wilderness skills. The trips can also serve as conservation efforts, with the Scouts cleaning up environmental problems, clearing brush, making trails, and otherwise helping preserve the outdoors. Finally, the camping trips are fun, without the pressure or danger of a bandit raid.

Of all the Scouting activities, it is the community service and fund raising projects that earn the SCC the most support. These activities could include delivering food to the needy, running a shelter for runaway children, or just selling Christmas trees to pay for orphans' Christmas presents. The Scouts provide many valuable services to the community. These projects are a very important part of Scouting — it is the one thing the SCC national organization *insists* a troop do.



Each troop also participates in civil defense in its area, working closely with the state National Guard in dealing with bandits and cycle gangs, defending food supplies, and protecting civic property and the public. The Scouts are also active during natural disasters, helping evacuate flood victims, manning shelters, and aiding rescue teams.

But it is the commando raids against the criminal elements in their communities that separates the SCC from other scouting groups. An SCC troop is a highly trained paramilitary youth force that regularly hunts down bandits and other criminals in their hideouts. The Scouts would rather capture than kill, and sometimes they must settle for driving a gang out of the area. But these raids are considered a regular part of Scout training and duties. There is something inspiring in seeing a whole troop of young men and women getting into their combat gear to take on a bandit gang that has been raiding their town. The Scouts are tough and organized.

A typical Scout raid on a bandit hideout is a well-planned affair. Once a target is located, the Scouts keep the area under constant, discreet surveillance. They attempt to infiltrate the hideout and gather as much information as they can — if possible, listening devices are planted. The next few troop meetings are devoted to discussing a plan of attack. Younger Scouts are encouraged to voice their ideas. The final plans are solely determined by the Scouts. The Scout Commander offers only encouragement and advice.

Patrolling

An important part of each Scout's weekly routine, regardless of rank, is going on patrol. These patrols may be on foot or in vehicles, depending on the age and skills of the Scout, and serve a number of purposes. They keep the Scouts in the public eye, where they can be a visible deterrent to crime, and let the Scouts keep close tabs on what is happening in their community.

Often, information gained by a Scout on patrol will lead to the discovery of a bandit hideout. The Scouts have one big advantage over the police in dealing with gangs — they can focus the efforts of the entire troop toward one goal. Put twenty-five highly trained kids on patrol, looking for specific information, and eventually they are going to find it. The police have too many duties to focus their efforts as the Scouts can.

In some areas, the relationship between the police and the Scouts is not as good as it could be. Police efforts are often not publicized the way the Scouts'

are. This can lead to resentment and jealousy on the part of the police. There are even reports of several cases where the local police interfered with a Scout attack in order to capture the gang themselves. But this is rare.

A greater danger to an active Scout troop is the possibility of a preemptive strike by criminal elements. Police forces can often be avoided, dealt with, or even bribed. The Scouts can't be reasoned with or avoided. They're tough and idealistic, with the insane determination of youth. Sometimes the only way to deal with a foe like that is to strike first. And sometimes it works. More often, the whole community rises up to avenge the Scouts.

Scout Equipment

A Scout's personal equipment includes a uniform and matching body armor, pistol, flashlight, Swiss Army knife, canteen, backpack, and sleeping bag. Optional equipment would include virtually any weapon the Scout knows how to use, grenades, gas masks, walkie-talkies, surveillance equipment, binoculars, hatchets, and chainsaws.

A wealthy sponsor might provide an assault vehicle that could carry the troop into action, but most troops make do with members' personal vehicles and equipment scavenged from successful raids. It's not a good idea for a Scout Commando Corps troop to become too well-equipped with the booty from bandit raids, or the community may begin to wonder just who the real bandits are. It is much better to sell confiscated equipment and use the proceeds for charitable projects.

Sample Scout Character

Let's follow the creation of Jimmy Martinez, Nova Scout. Jimmy joined the Scouts when he turned 13, worked hard, and has just been promoted again. At the moment we create him, he will be a 100-point Nova Scout character. To simplify things, Jimmy is now 15 years old, so the rules for creating underage characters will not be required.

Creating a character who is starting his Scouting career is easy — just make sure the Scout meets the Greenfoot requirements, which are the Scout Oath



Merit Badges (continued)

Earned Merit Badges

A few Merit Badges can be earned through specific actions. They include:

Community Service. This badge is earned with 150 hours of volunteer work (distributing food, passing out pamphlets at a health clinic, cleaning floors at a nursing home, etc.). Time spent on the troop's community service projects does not count — this must be extra time. This badge can only be earned once.

Civics. This badge is earned by attending ten official government meetings (City Council, Civic Senate, Planning Board, etc.) and writing an essay on the citizen's role in government. This essay should take 30 hours to research and write. With a successful Writing skill roll, you get your badge. There is a +1 bonus to the skill roll for every extra 5 hours spent in research and writing. These extra hours must be spent *before* any roll is made — if you miss by one, you can't go back, spend 5 more hours, and collect your badge. In fact, if the roll is missed, you must start over with a new project.

Public Health. Research some aspect of public health and prepare an educational display on the subject. The display must actually be set up (at a library, town hall, church, or school) to earn the badge. Should take 50 hours to research and prepare, and requires an IQ roll to complete successfully (the player may attempt to convince the GM another skill should substitute). A +1 bonus to the roll is gained for every extra 5 hours spent on the project, as above.

Public Safety. As Public Health, above, but the display must be on some aspect of public safety — civil defense, blood drives, crime prevention, etc.





Jimmy Martinez, Nova Scout

Attributes: Jimmy is 15 years old, 5'9" and 155 lbs. ST 12, DX 13, IQ 10, HT 12. Point cost: 70.

Advantages: Reputation (+3 from respectable citizens, -3 from criminals); Patron (Scout Commando Corps). Point cost: 30.

Disadvantages: Poverty (Struggling); Youth; Claustrophobia (mild). Point cost: -31.

Quirks: Takes Scout Oath seriously; carries his camera everywhere; mature for his age. Point cost: -3.

Skills: Guns/TL7 (Pistol)-15; Running-11; First Aid-12; Karate-12; Survival (Desert)-10; Cooking-10; Gunner/TL7 (Machine Gun)-12; Driving/TL7 (Cars)-12; Swimming-13; Guns/TL7 (Rifle)-13; Knife-13; Survival (Mountains)-10; Merit Badges: Fishing-12; Boating-12; Climbing-12; Photography-12. Point cost: 32.

Total Points: 100.

Personal Equipment: Uniform, body armor, .357 Magnum, 2 reloads in speed-loaders, standard camping gear.

Quirk, Patron advantage, and Guns/TL7 (any) Skill-10. It is a little trickier to create a Scout who, like Jimmy Martinez, is in the middle of his Scouting career. This can be broken down into a five-step process.

1) Take a blank character sheet and go through each rank up to the one you want (in this case, Nova Scout), noting on the sheet the various skills and attributes required, and what level they are required at. When a higher rank calls for a skill level to be increased, just erase the old level and put the new one in. Don't worry yet about the points required to pay for these skills and attributes. When merit badges are required, pick a skill that you would like the character to have. Jimmy needs 4 merit badges to achieve Nova Scout rank — Fishing, Boating, Climbing, and Photography were chosen.

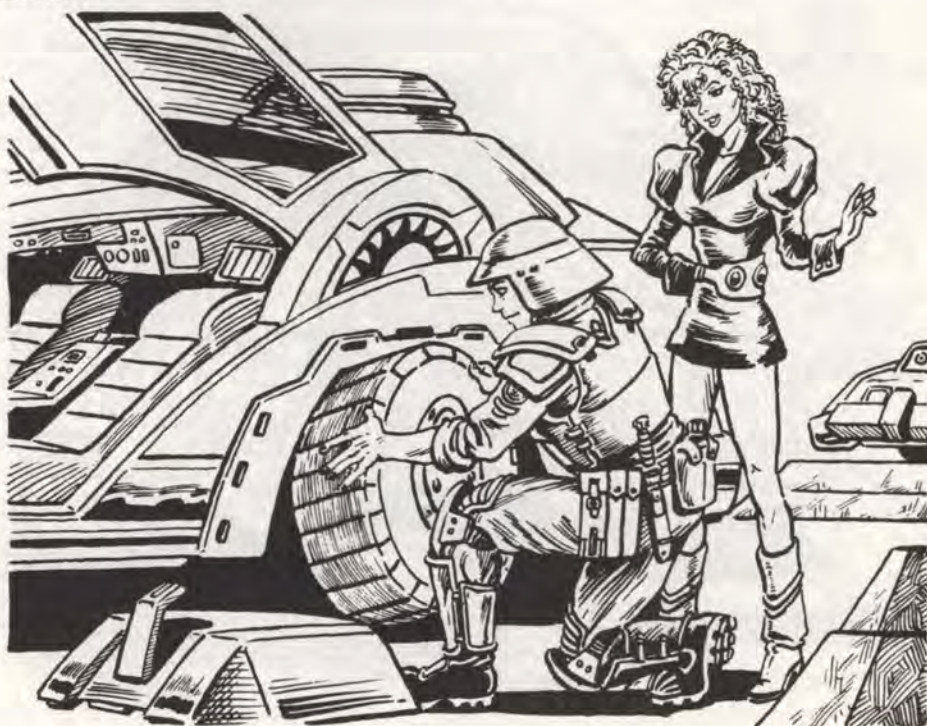
2) Once the basic Scouting requirements are filled in, complete the rest of the character's advantages, disadvantages, quirks, and attributes.

3) Once the attributes are completed, it is possible to fill in the point costs for the various skills. The attributes we've chosen for Jimmy are ST-12, DX-13, IQ-10, and HT-12. A few minor adjustments are still necessary. For example, Jimmy has a Running skill of 10 (from the Second Degree Scout requirements) and a HT of 12 (from the Nova Scout requirements). The point cost table for Running, however, only goes to HT-1, so we have to give Jimmy a Running skill of 11, and pay the point cost (2) for that level. These adjustments are made as the point costs for the rest of the skills are figured out. At this point, the Merit Badge skill levels and point costs can be completed.

4) Now points can be added up to see how many are left for the character to spend, or how many points over the character is. In Jimmy's case, he has 2 1/2 points left over.

5) Any extra points are now spent. If the character is over the maximum point limit, the extra points can be made up for with quirks or disadvantages. We raise swimming to 13, to handle the 1/2 point, then add 4 points in extra skills and -2 points in quirks to balance him. If the character already has as many of these as allowed, you may be trying to create too experienced a Scout. It is not possible to create a 100-point Death Scout character without severely bending the disadvantages limit. That honor must be earned.

Now Jimmy Martinez is ready to go. For a complete look at him, see the sidebar.



CAMPAIGNING ON THE WEST COAST

The *GURPS Autoduel* worldbook presented a series of basic campaign styles and settings. This section will provide more detail, relating those styles to specific West Coast locations.

When starting a campaign, a GM should first talk with the players about what type of campaign *they* would like — and let them know, in advance, what sort of campaign *he* plans to run. Characters can then be created with appropriate skills, attributes and equipment. There is no sense in creating a stealthy security systems specialist if the characters are going to be blasting at each other in an arena 90% of the time.



When you are creating your campaign, review pages 70 and 71 in the *GURPS Autoduel* worldbook, and take a look at the variations and new campaign types presented here. Then it's simply a matter of picking your favorite and getting started.

The most widely-played campaign types will be "Making a Living" and the "AADA Circuit." These campaigns offer the players freedom to adventure where they please, as well as plenty of duelling action. The West Coast offers many opportunities for these two campaigns, as well as the chance for some interesting variations.

Coastal Truckin'

Campaign Description: The characters are truckers or private couriers who take cargo (and occasionally passengers) north and south along the Pacific Coast. Interstate 5 will most likely be the main route, although certain types of cargo will call for more discreet travel on back roads.

Character Roles: Most PCs will be drivers, gunners, or both. A large campaign group would also need some gunner/mechanics or scout types.

Things To Do: The GM can easily invent a series of adventures for the characters. Once things get started, many campaign standbys — friendly truck stops, recurring enemies, trouble areas, rivals, etc. — will develop naturally.

Campaign Advantages: The characters are on the road, and this puts them into action immediately. If a play session starts to get dull, you can always throw in a hijack attempt. This type of campaign can also accommodate groups with a large number of players and sporadic attendance.

Campaign Disadvantages: At some point, the players may grow tired of having no home, few friends, and always being on the road. The campaign may then have to evolve into something else, like the "Western" campaign type.

Helpful Reference Sources: *Green Circle Blues*, ADQ 2-1 and the TSR *Car Wars* Adventure Gamebook Series; *Convoy* from ADQ 1-1 (also available separately); and *Badlands Run* from ADQ 2-2 or the TSR Gamebook.

Fred Hess

As editor of *The New Reich* magazine and leader of the Aryan Youth Party, F. Rudy Hess is a major force in the latest Nazi craze in the Pacific Northwest. Hess is a powerfully built young man, with eyes of cobalt blue and hair as blond as the wheatfields of yore. Hess is a prime contender in the upcoming mayoral elections in the Fascist town of Medford, Oregon.

As a child in Indiana, Hess took a lot of ribbing; his height and stereotyped Aryan looks earned him the nickname "Nazi." During adolescence, he just kept growing, enormously, and the name-calling stopped — to his face, anyway. But the jokes got Rudy interested in the Nazis of history. He read dozens of books on the subject, and grew to believe that he really was the Aryan ideal. The fascist ideas flourished in his tormented soul. When he read about the Nazi Party takeover in Medford, he packed his things and left the same day.

F. Rudy Hess is a huge man, 7'4" tall, weighing 310 lbs. He has ST 14, DX 9, IQ 12, HT 12. Point cost: 75.

Advantages: High Pain Threshold; Peripheral Vision. Point cost: 25.

Disadvantages: Bully; Gigantism; Poor; Odious Personal Habit (often speaks down to those of "inferior races"). Point cost: -40.

Quirks: Obsessed with the memory of three women dated briefly in college; talks constantly and loudly; hates liars; likes to lie. Point cost: -4.

Skills: Writing-14; Professional Skill (print shop operations)-13; Leadership-11; Driving/TL7 (cars)-9; Gunner/TL7 (Machine guns)-11; Guns/TL7 (Pistol)-14, Guns/TL7 (Rifle)-12, Guns/TL7 (Sub-machine gun)-14; Guns/TL7 (Flamethrower)-13; Guns /TL7 (Shotgun)-12. (All Guns skills include +1 IQ bonus.) Point cost: 39.

Total Points: 95.

Personal Equipment: AK-13 assault rifle, body armor.

Homoud Jaharm

Of all the international terrorists of 2037, this man is one of the most wanted. Uncaught for over 25 years, he still operates across the United States, leaving a one-man path of death and violence. Since the revolution in his native land, he is stranded in the U.S., and hates it. He has tried to hide his identity and take on a normal life, but these attempts never seem to work. There is still a lot of Arab-hating in the world, and that just makes Jaharm go berserk. Jaharm is currently free-lancing with ARF in a number of operations.

Jaharm's parents sent him to the U.S. to go to engineering school, but Homoud was more interested in girls than school. His native language is Arabic, although he knows several other languages.

Homoud Jaharm doesn't look like a terrorist, but that makes him all the more deadly. He is 5'2" tall, weighs 165 lbs., and wears an eye patch or very dark sunglasses. He has ST 10, DX 9, IQ 14, HT 11. Point cost: 45.

Advantages: Absolute Direction; Acute Hearing +5; High Pain Threshold; Luck (15 pts.); Rapid Healing; Strong Will +3. **Language Talent** +2. Point cost: 66.

Disadvantages: One Eye; Bad Temper; Gluttony; Fanatic to the cause of terrorism. Point cost: -45.

Quirks: Hates people who insult Arabs; loves real hamburgers; enjoys taking American expressions literally; really likes to watch TV. Point cost: -4.

Skills: Arabic-16; English-16; French-16; Russian-15; Japanese-15; Survival (desert)-13; Tracking-13; Piloting-14; Driving/TL7 (cars)-9; Throwing-10; Guns/TL7 (Pistol)-13, Guns/TL7 (Rifle)-13, Guns/TL7 (Submachine gun)-14, Guns/TL7 (Bazooka)-12, Guns/TL7 (Grenade Launcher)-12. (All Guns skills include +2 IQ bonus.) Point cost: 40.

Total Points: 102.

Personal Equipment: Uzi w/laser targeting scope, .44 Magnum w/silencer, body armor, military binoculars, bowie knife.

The Cyberpunk Campaign

Science fiction writer William Gibson is credited with starting this 1980s mini-movement in SF literature. He was among the first to blend the visual style and corporate themes of the film *Bladerunner* with high-tech holography, a hard-boiled style, and post-punk fashion and musical attitudes. He often writes about computer hackers called "cowboys" who "jack in" directly with the world computer network. Many people have jacks in their heads to plug into "microsofts." Cyberpunk stories are hard-edged, action-filled stories taking place in a crumbling near future. Technology is very advanced, especially in the computer and electronics fields, but society is quietly slipping into a new dark age. The gap between the social classes is widening, and things look bleak for the average man on the street. If you're thinking that this sounds a lot like *Car Wars*, you're right.

Campaign Description: This type of campaign works best with a small number of players; if you have more than three players, perhaps you should consider another campaign type. The PCs will be freelance operatives who work for various corporations. Inter-company politics, alliances, and wars will be the major issues of the campaign. The operatives 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 the PCs will be tempted by huge sums of money. Of course, they should never see more than a small part of these fortunes.

Character Roles: There are many possibilities, but the most common ones would be mercenaries, computer wizards, and duellists.

Things To Do: The characters might be hired to help a brilliant scientist switch jobs (his former employer would not be happy at all about this). Or they might simply have to get certain materials across the country. What will make this campaign different is what the opposition can accomplish. A cowboy could follow the convoy across the country without leaving his own computer console. He could take their expense money, have them identified as dangerous criminals in police computers, whatever. A Cyberpunk campaign could also include space travel to orbital stations and factories. A few people even live in space — the elite



among the super-rich. Mercenaries might be sent into orbit to take over a satellite or factory. Assassins would not only have to kill their victim; they would have to be sure to kill all clones and destroy all MMSD memories.

Campaign Advantages: A Cyberpunk campaign can take the players places that a standard *Autoduel* scenario wouldn't.

Campaign Disadvantages: Automobile combat will often take a backseat to corporate intrigue and politics. However, the cloak-and-dagger business will often come to a violent climax, keeping the combat-oriented players happy. The GM will have to rely more on his imagination because, at the moment, there is less published material to support this type of campaign.

Helpful Reference Sources: The movie *Blade Runner*, directed by Ridley Scott; the books *Neuromancer*, *Count Zero*, and *Burning Chrome* — all by William Gibson; *Hardwired*, by Walter Jon Williams; and *The Glass Hammer*, by K. W. Jeter.



The P.I. Campaign

The private investigator can make an ideal player character. The gumshoe is always in danger, and mysteries can come straight into the office. A campaign can establish the PCs as partners in a struggling detective agency. Adventures should feature all the traditional elements of detective fiction, updated into a world where life, death, and personal identity have become clouded issues. When — thanks to cloning — the murder victim can be a witness at the killer's trial, the private detective can find business booming.

Campaign Description: This type of campaign can work with any number of players, but 3–5 is probably best. The characters shouldn't be too well off — detective fiction is full 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.

Campaign Advantages: Inspiration for adventures is everywhere. Just adapt your favorite novel, movie, or TV mystery and you have the basic plot. Add the gritty setting of the *Car Wars* future and no one will know, or care, that they're replaying *The Maltese Falcon*, *The Big Sleep*, or last week's episode of *Murder, She Wrote*. The huge sprawl of Los Angeles, with the variety of Civic Territories, makes it an ideal spot for a P.I. campaign.





Campaign Disadvantages: Some players want to do nothing but drive and shoot, and a P.I. campaign may not have enough autoduelling action to satisfy them.

Helpful Reference Sources: The *Matthew Swain* series of novels by Mike McQuay are excellent hard-boiled SF detective books. Other sources would include any books by Raymond Chandler, Dashiell Hammett, and Max Allan Collins.

Encounters

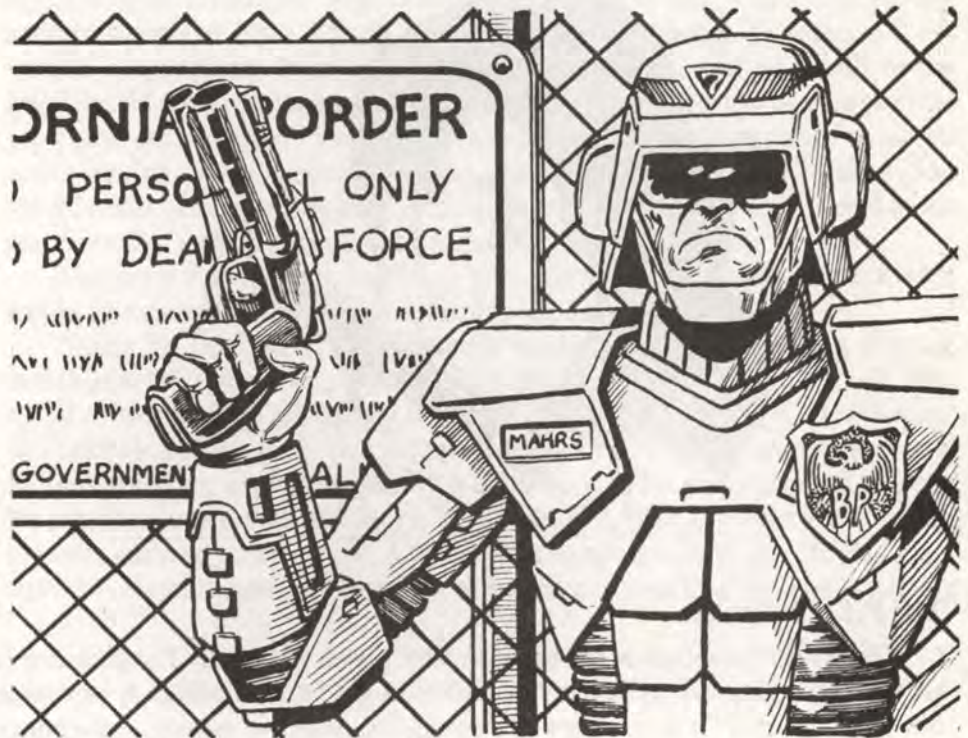
This section will describe new groups, villains, and organizations to add to your campaign. Scenario ideas and tips for using these groups in your campaign will be included in each writeup.

Border Patrol Vehicles

Here are *GURPS Autoduel* stats for two vehicles typical of the kind the U.S. Border Patrol uses in its day-to-day operations:

Desert Hunter: Heavy Trike, Hvy suspension, Med. cycle power plant, 3 off-road tires, driver only. Laser and searchlight in medium turret, hi-res computer. Sloped Armor: F 6/12, L 6/12, R 6/12, B 4/8, T 2/4, U 1/4. Accel. 10, Top Speed 80, Driving Skill Modifier +2, 2,630 lbs. (170 lbs. left for crew and cargo), 30 cu. ft. remaining, \$19,520.

Stalker: Compact, X-Hvy chassis, Off-road suspension, Small power plant, 4 OR Solid tires, driver, passenger. MG in small turret, Vulcan MG front, Targeting computer, Infrared. Armor: F 4/16, L 4/16, R 4/16, B 3/12, T 1/4, U 2/8. Accel. 5, Top Speed 80, Driving Skill Modifier +2, 4,100 lbs. (340 lbs. left for crew and cargo), 1 cu. ft. remaining, \$18,240.



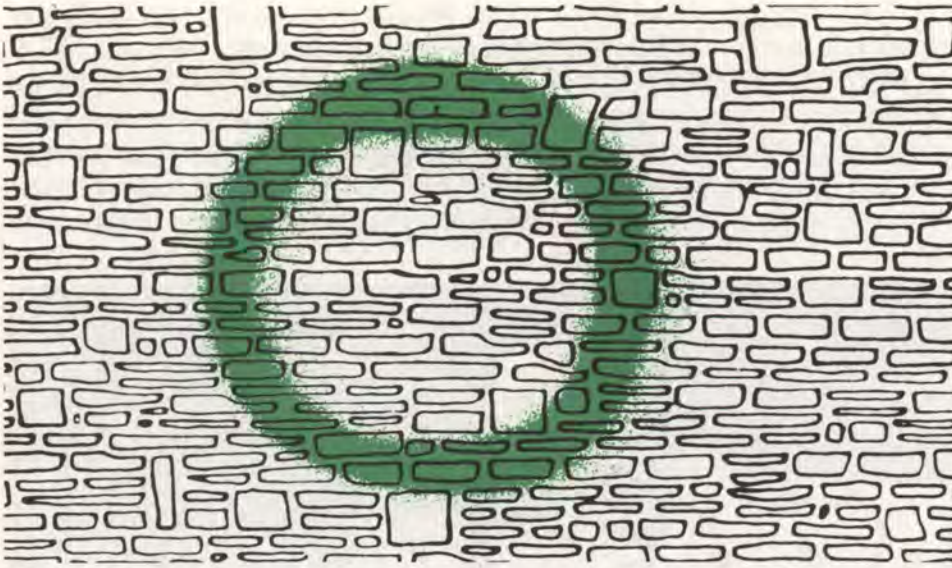
Border Patrol

The United States Border Patrol operates along both the Mexican and Canadian borders, but well over 90% of the agents protect the U.S.-Mexican line. There is plenty of action, as Mexican *jefes* make periodic raids for food, supplies, and technology. The *jefes* now leave Texas alone, but raids into Arizona and New Mexico continue. Following the Mexican Army's defeat in California, the number of small raids has increased, with stealth now taking the place of strength. Border Patrol agents also have to contend with a virtual flood of illegal aliens trying to get into the U.S.

Characters in a "Making a Living" campaign may be hired on with the USBP for a few weeks when the Patrol needs extra hands. Those "deputized" this way will often get to use government-issued equipment — see sidebar for two typical Border Patrol vehicles.

Green Circle

Green Circle is a fanatical group of eco-guerillas led by the charismatic Ell Rohn. They splintered off from GreenSpace when Rohn, convinced the time had



come to take serious action to protect the environment, persuaded the most violent (some would say most unstable) GreenSpacers to join him. The Circle's goal is the same as GreenSpace's — the preservation of wilderness, the protection of wildlife, and the elimination of pollution — but their tactics are much more direct.

Green Circle is a radical terrorist group, and its highly-trained members have been waging a guerilla war that has state and federal authorities concerned. Washington and Oregon are both offering rewards for information leading to the capture or death of the leaders of Green Circle. The Circle is likely to do anything to make a point, from random highway murder to taking over (and blowing up) large factories. Green Circle also has many supporters who do not participate in the violence, but sympathize with its cause. This combination of unpredictability and grass-roots support makes Green Circle a formidable foe. (For more on Ell Rohn, see the sidebar.)

Katana

The Asian population in San Francisco grew dramatically during the 1990s. Japan was devastated by the oil shortage, and famine was widespread, so many Japanese fled, crowding into small boats for the dangerous trans-Pacific voyage. The children of that wave of immigration fared comparatively well during the American food shortages, riots, and anarchy, having lived through it once themselves. It was San Francisco's Japanese-American mayor, Tadashi O'Hara, who devised that city's secret hoarding program and kept San Francisco together during the tough years.

The children of these newly-affluent Asians became fascinated with both the popular death sports of America and the rich Japanese heritage of their parents. The samurai-code gangs that plague Japantown are the result.

There are at least 23 such gangs in and around the small area known as Japantown. *Katana* is typical of these gangs, structured after what the kids have been able to learn about their heritage. The leader — or Shogun — of Katana is a 17-year-old named Paul Minamoto (see sidebar, p. 42). His word is law, and the samurai he leads follow with blind faith. Honor is the most important aspect of gang life, and to lose face in the eyes of the gang is to lose the reason to live. According to their "code of honor," ritual suicide is the only option for a "dishonored" gang member. The rate of teenage suicide in this neighborhood is twenty-five times higher than the national average.

The code that these gangs follow also leads to a brutal circle of revenge. Since a rival gang by definition must be inferior, when a gang suffers a defeat in

Ell Rohn

The leader of the radical eco-guerilla group, Green Circle, is a 59-year-old, slightly pudgy man whose body has suffered a bit from age, but whose genius hasn't dimmed a bit. Rohn started the Green Circle when he became dissatisfied with the non-violent attitude of GreenSpace. The author of the best-selling self-help tape "Dynamics" (TM) is a hardened terrorist. Once he starts firing a submachine gun, it is hard to get him to stop.

He is a man of strong beliefs, both in Dynamics (TM) and in the Green Circle cause. He is fanatical in his belief that the presence of man on earth is a cosmic mistake that must be corrected. Sales of the Dynamics (TM) tape have given him plenty of income to support the Green Circle cause. He is a dynamic leader who has absolute power over his followers.

Rohn is 5'9", 190 lbs., with greying hair and a growing spare tire around his waist. He has ST 8, DX 8, IQ 16, HT 8. Point cost: 35.

Advantages: Very Wealthy; Absolute Direction; Absolute Timing; Charisma +5. Point cost: 65.

Disadvantages: Age (59); Fanatic to the Green Circle cause. Point cost: -42.

Quirks: Believes in Dynamics (TM); is a vegetarian and annoying about it; enjoys firing submachine guns. Point cost: -3.

Skills: Animal Handling-16; Writing-17; First Aid-16; Naturalist-16; Ecology-16; Tactics-14; Strategy-15; Area Knowledge (Washington/Oregon)-16; Driving/TL7 (Cars)-8; Gunner/TL7 (Machine Gun)-12; Detect Lies-15; Interrogation-15; Demolition-16; Guns/TL7 (Pistol)-10; Guns/TL7 (Assault rifle)-12; Guns/TL7 (Submachine gun)-13; Guns/TL7 (Grenade launcher)-11; Guns/TL7 (Bazooka)-10. Point cost: 50.

Total Points: 105.

Personal Equipment: Uzi with 4 extra clips, .22 pistol, Improved Body Armor.

Ell Rohn will usually have at least three other members of the Green Circle around him at all times. It is also important to note that while Rohn is well-known from his tapes, his identity as the leader of Green Circle is a secret.



Paul Minamoto

The leader of the San Francisco samurai-gang Katana is a teenager who is obsessed with the culture and traditions of ancient Japan. He and his gang have rejected their families' new-found affluence, just as their parents rejected their own Japanese heritage. The samurai-gang is based mostly on old movies and comic books about the samurai and the ninja. Some of these gangs reject the use of automobile and firearms; others revel in modern duelling technology.

Paul Minamoto is the eldest son of a successful stockbroker. He ran away from home at age 16 and has been surviving on the streets. He is now 17 years old, wears black leather armor, and has dyed his hair a shocking blue! He has ST 10, DX 15, IQ 11, HT 13. Point cost: 100.

Advantages: Charisma +2; Combat reflexes; Danger Sense. Point cost: 35.

Disadvantages: Reputation (as quite a hot-head among the Japantown populace, -2); Struggling; Berserk; Duty (often, must hold to the Japanese honor code). Point cost: -38.

Quirks: Obsessed with ancient Japan; dislikes modern technology — will avoid using it. Point cost: -2.

Skills: Karate-16; Broadsword-17; Knife-16; English-11; Japanese-11; Street-wise-14; Area Knowledge (Japantown in San Francisco)-12. Point cost: 30.

Total Points: 125.

Personal Equipment: Katana (treat as broadsword), 3 large knives, homemade leather armor (PD 2, DR 2, torso only).

a duel, this becomes a loss of face, which must be avenged. It is easy to see why it's not safe to enter the Japantown area of San Francisco after dark.

PCs could be members of such gangs, struggling for turf and honor, but the restrictions imposed by the samurai code would severely limit the group's roleplaying options. It would be better to let the party enter this strange world as outsiders (private detectives on a case, or mercenaries trying to recover a valuable item) — the clash of cultures will add a challenging element to the adventure.



Kreegan's Edge

The Edge is a gang of river pirates who prey upon ships and boats along the Columbia River between Washington and Oregon. The leader, Kreegan Mogg, was once a respected riverboat captain. He lost his family during the riot years, and some say he lost his mind, too. The Edge uses small, fast attack boats to disarm or cripple their victims (often with the help of on-shore bombardment from land vehicles), and then brings in larger boats to carry away the booty. The location of Kreegan's hideout is of course unknown, but it must be along one of the many tributaries of the Columbia.

Kreegan's Edge could be used to get the players involved with boat rules (see ADQ 5-2). In this case, the PCs might be hired by a shipping company to eliminate the source of many recent losses. Or the party could be seeking to become the new scourge of the waterways, and the Edge could be an opponent and competitor in the pirate trade.

Las Culebras Feroces

This tough, proud, no-nonsense gang rules a huge portion of East Los Angeles. They are led with an iron fist by Tano Santiago (see sidebar, p. 43), a fourth-generation gang leader. The gang is typical of those in control of their Civic Territories (CTs). The gang's vehicles are "low riders," with their suspensions so low that they nearly scrape the ground. Las Culebras Feroces rules the CT with a fair but unshakeable grip. The residents are scattered

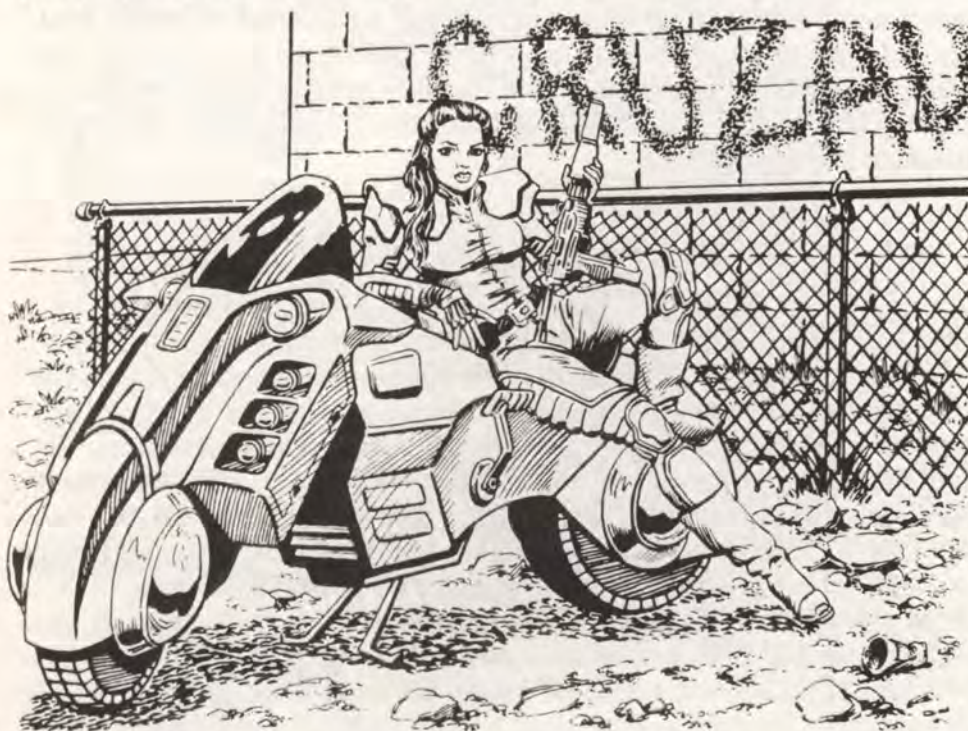
throughout the CT, living in poverty. Most of them are permanent fixtures on the welfare rolls and care nothing about city politics.

The gang itself numbers around 40, with a heavy turnover. War and inter-gang rivalries take their toll on current members, so recruiting is a constant gang activity. Tano has ruled for two years, which makes him the longest-ruling leader in the gang's history. There are two cabos (corporals) under Santiago, each directly responsible for half the gang. When Santiago is present, though, he gives the orders.

To join the gang, you must have a vehicle and you must kill a member of a rival gang. Most gangs require this to promote unity and to further territorial expansion.

Las Culebras Feroces is one of the few gangs that allows women to join. Most Hispanic gangs have a strict code of machismo that prohibits women from being members, but Santiago is smart enough to recognize their use to the gang. There are several CTs in Los Angeles ruled by female gangs, and they are no more or less tough than their male counterparts.

Las Culebras share a border with the territory of Riva Cruz' "Cruzados" (as described in *Flash of Steel*, pp. 55-57). The two gangs are very similar, though the Cruzados are less murderous; the mutual respect of the leaders keeps them at peace, and they occasionally ally against common threats.



The Desert Rover

In 2012, physicist, tinkerer, inventor, and railroad enthusiast Horace Pearsall, fearing bad times ahead, wanted to get his family out of their Pasadena home. He had spoken to the best scientists and economists in the country and they all agreed that a major economic collapse was coming. Pearsall enlisted the aid of a group of engineer friends from the Jet Propulsion Laboratory (JPL) and created the Self-Contained Desert Survival Vehicle (SCDSV). After the Great Quake hit and the Food Riots began, Pearsall and his band drove their vehicle over the mountains and off into the desert.

The Self-Contained Desert Survival Vehicle is built like a small train. The front car contains solar collectors, batteries, drive motors, and the driving cockpit. The rest of the cars contain living space, kitchens, class rooms, a small algae processing set-up, and eight families (see sidebar, p. 44).

Tano Santiago

At 18, Tano is the youngest leader Las Culebras Feroces has ever had. He is a rough, brutal, bigoted man. His gang and those in his south-central Los Angeles CT fear and respect him. They fear his fits of rage and violence, but they respect his ability to keep the CT independent and free from outside interference. Spanish is the only recognized language in the CT and Santiago despises the fact that he must use English in the Civic Senate.

Tano Santiago is an impressive individual. He stands 6'8" tall and weighs 210 lbs. His long black hair is cut in a savage diagonal across his brow, but hangs down in the back, reaching his shoulders. Tano favors leather pants and a leather jacket with a built-in Kevlar vest. He has ST 12, DX 14, IQ 11, HT 12. Point cost: 95.

Advantages: Charisma +2; Combat Reflexes; Night Vision. Point cost: 30.

Disadvantages: Poverty (struggling); Bully; Sense of Duty to Las Culebras Feroces; Illiterate. Point cost: -40.

Quirks: Dislikes English and people who speak it; has a weak spot for children; wears black. Point cost: -3.

Skills: Area Knowledge (home CT)-16; Motorcycle/TL7 (Med/Hvy)-14; Guns/TL7 (Pistol)-17; Guns/TL7 (Sub-machine gun)-15; Knife-16; Spanish-11; English-10; Brawling-15; Streetwise-13. (Guns skills include +1 IQ bonus.) Point cost: 29.

Total Points: 111.

Personal Equipment: Ingram M-43, .44 Magnum, Kevlar vest.

The Self-Contained Desert Survival Vehicle

Imagine a vehicle that is nearly 250' long and weighs in at 140,000 lbs. That is the SCDSV, built and inhabited by eight families. It can accommodate 42 people in its six 40' segments, or cars, and is powered by twin Super Truck power plants.

The lead car of the train contains the "pop-up" solar array that charges the power plants. It also houses the driver's area and three gunner stations.

Both power plants are in the front car; one powers the wheel motors of the first car, and one powers the second. The front car has a laser in the front right, the front left, and a pair in a turret on the front top.

The second car contains a library/classroom area which doubles as a mess hall and entertainment center. There is one laser in each of the side locations. A pair of gunner stations fills out this car.

The third car holds the kids' bunkhouse and showers and two gunner stations. This car also has one laser in each side location.

The fourth car has four of the adults' private quarters, a pair of bathrooms, two gunner stations and four lasers (one in each side location).

The fifth car contains the other four adult bedrooms, another pair of bathrooms, four lasers (again, one in each side location), and a pair of gunner stations.

The sixth and final car in the train contains a hydroponic farm and a private sauna/hot tub/quiet room. The "caboose" also has three gunner stations and a laser in the back right, the back left, and a pair in a turret on the back top.

The lead car has PD 6, DR 24 (CW: 40 points of armor) in all locations; the other five cars have PD 6, DR 36 (CW: 60 points of armor) in all locations.

The cars are joined by articulated sections to allow travel between the cars. These are the SCDSV's weak spot. They have only PD 3, DR 12 (CW: 20 points of armor) on each location. But targeting them is at -1 (CW: -3). If this armor is breached, fire from vehicles with the correct line of sight can penetrate into the adjacent cars of the train, doing damage to the internal components and possibly the occupants. The articulated joints make the bend the tightest turn possible for the vehicle.

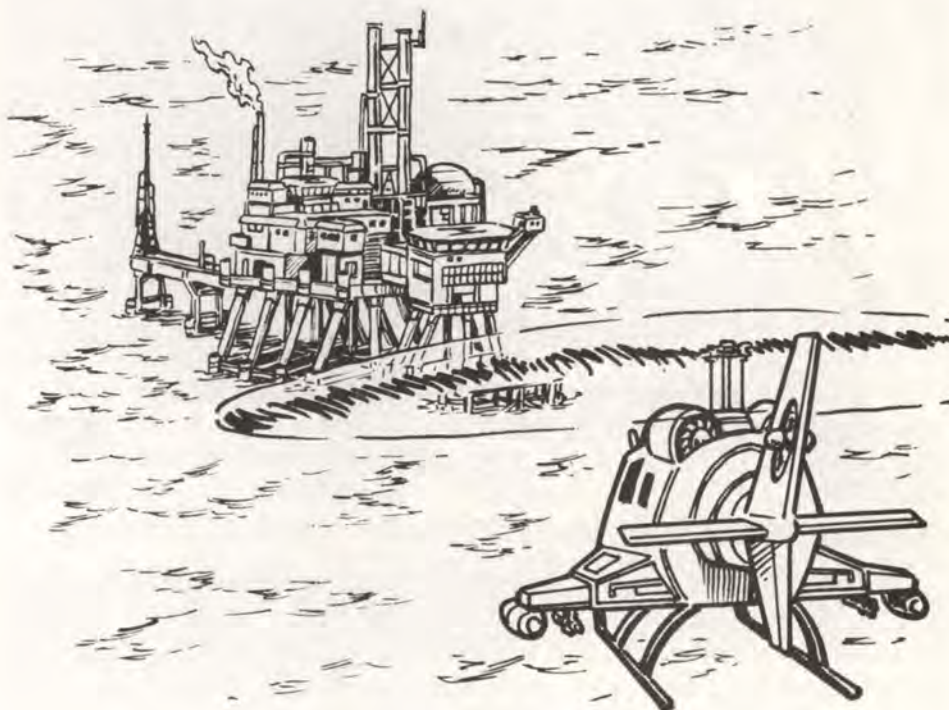
Movement and maneuvers are like any vehicle pulling a trailer, except in this case the trailers are also pulling trailers. Maneuvers can be tricky, and require a lot of open space. This is not the vehicle to take into the back alleys of the city.

After the worst of the social upheavals were over, Pearsall's band decided they liked the independent, nomadic life. Today, the "Desert Rover" is an infrequent, but welcome, visitor to a number of small towns in and around the desert of southeast California and Arizona. The train is almost completely self-sufficient, but it occasionally stops to trade recharges and processed food for ammunition and the few manufactured items that are needed. Pearsall will always be interested in buying equipment to maintain, enlarge, or even "clone" the Rover. He is slightly paranoid, but easy to deal with once he knows you.

After some serious trouble with a cycle gang a few years ago, the train was remodeled extensively, upgrading its armor and adding some heavy weapons. Pearsall wasn't happy about the addition of offensive weapons, but he was outvoted. It turned out to be a good decision; the Rover repelled the next bandit attack easily, and now that word is out, attacks are few.

The train is powered by solar-charged batteries. It can only go 200 miles on a single charge. It takes 6 hours to fully charge the batteries if they are totally drained. To recharge the batteries, the solar array must be put out. This array is a network of panels, and is quite delicate. It would be easily damaged in a firefight, so it is always retracted at the first sign of trouble.

The desert train may be encountered either as an ally or foe in a *GURPS Autoduel* adventure. Pearsall is no vigilante or crusader, but he and his group have a strong sense of right and wrong, and will get involved in fighting injustice and stopping violence. The Desert Rover could make a great cavalry substitute if the PCs get into more trouble than they can handle, especially in the desert. The Rover (or even the threat of the Rover) could also be used to keep larcenous players in line.



Petro Kids

Off the coast of California, between Morro Bay and Santa Barbara, there is a lonely offshore oil well that isn't run by the government. It is owned by the descendants of Gerry Halbern, the former majority stockholder of the CalTexCo oil company. As U.S. troops were taking over the oil fields, Halbern offered a



Jack Halbern

As the oldest son of the principal owner of the CalTexCo oil company, Jack had influence, power, and money. What he didn't have was responsibility. Jack became addicted to Hype. The addiction drove him to murder his family and take over the family retreat. Today, Jack heads up a gang of Hype addicts who keep the well going, pumping a few hundred barrels of crude a month into small tanker boats in exchange for supplies and Hype.

A number of attempts to overthrow Jack have ended in failure. Jack Halbern may be permanently hyped, but he is an imposing individual nonetheless. Jack does not take the -2 penalty for being hyped in combat.

Attributes: Jack is 6' even and weighs 165 lbs. He is ST 13, DX 12, IQ 12, HT 10. Point cost: 70.

Advantages: Charisma +2; Danger Sense; Toughness +1; Filthy Rich. Point cost: 85.

Disadvantages: Addicted to Hype (very expensive, hallucinogenic, highly addictive, illegal); Paranoia; Major Delusion: Worships the Sun. Point cost: -50.

Skills: Brawling-15; Gunner/TL7 (Recoilless Rifle)-14; Gunner/TL7 (Rocket Launcher)-15; Guns/TL7 (Submachine Gun)-14; Guns/TL7 (Rifle)-15; Guns/TL7 (Pistol)-14; Knife-13; First Aid-13; Fishing-12; Survival (Ocean)-12; Boating-11; Swimming-12; Leadership-14; Merchant-12; Pilot/TL7 (Helicopter)-14; Meteorology-12; Mechanic/TL7 (oil well equipment and controls)-12. Point cost: 53.

Total Points: 158.

Personal Equipment: Improved Body Armor, AK-13 assault rifle with laser targeting scope, .357 Magnum, bowie knife, military binoculars, walkie-talkie.

deal: CalTexCo would turn over all its rigs and wells without putting up a fight, and the government would secretly leave Halbern one rig in an out-of-the-way spot. No deeds or other legal agreements were made — the deal was a confidential verbal agreement between Halbern and the government. Removed from government charts, the lone well was quickly forgotten by nearly everyone. Halbern used his remaining wealth to purchase a stockpile of military weapons and other hardware, and set up the rig as a safe haven for his family.

However, his defenses weren't enough to protect him from his own son. Jack Halbern, addicted to the designer drug Hype, murdered the entire family and took over the well, using its income to pay for his habit. He and his addict friends now operate the well. It pumps at only a fraction of its maximum capacity, but it is enough to get them by. Jack and his friends call themselves the Petro Kids, and sell the oil a few hundred barrels at a time. There are currently 37 Kids, including Jack. Hype has a tendency to make the user paranoid, so the defenses erected by the senior Halbern remain manned and active.

The platform is protected by turreted, linked recoilless rifles at each corner, as well as rocket launchers at the mid-point of each side of the roughly square rig. AP mines dot the 160-foot ladders that lead to the ocean surface from the platform. The square rig has three stories of living, work, and storage space, and measures 60 feet to a side. And the rig has an ample supply of hand weapons, from pistols to submachine guns and surface-to-air missiles.

The Petro Kids have developed their own strange culture, with rituals and oral traditions to teach the operation of the well controls. The Kids also worship the sun — the whole group gathers at sunset to bid farewell to the sun and to take Hype. The Kids all have various responsibilities around the rig, and though none of the jobs are particularly demanding, failure to carry out one's duties will

Hype

Hype is an expensive stimulant/hallucinogen that seems to be the current drug of choice among West Coast types with more money than sense. It is a "designer drug," requiring a sophisticated laboratory to produce. It is rose pink in color, and is taken orally. A single dose is the size of an aspirin tablet.

Hype is related to the amphetamines; it produces a feeling of physical strength and well-being while actually cutting the user's dexterity. A long-time "hyper" becomes thoroughly paranoid. However, Hype also causes hallucinations. It appears to stimulate a very low level of telepathy in users . . . not enough to be of any use, but enough that hallucinations — and paranoid delusions — can be shared among a group of hypers.

A hyper suffers a -2 penalty to DX, and therefore to all combat skills. Developing a tolerance for the drug will remove this penalty. After each year of steady use, a hyper rolls vs. HT; a failed roll means he has become tolerant and no longer suffers a minus to DX. However, he now needs 3 doses daily rather than 2. And he now has no chance of shaking the habit; he loses one die of HT each 12 hours he is without the drug, until he dies screaming.

But in combat, a hyper often doesn't know he is hurt, fighting until literally unable to go on. (In *GURPS*, a hyper is never stunned, and does not have a DX penalty when wounded. Don't make a HT roll when HT hits 0 — the hyper fights on. Roll as usual when the damage equals -HT, and each -5 after that. In *Car Wars*, a hyper does not fall unconscious after taking 2 hits, but fights on, dying on his third hit.)

Hype is very expensive (\$100 per dose, 2 doses required daily), somewhat hallucinogenic, highly addictive, and very illegal (see *Addiction*, p. B23). Addiction to Hype is a 35-point disadvantage in most areas. In those rare spots (like downtown L.A.) where it might be legal, addiction is only a 30-point disadvantage.

result in punishment. The disciplinary measures range from withholding Hype to being cast out into the sea, depending on the severity of the crime. Most of the time, the Kids are blitzed on Hype, staring out at the sea.

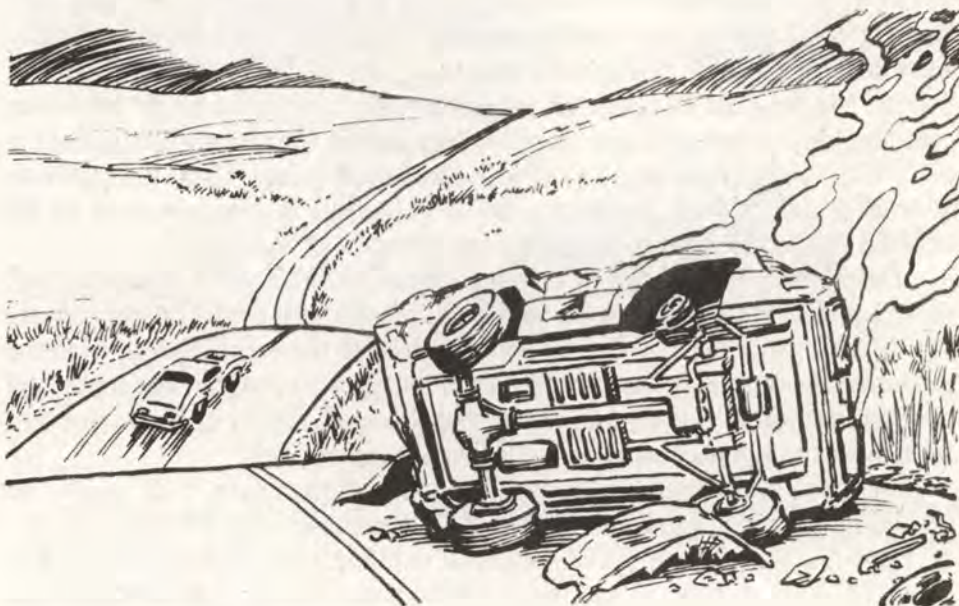
The GM has several options for involving the players with the Petro Kids. The Kids may have lost their Hype dealer and contact one of the characters to deliver a shipment to them. Payment would be in oil. The PCs might decide that the offshore rig would be a good base of operations for themselves. In this case, they could take over by either force or cunning. A submarine would be the best way to stage a sneak attack, but getting the sub could be an adventure in itself. Or a party could pose as Hype dealers in order to get aboard the rig, and then stage an attack.

The Kids are not a smooth fighting unit. They are well-armed, but high virtually all the time, resulting in impaired combat ability. Roll 2 dice for each Kid; only on an 11 or 12 is the Kid not whacked out on Hype (see sidebar for effects). Most of the Kids are 25-point characters or less, with few abilities, but with combat skills in the 13 to 15 range. Jack Halbern, though, is formidable — see the sidebar, p. 45.

Truly ingenious characters who manage to acquire a submarine may realize that there is no need to take over the rig. They can tap into the well from below the surface, and the Kids will never know.

The platform itself contains an operations room where the oil well gear is controlled; living quarters decorated with a bizarre combination of late-1960s hippie and modern punk styles; a chapel complete with altar (formerly the computer room); a helipad (for the Petro Kids' main mode of transportation); diving ready room (unused for years); the lookout station (at the highest point on the rig); kitchen and dining facilities; and storage for weapons, ammunition, and supplies. Other features may be added by the GM.

The Petro Kids own a dilapidated but running cargo helicopter. It is a Transport with a Super powerplant, equipped for Pilot and a Gunner, with twin linked MGs in a bottom-mounted universal turret. In *Car Wars*, it has 120 points of armor left (F7, L20, R15, B35, T11, U32) and 19 spaces for cargo. It accelerates at 10 with up to 4,393 lbs. of cargo, and at 5 with up to 11,060 lbs. of cargo. In *GURPS*, it has the remnants of 12 armor units (F1/3, L2/7, R2/8, B3/9, T3/12, U1/4) and 95 cubic feet for cargo. It has acceleration 10 with up to 4,693 lbs. of personnel and cargo, and acceleration 5 with up to 11,360 lbs. of personnel and cargo.



FLASH OF STEEL



Hollywood is a city of broken dreams and shattered hopes. Would-be stars wander the streets, trying to bum change for a cup of coffee or the latest issue of *Variety* or *Drama-Logue*. They're still waiting for that big break . . . one last chance to prove they could be somebody.

For those who beat the odds and claw their way to the top, a totally different world awaits, where anything or anyone can be bought and sold. The amount of money that changes hands in this city is staggering. Simply creating a TV show that runs for two seasons will make you wealthy for life. You never have to write or produce a single episode — just create the characters and the premise. Producing the same show would bring in even more. The money is unimaginable. It makes people arrogant, egotistical, obnoxious, and crazy. It's an all-or-nothing place where you're either a hit or a flop. There is nothing in between.

Flash Of Steel is a **GURPS Autoduel** adventure that takes the characters into the big-money, high-pressure world of Hollywood. This adventure is designed for three or four 100-point characters. They should have good duelling skills, but social, spy, and language skills will also be necessary. It would help if at least one is able to speak Spanish. Area Knowledge of Los Angeles and a Hobby skill like Knowledge of Movies would also be very handy. The party will be mixing it up with street gangs as well as mingling in high society.



The encounters are presented in the order that the players will most likely go through them, but some encounters can be taken out of order (or skipped entirely) without affecting the group's chance for success. Character and vehicle stats are given in the sidebars throughout the adventure. Other sidebars list what the PCs can find out about various people and subjects through some simple research.



Introduction

The famous director, Harry Mondelli, has written and directed what is possibly the most expensive movie ever made. *Flash of Steel* is a period piece set in the Food Riots era. Mondelli calls it the first real film about America during the teens. It is a huge production — one scene had 35,000 extras.

The story revolves around the efforts of a musician to unite his neighborhood and survive the riots. They fight cycle gangs, corrupt politicians and hunger as they learn to live in the new world of grain blight and social upheaval. Insiders say that the film must be incredible, given the talent of the director and the size of the budget.

The film stars Aqua Sueve (rhymes with wave) in Sueve's second feature. The first was, of course, *Clash of Armor*, the punk/detective/duelling picture that became the #2 money-making film of all time, falling just short of the SF epic *12 Minutes to Ordin*. It has grossed \$378 million in only two years. The producer is hoping that *Flash of Steel* will do just as well.

Aqua Sueve is a phenomenon in the entertainment world. A complete unknown 18 months ago, Sueve debuted with an album, *Slow Burn in Paradise*, which has sold 13 million copies already. Sueve became an instant celebrity, appearing on talk shows and magazine covers, and capped a meteoric year with the starring role in *Clash of Armor*. The casting is particularly interesting considering the utterly androgynous nature of Aqua Sueve. No one knows (or is telling, anyway) anything about Sueve's true gender. The Scandal Screens have had a field day with Sueve, but haven't been able to turn up any real information.

Recently, *Flash of Steel* made it into the news again, in a different way. A Hispanic gang from urban L.A. somehow penetrated the studio, vandalizing an editing room. The only videotape copy of the edited master was stolen, and the computer memory was dumped. Unfortunately, the fanatic Mondelli demands absolute control over his productions and is totally paranoid about someone stealing his ideas. So the stolen copy was the only one there was! Most of the original footage survived, but it would take months to re-edit it.

No one seems to be doing enough about the missing film, so Mondelli wants the characters to go into the barrio and get it back.

Episodes

Meeting Harry Mondelli

The characters are contacted by Harry Mondelli's assistant, Rachael Young, who sets up a meeting at the director's convenience. This just happens to be at



11:30 pm at J. Steven's, a very exclusive (and expensive) Sunset Strip restaurant. Formal attire is expected, and the PCs will not be admitted without it. Roll IQ-4, or Area Knowledge (LA) to realize this. Of course, anyone who bothers to call and ask, or to check with Young, will be warned!

If the group arrives at J. Steven's dressed informally, they will be turned away and will miss their meeting. If this happens, Young will contact the party the next day and give them one more chance. (You don't want to end the adventure before it starts, but don't pass up an opportunity to embarrass the players.)

When the characters arrive at the restaurant, they can't just walk in. They will have to convince the maitre d' that they really are meeting Harry Mondelli at 11:30. To do this, at least one of the group must make an Acting, Diplomacy, Fast-Talk, or Savoir-Faire roll. If one of the characters is female, she could also try a Sex Appeal roll. The party will not be seated until midnight. If the party is denied admittance, Mondelli will give them another chance on another night — but again, take advantage of the opportunity to embarrass the group and make things difficult for them.

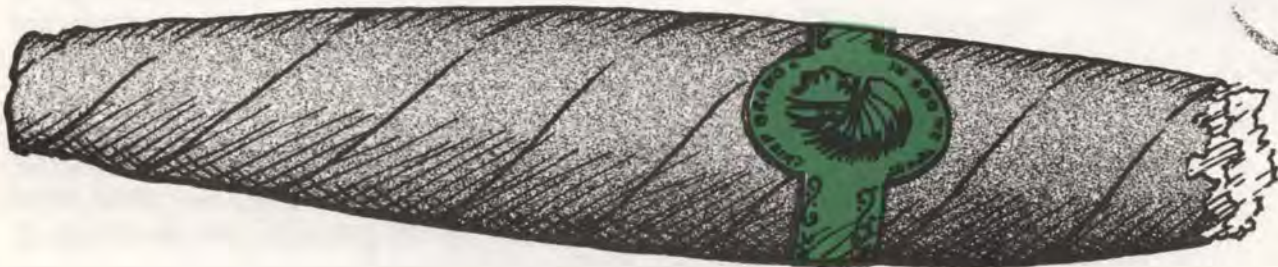
Thirty minutes after the characters are seated, a waiter comes to take their order. The menu would not be so gauche as to list prices, and only bank debit cards are accepted as payment. Everything is outrageously priced, of course. Mondelli has still not arrived, and cannot be reached if anyone tries. If the characters indicate that they are waiting for someone, the waiter will suggest that they order drinks or an appetizer. If each PC doesn't order, the waiter will leave with a brisk turn and disappear into the front lobby of the restaurant.

Five minutes later, the maitre d' arrives at the table. He is decidedly pretentious. "Don't you people," he says snobbishly, "have any respect at all? Well . . ." He sneers at them, waiting for an answer. "Don't you know that we are fully booked tonight and it is extremely rude of you to just sit around occupying valuable table space? I'll give you five more minutes and if you don't order something by then, I'll have to ask you to leave." He turns and ignores anything the characters may say as he returns to the front of the restaurant. Other customers are staring, but turn away as soon as the group notices them, as if the PCs aren't even worthy of their contempt.

Precisely five minutes later, the waiter returns and asks what the characters will be having. They can choose drinks, appetizers, or a full meal. Unless everybody orders something, they will all be asked to leave.

Drink orders will arrive promptly, but it will take 10 minutes for appetizers and 45 minutes for dinner. The time passes drearily. The only thing that makes the experience at all bearable is the opportunity to do a little celebrity-watching. If the investigators stare or make a scene (like by asking for autographs) they will be asked to leave.

Harry Mondelli will stroll in as soon as the food arrives. If someone has ordered dinner, he will not arrive until it does. In this case, the director will be annoyed that the characters didn't have the courtesy to wait for him. He has no tolerance for such rudeness, and the PCs will have to convince him to stay. Compliments are a good tactic, as are grovelling apologies. The man feels that he is



Harrison Mondelli

Mondelli is an internationally acclaimed film director and egomaniac. He somehow manages to intimidate and inspire people at the same time. People say that he is a tyrant on the set, and yet those same people seem to be the ones picking up the little statuettes at Oscar time. So although he is a nut, he is a brilliant nut, and a dangerous one because of the political clout that he wields.

Harry Mondelli is a huge man. He stands 6'4" tall and tips (or crushes) the scales at 385 lbs. He has ST 11, DX 10, IQ 14, HT 12. Point cost: 75.

Advantages: Charisma +2; Filthy Rich. Point cost: 60.

Disadvantages: Reputation -4 (as a maniac, film industry, all the time); Fanaticism (regarding whatever project he is currently working on); Fat; Impulsiveness. Point cost: -55.

Quirks: Loves to eat; enjoys pushing people around; must be the center of attention; refuses to drive a car; has an affection for fine wine (even though he can't tell a Riesling from a raspberry). Point cost: -5.

Skills: Administration-14; Carousing-13; Bard-17 (includes +2 for Charisma); Professional Skill (film directing)-18; Area Knowledge (Hollywood)-15; Beam Weapons/TL7 (Laser rifle)-14 (includes +2 for IQ). Point cost: 26.

Total Points: 101.

Personal Equipment: Kevlar vest.



the most important person at the table (in the restaurant, actually), and must be made to feel that way. Mondelli is wearing a short, distressed leather jacket, a soiled pair of blue jeans, and sandals. Apparently the restaurant has a different dress code for fabulously wealthy, powerful celebrities.

If the characters had only ordered drinks and appetizers, the director will dig into their food, talking with his mouth full.

Mondelli tells them about his film. It is a larger-than-life story about the struggle of the common man to make it through the Food Riots era with dignity and humanity. Pop music star Aqua Sueve plays the hero, Jeffrey Steel. Most of the story revolves around Steel's efforts to hold his piece of the world together. The story itself is fiction, Mondelli explains, but the central truths are as real as the riots themselves. The director speaks of the film in the most glowing of terms. "It is my best work. Absolutely. My direction of Sueve brings out all the inner workings of the character's mind. It is a personal, yet epic, story. No one but me could have brought this one to the screen, on time and under budget."

Mondelli pulls some cube-shots out of his pocket and shows them to the adventurers. The pictures show a gang smashing equipment and spray-painting the walls. He says, "These were taken by the security cameras in my editing suite. They were programmed to go off once every five minutes." He gestures at the shots. "I want these scum dead and I want my film back. I'll pay you sixty thousand each. Do we have an agreement?" He will wait about ten seconds for a response. If there has been no decision, he will say, "Quickly. I cannot afford for you to waste my time like this. I am a busy man. Will you take the job or not?"

Mondelli will storm off if the players argue about their decision for more than ten additional seconds. They will then be stuck with the bill, which should be about \$10 a drink, \$25 for appetizers, and \$75 per dinner. (Or as much more as the GM wants!)

If they agree quickly, the famous director will call for the waiter. "Garçon! Put my friends' meal on my tab. And bring a bottle of Chateau St. Michelle. Something from before I was born. Amuse me with the selection." The waiter scurries off. Anyone who knows wines (or who makes a Savoir Faire-4 roll) will realize that Mondelli doesn't know the first thing about wines. The director will talk about how great he is until the wine arrives. He will taste it, proclaim to the entire restaurant the quality of the vintage, and tip the waiter \$100.

After one glass, the waiter brings a phone to the table and gives it to the director, who argues on the phone for about two minutes, ending with "I don't care what bloody time it is. I want to see you there in ten minutes." He slams the phone down and shouts about how all editors are incompetent and their origins are questionable. Then he storms off, throwing the cube-shots back onto the table, shouting, "Well, what the hell are you waiting for? Find out who those slime are and get me my movie. My editor can't seem to remember how the film was cut. We open in two weeks, so I need that film yesterday." With that, he hurries out, and will not stop to answer any more questions.

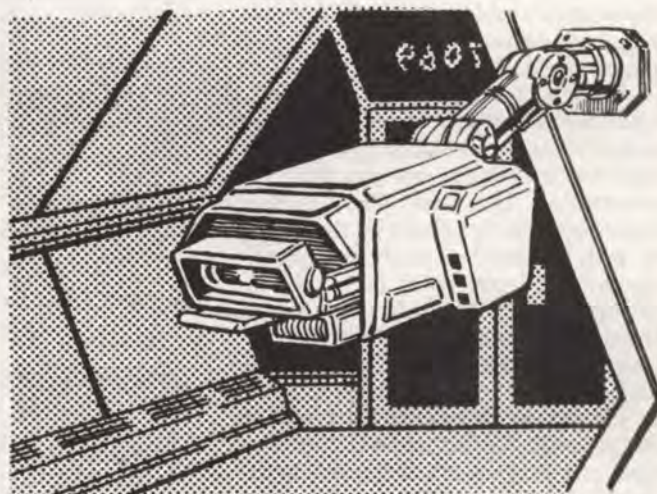
Should the party need to reach Mondelli later, they have a private number to call, which will always reach the director within an hour or so. Mondelli has almost unlimited influence in the L.A. area, and can open many doors for the investigators — if he chooses to. Make a reaction roll for Mondelli whenever he is asked for help. The first call gets a -1 reaction, the second a -2, and so on; the players should be warned that Mondelli resents interruptions. Any request that promises to lead to immediate violence will have a +2 with the mercurial director; any request that smacks of boring police procedure will have a -2. He wants *action!*

The GM should play Harry Mondelli with gusto and a touch of mania. The man is a real genius . . . and not altogether well. This first encounter sets the mood for the adventure, and gives the players an idea of what to expect from Hollywood of 2037.

Cube Shots

Mondelli's editing room is equipped with sophisticated security cameras which use charge-coupled device (CCD) technology to capture images electronically. These devices were originally designed to help astronomers detect faint galaxies at the edge of the universe. They finally found their way into video and then still cameras. The images are stored in a small block of memory (called a cube) in the still cameras. The resolution of current CCD cameras is roughly fifty times that of their film predecessors.

The three small cube-shots that Harry Mondelli supplied are high-resolution prints of the digitally stored information and can reveal valuable clues if they are blown up and closely examined. (If nobody suggests getting enlargements, allow each character a roll vs. IQ or Photography skill.) High-quality enlargements would take about 30 minutes at any photo lab or camera store (hundreds of places in L.A. could do the work), and cost \$25 per blow-up. The obscure clues listed below will be noticed by anyone examining the blow-ups who specifically investigates the areas mentioned, or with a separate Vision-4 roll for each clue. If enlargements



Loose Ends at New Frontiers

There are all sorts of possible questions to ask around the New Frontiers studio. Except as noted below, the staff will be very polite to Mr. Mondelli's investigators. But, except as noted below, nothing very valuable will be learned (unless the PCs come up with a line of investigation that would logically yield the same answers). In general, each office visit at New Frontiers takes an hour. A phone call to an office will take no time, but an office with real information to offer will require a visit. Phoning only saves time on dead ends.

An examination of the vandalized area will yield no clues; everything has long since been cleaned up. Anyone with Common Sense, Lockpicking, or any significant experience in breaking or enforcing the law should get an IQ roll to realize that this break-in would have been difficult and dangerous without inside help. This examination will take at least an hour.

A visit to the New Frontiers security department will meet with grudging cooperation — make a reaction roll at -2 to determine friendliness, but give the same information regardless. The security department was humiliated by the break-in. Both Mondelli and Penfield subjected the whole department to insulting harangues. None of the officers who were on duty that night are available for an interview; at Penfield's insistence, they were all fired.

The security department has copies of all police files on the break-in. Unfortunately, the theft was not discovered immediately. The incident was thought to be mere vandalism until after the area had been cleaned up, so no physical clues were recovered. Visiting the security department will take an hour, or two hours if the police files are checked.



are not obtained, the same information can be gotten from the snapshots, but only with a Vision-8 roll.

The first shot is of the editing console area. A man with dark skin (or a good tan?), a short mohawk, and a scar across his jaw is smashing the console with a crowbar. The only good clue here can be found by looking closely at the man's scar — it seems to be coming unglued a bit at the edges.

The second cube-shot shows a rear view of a man in a denim jacket with a gang patch sewed across the back. Only the back half of the gang name, "... ZADOS" is legible. An Area Knowledge or Streetwise roll will fill in the missing letters: CRUZADOS, a powerful gang from a Civic Territory in the heart of urban L.A. Or a successful Research roll (at two hours of research per attempt) will dig this up.

The final picture shows a dark-skinned, black-haired woman torching a computer with a flamethrower. The sprinkler system has come on and water is pouring down. If this picture is examined in detail (as described above), something strange will be noticed about the woman's skin. The dark coloring is washing off, revealing lighter skin below. Continued examination will reveal that her forearm has a tattoo of a graceful lily. Truly ingenious players (with a successful Forensics roll or an IQ-4 roll — Alertness helps) will discover that one thumb is positioned in such a way that they can get a good fingerprint off it. There are also a few blonde hairs sticking out from under the woman's jet black hair. All of these clues must be detected separately — don't give the group all the available information with one successful skill roll. See p. 59 for more about this woman.

An Unhelpful Mogul

If the party wants more information on *Flash of Steel*, the person to talk to is the producer, Roger Penfield. This is common knowledge — an IQ roll, Area Knowledge (Los Angeles or Hollywood) +2 roll, or Hobby (Movies) +4 roll will suffice. If the PCs call Mondelli with more questions about the film, he'll refer them to Penfield: "Don't bother me with trivia!"

If the PCs phone Penfield, or drop by his office at New Frontiers Pictures, they will be told he is very busy, but grudgingly given an appointment for two days later. No amount of string-pulling will get them in sooner. In the meantime, they might as well follow other leads.



Cutting Edge

A visit to Laurie Scott, the editor of *Flash of Steel*, can reveal worthwhile information. A meeting in the editing suite will not be productive. Mondelli is always around, and will harass the adventurers and ask them why they are not out finding his movie. If Scott has the chance, she will suggest that they meet at a bar called Cutting Edge.

After a few drinks at the Edge, the characters will find out a bit of truth regarding *Flash of Steel*. Scott talks about the film in a most sarcastic tone, and if asked straight out, will give her honest opinion of the film. "I think it sucks algae-eggs and bacon," she says. When she came onto the project she was very



excited, but Mondelli had been keeping the true nature of the film a secret. "It's a musical. A *bad* musical. If that film opens in two weeks, it is going to take a big dive off a very high bridge and drag Roger Penfield after it. He's in debt on this film all the way up to his toupee." This should come as a surprise — one of Penfield's first rules of the movie business is to never risk your own money.

Scott will tell the party that this time, Penfield made an exception. "He got greedy. He pledged most of his personal assets to get the film made," she says. If asked about Penfield's contention that the master negative is safe, and all it needs is a re-edit, Scott will laugh. "The master negative? It's a mess. Yeah, we can re-edit — but it'll take months. And the publicity money's been committed. The studio will still lose millions." If asked any more questions, she will reply that she has said too much already. If pressed, she will excuse herself and leave.

Aqua Sueve

The direct approach is the only hope when dealing with this reclusive, mysterious star. If PCs attempt to use journalistic excuses or even Legal Enforcement Powers to get an interview, they will meet interminable delays. However, if they say that they are investigators hired by Mondelli to find the *Flash of Steel* print, they will be given an appointment to see Sueve two hours after the contact. Unless the PCs do something totally outrageous, the actual discussion with Sueve will occupy one hour.

Sueve in person is disturbingly like Sueve on screen, even to the gun worn

at the hip. Sultry, dangerous, earnest yet cool . . . but a good deal smarter than they probably expected. However, the star won't be much help. Sueve is seeing the PCs only because they're Mondelli's people; the singer has both professional and financial respect for the fiery director. But if asked about Penfield, Sueve will grimace and change the subject.

Sueve privately believes that the film was stolen as a publicity stunt, and will reappear in good time; the star may fence verbally with the PCs, hinting at this, in the belief that they already know where it is and are just going through the motions. On a good reaction roll, Sueve will eventually say, "Don't you realize you're wasting your time?" and explain.

In the final analysis, the star knows nothing, and his/her speculations are all false. Sueve can help in just one way — with a highly-placed admirer. The spooky superstar has met Riva Cruz of the Cruzados and, if asked, will call and help set up a meeting. This intervention will give a +1 on any negotiation with Cruz.

Any attempt to threaten Sueve, or to search the mansion covertly, will be dangerous. Sueve is well guarded, and retains combat abilities learned on the street.

The Cruzados

A few simple calls or inquiries (or a successful Streetwise skill roll) can identify the partial gang name from the cube shot as belonging to the Cruzados. This information is in the police report, and Penfield will also drop this name when they finally meet with him (below).

The Cruzados run a CT in south-central LA. Since they are the legal government, they're not hard to contact; a phone call will do it. Cruz herself will not come to the phone, but will easily agree to a meeting on her home turf — see below.

They live by a strict code of honor shared by many other Hispanic gangs. Weapons, if carried, are to be held openly. Fight fairly, respect your enemies, be truthful, love God, and honor the dead with vengeance — these are the other important aspects of their code. This information should be given to anyone who makes a Streetwise roll, or Savoir-Faire-2. If the roll is made by more than 2, the GM should add the information that the vandal raid on the studio was quite out of character, at least as an "official" Cruzados action.

Riva Cruz is the leader of the Cruzados. Her predecessor grew too interested in Civic Senate power games, and lost touch with his own CT. Poverty and hunger spurred new rioting. Finally, out of frustration, Cruz eliminated him in a knife duel. She is doing her best as a leader; she is no experienced administrator, but she can get administrators to work for her.

The Cruzado CT is heavily armed and the residents are loyal to Cruz. Most are poor and many are unemployed, but Cruz is trying to improve the situation. School attendance is absolutely mandatory and industry is being encouraged to come here.

Combat

The party should realize that invading Cruzado territory, guns blazing, is *not* a good idea. A frontal assault is almost certain to end in disaster — the Cruzados have maintained control of their CT by dealing with invaders mercilessly, and the group's Hollywood connections are likely to do them little good in this part of town. If this happens, the GM should let the party be met with overwhelming force. Survivors will be arrested (remember, the Cruzados *are* the law on their home turf) and will have a chance to explain themselves to Riva Cruz (see below). A Poor or worse reaction will lead to immediate execution! Only on a

Aqua Sueve

Actor. Singer. Celebrity. Star. These are just some of the words that could be used to describe Sueve. The first words that come to mind that don't describe Sueve are *he* and *she*. Aqua Sueve's public identity is completely androgynous, appealing equally to the male and female libido. This makes a fair share of the public nervous . . . and intrigued. Sueve is what Hollywood calls a "hot property." Everyone is searching for background info; age, sex, parents, school. But thus far no one has been able to uncover anything.

Sueve claims that all of the records must have been destroyed in the Food Riots era, which means Sueve is at least 21 years old, no big news since Aqua looks around 30. Interestingly enough, Sueve is an albino, but often uses makeup and hair-coloring to enhance his/her appearance. Sueve is 5'10" tall and weighs around 140 lbs. Aqua has ST 10, DX 12, IQ 13, HT 11. Point cost: 60.

Advantages: Empathy; Musical Ability +5; Very Handsome or Beautiful. Point cost: 45.

Disadvantages: Albinism; Addicted to Hype (expensive, hallucinogenic, highly addictive, but legal in some CTs). Point cost: -40.

Quirks: Secretive about past; hates the "Scandal Screens" (pseudo-news shows); loves to flirt; loves real chocolate ice cream. Point cost: -4.

Skills: Musical Instrument (guitar)-18; Musical Instrument (keyboards)-17 (both include +5 Musical Ability bonus); Writing (songwriting)-14; Singing-14; Sex Appeal-16; Acting-14; Streetwise-15; Knife-13; Guns/TL7 (Pistol)-14 (includes +2 IQ bonus); Motorcycle/TL7 (Med/hvy)-12. Point cost: 44.

Total Points: 105.

Personal Equipment: .357 Magnum, Bowie knife.

Aqua Sueve's background can be a further mystery for the characters to investigate. The following bits of information are public knowledge. Sueve grew up in downtown L.A. and was making a living playing back-alley clubs . . . when a record executive caught the show. The exec, impressed, invited Sueve to the studio to cut a demo tape. That tape became the basis for the multi-million selling *Slow Burn in Paradise*.

It is possible that Sueve is really a man, a woman, or a hermaphrodite. Sueve might also be a specially created laboratory experiment that can change gender at will, or maybe just appear to. These are mysteries for the GM to answer or to keep unsolved forever.

Very Good or better reaction will Cruz cooperate after such a dismal start. In all probability, the survivors will be beaten severely (2 dice damage apiece) and dumped in front of the Studio CT gates.

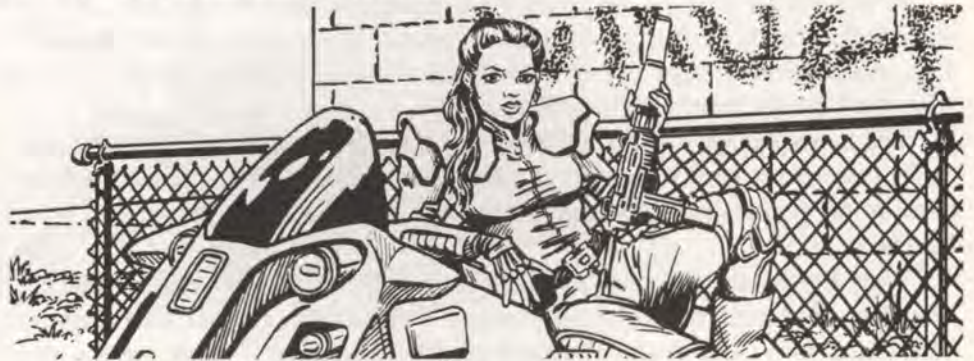
Negotiation

Riva Cruz (see sidebar) is both an urban administrator and a gang boss. She plays both roles well, and switches from one to the other easily. Depending on how the PCs see her, they may approach her in a fashion suitable to either role.

The political approach will work easily. Cruz will happily give an appointment, during office hours, to *one* investigator. If a PC agrees, play out the discussion described below, but without violence. If Cruz is angered, she will simply have the offender escorted to the edge of the CT. She will not agree to a further "business" meeting.

If the PCs insist on secrecy or a group parley, they will push Cruz into her gang-leader persona. She will agree to meet the group in a large abandoned section of the CT, traditionally used to settle disputes.

Cruz will be waiting when the party arrives. She'll be standing next to her electric blue cycle, carrying a pistol. Ten other members of her gang are there, twenty-five yards back, in their vehicles. The vehicles — four cars and three cycles — all have the same electric blue color scheme. The cars are all low-riders, with the suspensions lowered so they are just a few inches off the road.



If the characters attack, the gang will retaliate swiftly — see *Combat*, above.

If the PCs approach Cruz on foot, she will stand her ground and let them come to her. She will negotiate politely but firmly, in English as good as her questioners'. When asked about the raid, she will claim to know nothing about it. If shown the cube shots, she says she does not recognize any of the individuals involved. They are not in her gang, and she is sure she would be able to recognize her people, even with their faces partially obscured. She says, "If it was the Cruzados, the world would have known. We would wear no disguises." She will be upset that her people were impersonated.

If the Cruzados can be convinced that they've been framed for the theft, and if Riva Cruz reacts favorably to the party, the gang may cooperate with the PCs. The party will have to treat Cruz with the utmost respect and honesty, and get a favorable reaction roll. Cruz will roll at -1 to anyone conspicuously wealthy, and a further -1 to anyone who is *both* Anglo and from outside L.A. (The PCs could let their most charismatic member handle the negotiations single-handedly, in which case Cruz' reaction would be to that character alone.) The Cruzados' aid will come in the form of help in the final encounter. The GM may allow other types of Cruzado help, if the PCs think of something reasonable and ask Riva in a reasonable way.

However, if Cruz' reaction is poor or worse, or if the investigators do not immediately accept her word that the Cruzados were not involved, she will react violently. She whips up her gun, points it at her accuser, and shouts in L.A. gutter Spanish, "You come to my home to accuse me of lies, to question my honor?"

Riva Cruz

A well-liked leader, Riva Cruz is also a fierce warrior and negotiator in the Civic Senate. She is absolutely honest and genuinely wants to help her CT rise up out of poverty. She would rather talk than fight, but when the time for talking is over, she is one tough customer. She isn't shy about men. She rarely stays with the same one for more than a couple of weeks.

Riva stands 5'8" tall and weighs around 145 lbs. Some might say she is a little stocky, but never to her face — not if they wanted to stay alive. She has ST 11, DX 13, IQ 11, HT 13. Point cost: 80.

Advantages: Reputation +4 (everyone in her CT); Combat Reflexes; High Pain Threshold; Strong Will +2. Point cost: 38.

Disadvantages: Fanatic to her moral code; Honesty; Truthfulness; Impulsiveness. Point cost: -40.

Quirks: She hates people who put down women; she like the feel of an automatic weapon firing; likes to flirt with any man who appeals to her. Point cost: -3.

Skills: Knife-14; Guns/TL7 (Pistol)-15; Guns/TL7 (Submachine gun)-16; Gunner/TL7 (Machine guns)-15; Gunner/TL7 (Rocket launcher)-14 (includes +1 Guns/Gunner IQ bonus); Driving/TL7 (cars)-14; Motorcycling/TL7 (Med/Hvy)-15; Spanish-11; English-11; Detect Lies-11; Administration-11; Streetwise-16; Area Knowledge (home CT)-15. Point cost: 50.

Total Points: 125.

Personal Equipment: Colt .45, Uzi, Improved Body Armor, Switchblade (treat as Small Knife), 3 grenades. In the office, she carries only the pistol (holstered) and the knife (in a pocket), and does not wear armor.

Get out!” She motions with the gun. The PCs now have three options: leave, fight, or crawl. But they may not realize this.

If anyone understands the L.A. dialect of Spanish, Cruz’s meaning is perfectly clear. A Spanish speaker with no experience with this particular dialect will roll for understanding at -4, and anyone else rolls at IQ-6 for the gestures. If none of the party reacts, the gestures soon turn to violence. Cruz will strike at the offending PC with the butt of her pistol. (A pistol-whip attack does Swing +1 damage.)



If the PC defends himself with his bare hands, the other Cruzados will not intervene. In fact, since she swung first, the offended PC could *defeat* her, using no weapon heavier than a pistol butt, without fear of the rest of the gang. If he does so, he may leave unmolested (right then, anyway) or — if he has enough understanding — *apologize* to her and try to negotiate again.

If any of the other PCs get involved, an equal number of Cruzados will move in, in their cars or on foot as appropriate. (Use a variety of stock vehicles from p. 38 of *GURPS Autoduel*, emphasizing the lower-priced vehicles.) By now it is a matter of honor, and the Cruzados must drive the intruders from their turf or suffer an enormous loss of pride. The investigators had better get the message to leave quickly, or they will have to fight it out with the Cruzados. According to their code, the Cruzados must never outnumber or outgun their opponents. To do so would make for a “dishonorable” victory. Keep the match even, but if a Cruzado member is taken out of the fight, another will take his place. If Cruz and all ten of her henchmen are defeated, the PCs are free to leave, but they have made a powerful and bitter foe.

Ambush

The PCs may set up a meeting, not to parley honestly, but to ambush Cruz. Good luck! Since the meeting site is on Cruzado turf, each ambusher gets a Stealth-4 or Disguise-4 roll, as appropriate, to enter and wait unnoticed. A failed roll means the would-be ambusher will be noticed and covered by Cruzado guns, or taken out before the meeting can start. And since ambush is dishonorable, Cruz will show no mercy to failed ambushers.

A successful ambush might actually yield Cruzado hostages — even Cruz herself. But since the gang had nothing to do with the robbery, the PCs will gain nothing from their stealth and skill except a large gang of foes desperate to regain their lost face. Their problem now is not to solve the original mystery — it is to get out of town alive.

Stealth

The investigators may not want to parley with the Cruzados at all, but instead try to sneak into their CT and find the film. Since the Cruzados don’t have it, and don’t even know they’ve been framed for the crime, it will be difficult to get any meaningful information from them at the point of a gun. And the gang knows its own turf much better than the party does, so intruders could find themselves outgunned and surrounded within minutes of being discovered. Survivors will be taken to Riva Cruz, as above, but with an extra -2 to her reaction.



Roger Penfield

There are two types of film producers; those who care and those who really don't. Roger Penfield is the perfect example of the latter type. He is in the film business just for the money. He makes a good profit on his pictures, and this has earned him a certain amount of respect in the industry.

Penfield is not really a bad person, if you can look past his petty lust, greed, and shallow personality. On the downside, he has no sense of humor. He is a workaholic, never able to let go of a project until it is ripped out of his hands by creditors or distributors. He rarely pays a bill on time. All in all, he is not a fun man to be around.

Penfield is 5'4", 150 lbs., and balding, but is too cheap to get a hair transplant operation. He has ST 10, DX 9, IQ 12, HT 10. Point cost: 10.

Advantages: Filthy Rich. Point cost: 50.

Disadvantages: Lecherousness; Impulsiveness; Greed. Point cost: -40.

Quirks: Distrusts banks; enjoys secrecy and play-acting; combat football fan; despises drug users; thinks he has a great natural talent as a driver and duellist. Point cost: -5.

Skills: Writing (screenwriting)-10; Professional Skill (movie producer)-15; Professional Skill (real estate broker)-13; Accounting-14; Acting-15; Administration-14; Law-9; Fast-Talk-13; Driving/TL7 (Cars)-14; Gunner/TL7 (Machine Gun)-13; Gunner/TL7 (Rocket Launcher)-10; Gunner/TL7 (Laser)-14; Guns/TL7 (Pistol)-14. Point cost: 117.

Total Points: 132.

Personal Equipment: Colt .45, Kevlar vest.

Roger Penfield

If the investigators made an appointment with producer Roger Penfield, the day will eventually roll around. When they arrive at his office, they will be asked to wait. An hour later, Penfield has time to see them for ten minutes. The man seems strangely distracted, and is very unhelpful considering that his project stands to lose around \$150 million.

The first thing Penfield says to the investigators is, "Mercenaries? Harry's really flipped this time. Look, the film can be re-edited. The master negative is safe. If you want to go into Cruzado territory and get the film, I'd love it — but I think it's suicide." If one of the characters makes an Empathy or Detect Lies roll, he will know that Penfield is not telling the whole story here.

Observant players will also wonder how Penfield knew the Cruzados stole the film if no one told him. Confronted with this, he will appear nonplussed for a moment, then shake his head and reply, "I thought everybody knew that!" A Detect Lies roll (at -2) will indicate that this is a partial truth, or wishful thinking.

If nobody notices that Penfield knows more than he should, give them all an IQ-5 roll an hour after the meeting is over to think of it. But they won't be able to get back to him to ask more questions.

Penfield will be genuinely surprised to learn about the cube shots. He did not know about the surveillance cameras. He will ask to see the photos, and look at them with great interest.

If asked about the loss of his money, Penfield will say that the film is delayed, not lost, and once it is re-edited, everything will be OK. Besides, everything's covered by insurance.

After five minutes of talk, there is a disturbance in the outer office, and Mondelli's voice is heard! Penfield looks suspiciously at the PCs; then, telling them to stay where they are, he hurries out to meet the director. Before he does so, he takes a case out of a desk drawer and puts it in his briefcase, which he carries with him. Anyone who specifically looks can read the tag on the case; it says *Lightspeed Conspiracy*.

The group can use this opportunity to look around. On the desk is a file folder full of "head shots," pictures of actors with their resumes. One of the pictures is of an attractive blonde actress named Holly Stocking. Anyone examining the photo gets an IQ-2 roll to recognize her as the arsonist in the cube shot. In the desk and file cabinets, they can find any number of folders relating to *Flash of Steel*, but nothing of use. There will be nothing else marked *Lightspeed*. (But if the players attach no importance to the word, don't hint that it's important.)



Penfield will return five minutes (of real time) after he has left. If he catches them snooping around his office, he will call Security and have them "arrested."

On the way out, the security guard explains that Penfield does this all the time, and they are not really under arrest. Instead, they will be hustled out of the building and thrown off the lot. They will not be allowed back in without Penfield's permission (which is not likely) unless they can sneak in or successfully disguise themselves. Mondelli's personal intervention will also get them in, if they have the nerve to ask for it.

If someone takes the head shot of Stocking, Penfield has a 50% chance of noticing that his desk has been disturbed, and will know that the characters are on to him. If this happens, Penfield will usher them out politely — but as soon as the party leaves the protection of the Studio CT, they will be attacked by a van full of killers (see sidebar, p. 61). The same thing will happen if the PCs are foolish enough to ask any questions about the photo or about Lightspeed!



Even if Penfield doesn't catch the group doing anything when he returns to his office, he will still ask them to leave, citing "urgent business." If the PCs offer violence to Penfield, he will have them arrested for real. A call to Mondelli will get them out . . . 12 hours later. He will be extraordinarily abusive.

The GM should keep track of the game-time that passes after the PCs leave Penfield's office. Six hours after this meeting, an important witness will die.

Holly Stocking

Holly Stocking is a struggling, athletic young actress — one of four people hired by Roger Penfield to help in the raid. As it happens, she is the only one that the PCs have a chance of locating in time to help. They have no good face shots of the others.

Penfield had expected witnesses, so he ordered them to wear the costumes and makeup. But he hadn't counted on the cube camera. When he finds out about the cube shots, he will panic, contact three thugs (see sidebar, p. 63), and send them to kill all four of his ersatz gangsters. If the PCs tell him about the shots, Holly will die six hours after the investigators leave Penfield's office, unless they reach her first. If they don't tell him, later that day he will check with the police and find out about the shots. In this case, Holly does not die until *ten* hours after the meeting. Holly's identity and address can be gained from several sources.

An attempt to follow up the lily tattoo can waste any amount of time at tattoo parlors, etc. Nothing will be found; she had it done in Spokane.

If they have Stocking's name but not her agent's, they can try the phone book. There are five listings for an H. Stocking. The two that answer the phone are named Howard and Hal. If the PCs simply drive to the other addresses, one

Library Information

If the public library or the files of *The Hollywood Reporter* or *Variety* are visited, the following information is available:

Roger Penfield

In a particularly candid interview, Penfield states flat out that he is only involved in the movie business to make money, and as much of it as possible. He doesn't particularly like films, and would rather watch combat football than one of his own films. He has learned as much about the business as he needs to know to make money. He hires hot talent, and often young talent. They're fresh, energetic, and cheap. He balances these newcomers with experienced production management personnel. Penfield has a philosophy about making films: Never use your own money. Everything he makes is invested in gold, petroleum products, and real estate.

Harrison Mondelli

Reviews of his films, which tend toward the spectacular, are mixed. But one word seems to make it into nearly all the reviews, good or bad — overindulgent. Everyone agrees that Harry Mondelli doesn't know when to stop. A reviewer said, "One gets the impression that he (Mondelli) would spend as much money as possible, and still complain about the budget." His last two films have yet to be released. The releasing companies claim to be waiting for the "perfect marketing window." Industry gossip is that both of the films are just plain bad.

Continued on next page . . .

Library Information (continued)

Aqua Sueve

There is a lot of material about Sueve. The singer's music, multi-national network specials, and trivial personal habits all get a lot of press. There is nothing, however, about Sueve's family or past. The gossip columns are full of rumors about lovers, but they are all contradictory. One article says, "The first androgynous star whose real gender and sexual preference (if any) are completely unknown. Sueve appeals equally to both sexes, and it is sexual energy and mystery that fuels this appeal." The first Aqua Sueve picture, *Clash of Armor*, has generated \$378 million, making it the #2 money-making film of all time.

Flash of Steel

There are rumors about an on-set feud between the producer and the director, with the producer finally being banished from the set. The star is caught in the middle of all the controversy. And a Research skill roll (one attempt for each PC that investigates the movie or the studio, made without the player's knowledge) will reveal a small item about New Frontiers Pictures taking out the largest "completion" insurance policy ever. This is to be sure that the company is covered in case the project can't be completed for any reason. Items usually covered are ill health or death of the star or director, damage or loss of the master, and completing delivery obligations.

The value of the insurance policy is not revealed, but the production is rumored to be costing over \$100 million, so the figure must be enormous. If the insurance agency listed in the story is contacted, a successful Fast Talk roll will reveal that the basic policy is for \$200 million plus a weekly rider to cover lost revenue if "for any unforeseen reason" the film cannot make it's delivery date. Roger Penfield is the sole beneficiary of the policy. Monies are to be electronically deposited in an overseas account.



after the other, it will take an hour to check out each one, and Holly's will be the last they check. Of course, they can divide their forces and check all three addresses at once. But only the PCs that go to the #3 address will be there in time to protect her from Penfield's thugs.

If the fingerprint is discovered on the cube shot, the California State Driver's License Bureau can be used to make an identification — both name and address. It takes a half-hour to get there. The records search is subject to a \$100 computer use fee; the clerk on duty estimates it will take 48 hours to process ("give or take a day," says the clerk). In fact, if the PCs take this route, the information will come just too late to save Holly, though not too late to allow a search of her apartment.

This processing time can be reduced to about ten minutes if a PC makes a successful Sex Appeal or Fast Talk roll (at a -4 for the density of the bureaucracy, and a +2 if the questioner has Legal Enforcement Powers valid in the jurisdiction). A \$50 bribe to the clerk will also do the trick, but the clerk will not hint about a bribe — the players must think of it.

Holly's Agent

If Holly's name is known, a call to *Daily Variety* or *The Hollywood Reporter* will tell the questioners how to find her agent. The PCs might also get Holly's head shot and resume from Roger Penfield's office. The resume has Holly's agent's name and address on it.

Or, if the party deduces that the intruders were fakes from the clues in the cube shots, they may take the reasoning one more step: If they're not gang members, who are they? Since this is Hollywood, they might deduce that they were actors. Where do you find actors? At the Screen Actors Guild. If the characters visit here, they can look through photo books that show many SAG members. Each PC who helps in the search gets one Research roll (defaulting to IQ-5) after each hour of looking. The first successful roll turns up Holly's picture, along with the name of her agent.

A phone call to the agency will reward the caller with her phone number and address up to eight hours after the meeting with Penfield. After that, the secretary at the agency will tell the caller that Stocking has been killed, and will reveal no more information.

Talking with Holly

If the characters find Stocking within six hours after they leave Penfield, they will arrive before the Smiley brothers attack (see sidebar, p. 63). As soon as their interrogation has reached a good stopping place, let the thugs burst through the door, and play out the fight.

Holly will be very pleasant, but she will admit to nothing until shown the cube-shot. At that point, confronted with the picture of her distinctive tattoo, she will admit guilt, but "nobly" refuse to implicate others. She will make quite a

production of this — she is an actress, after all. She will try her own Sex Appeal ability (see sidebar, p. 62) against the most susceptible-looking PC in an attempt to get them to forget the whole thing. But she knows three important things which she will tell if dealt with properly:

First, she was hired by Roger Penfield to help steal the edited master of *Flash of Steel*, but she doesn't know why. She will reveal this if one of the characters makes a successful Sex Appeal or Interrogation skill roll (depending on the approach used). Give a +2 on the roll if any PC has Legal Enforcement Powers.

Second, the New Frontiers movie, *Lightspeed Conspiracy*, doesn't exist. It is a project that was made up to cover the expenses of the cutting room raid. She will admit this only if the Sex Appeal or Interrogation roll succeeded by at least 3 points.

This is all they will get until the fight with the Smileys. After that battle, Holly will reveal that Penfield has the work copy of *Flash of Steel* in a tape case marked *Lightspeed Conspiracy*. He has it with him nearly all the time. If, as is quite likely, she is killed, she will reveal this with her dying breath. This may confuse the PCs considerably if she never got around to admitting the first two things . . .

But, should Holly survive, she will cooperate fully. She will tell her story to the police, if the PCs have the sense to encourage this. Or, if they ask, she will keep her mouth shut. She would willingly help in a combat situation, but unless the fight is limited to bare hands, she is of little use. Holly is likely to develop a crush on the most eligible investigator, and can make an amusing and occasionally useful NPC ally in a continuing campaign.

If Holly Dies

If the PCs arrive after the Smileys' visit, they will discover Holly dead and the police on the scene. The police will undoubtedly want to question the investigators, but the PCs will be released after an hour or so. Neither Mondelli nor Penfield will be happy to have their names dragged into it — but Mondelli's office will confirm that the investigators were in Mondelli's employ.



If they arrive on a following day, they will be able to search the apartment safely.

If the party has somehow missed the clues about her altogether, they will have another chance that night, when a TV feature covers a series of murders. Three little-known actors and an actress were killed that afternoon and evening. In spite of clumsy attempts to make the deaths look like ordinary robberies, police are certain they were related, and suspect drugs were involved.

Penfield's Hit Van

Here are the stats on the black van that Penfield sends to eliminate the investigators:

Hit Van — Van, X-Hvy chassis, Light suspension, Small power plant, 6 solid tires, driver, 3 gunners. 8 MGs in 4 linked pairs, 1 each F, R, L, and B. Spare solid tire, Fire extinguisher. Sloped Honey-combed Armor: F 2/18, L 2/12, R 2/12, B 2/12, T 2/12, U 0/12. Accel. 5, Top speed 80, Driving Skill modifier -1, 6,595 lbs. (605 left for crew and cargo), 28 cu. ft. remaining, \$22,200.

The driver of the Hit Van has a HT of 12, wears no armor, and has Driving/TL7 (Cars)-14 and Gunner/TL7 (Machine Gun)-12. The other three gunners are all HT 11, wear no armor, and have Gunner/TL7 (Machine Gun)-14.

Lightspeed

If someone checks out *Lightspeed Conspiracy* with Barbara Weber, the PR director at New Frontiers Pictures, he will be told that the company has no such project in the works. In fact, no one at Frontier has ever heard of the project, except for the accounting department and Penfield. Penfield told the accountants that it was a "secret project in development," and a successful Fast Talk (or similar) roll will be required to get even that much out of them.

Penetrating the New Frontiers computer system (requiring a Computer Use-5 roll, at an hour per attempt, or 30 minutes per attempt if using a terminal at the office) will find no evidence anywhere of *Lightspeed*, except the file in Accounting — which contains some \$230,000 in uncoded expenditures. The PCs will realize this is a laughably small amount for a real studio project!



Holly Stocking

Holly is a typical would-be star. She's very attractive, very hard-working, skilled in her craft and down on her luck. She just hasn't had that big break; the high point of her career has been the forgettable SF flick, *Space Rage*. Part of the problem is that she's avoided the casting couch. But she let herself be talked into helping with Penfield's "little joke," on the promise of cash now and favors later. She is impulsive, impressionable, and more than a bit scatterbrained.

Holly stands 5'10" tall and weighs around 140 lbs. She is in marvelous physical shape, and works out daily — for tone, not for strength. She has ST 11, DX 12, IQ 10, HT 11. Point cost: 40.

Advantage: Attractive (+2/+4). Point cost: 15.

Disadvantages: Struggling (earns money but fritters it away); Impulsiveness; and a potentially deadly Delusion: None Of This Cops-And-Robbers Stuff Is Real. Point cost: -25.

Quirks: Body-builder; Loves tattoos (and has several, only one of which is normally visible); Hates guns. Point cost: -3.

Skills: Acting-16; Acrobatics-13; Judo-13; Dancing-12; Driving/TL7 (Cars)-11; Savoir-Faire-11; Sex Appeal-14. Total cost: 43 points.

Total Points: 70.

Personal Equipment: nothing of any real significance except some \$18,000 in the bank, which she may or may not live to spend . . .



If the PCs have not yet made the connection between Stocking and the woman in the cube shot, seeing Holly's picture on television should remind them. If they have looked at the cube shot within thirty minutes of seeing the TV report (before or after) they will make the connection automatically (if not, an IQ-2 roll will still jog the memory). The next day's *Daily Variety* will also run an obituary with a picture of the young actress, giving one more chance to make the connection.

In the event of Holly's death, the only useful information will come from a search of her apartment. A Lockpicking roll will gain entrance, as will Legal Enforcement Powers and a talk to the apartment manager. Copies of her contract for *Space Rage*, as well as one for an upcoming project at New Frontiers Pictures, *Lightspeed Conspiracy*, can be found in a small filing cabinet. In a tax receipt folder is a bill from Lucielle's Coiffures for a black wig. The receipt is dated two days before the robbery.

There are also two appointments with Penfield pencilled into Holly's datebook. One was a week before the robbery, and one just one day after. The second one has the word MONEY underlined below the appointment entry.

If the PCs can think of a good approach to Holly's bank (or its computer), they could learn that she deposited \$18,953 just last week.

Back to Penfield

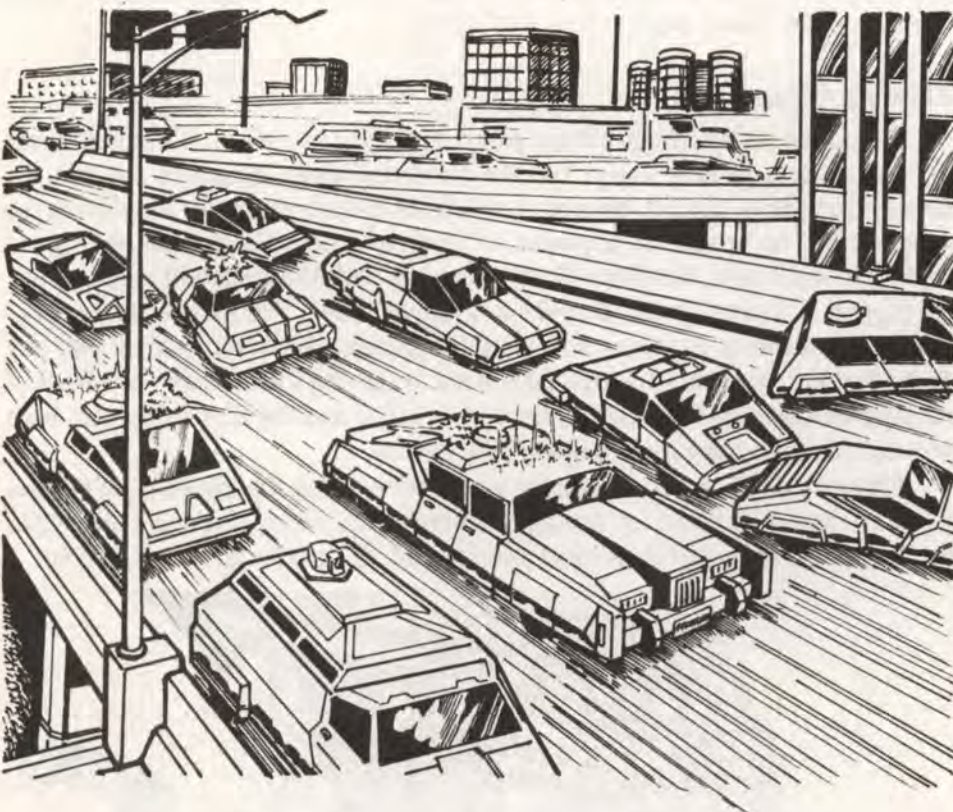
Sooner or later the investigators should realize that Penfield isn't telling everything he knows. If they just want to ask questions, they can drop by his office (missing him) or phone (their calls will not be returned). If they share their (relatively) unsupported suspicions with Mondelli, though, he will dismiss them vulgarly. He wants them to go shoot up the barrio! The only way to get Mondelli to listen will be to trick him into a meeting: "We know where your tape is!" and spring Holly on him.

Likewise, the police will take no interest in the matter unless the PCs can present them with a live Holly Stocking, willing to confess. If she's alive, she will be willing to talk to the police. Should the PCs have the sense to take her straight to the appropriate authorities — in this case, the Studio CT police, preferably with Mondelli in attendance — then an All Points Bulletin will be issued for Penfield. He, and the film, will soon be in custody. The PCs should earn a bonus character point apiece for completing their mission without the obligatory terminal spasm of violence.

But the PCs, once certain of Penfield's guilt, are more likely to take matters into their own hands. If they call Penfield's office, or just drop by, they'll miss him — barely. His secretary says, "I'm sorry, but Mr. Penfield has just left. And since he's leaving the country, I'd hesitate to take a message, because I don't know when he'll be returning." If asked when he left, the secretary replies that he's just stepped out the door, headed for LAX (Los Angeles International Air-

port). Anyone wanting more information must make a Fast Talk roll and provide a good excuse for needing to catch the producer. If the excuse and the roll are both good, the secretary will say, "Mr. Penfield is driving his blue Rothschild. The license plate says, 'FRONTIER' — you can't miss it. He probably took Sunset to 405 South." Otherwise, no information will be provided.

Of course, they may never realize that Penfield is behind the whole thing — or if they do figure it out, they may be reluctant to confront him. Exactly 72 hours after the first meeting with Penfield (or if the party never meets with Penfield, 96 hours after the investigation begins), Penfield will leave the country, with the film and the insurance money. This will lead to a humiliating encounter with Harry Mondelli, in which he abuses them verbally for letting that crook, Penfield, escape. They they'll be escorted out of the studio, no richer than they were, and will find their misadventures the subject of some embarrassing TV coverage for the next few days.



Freeway Finals

If the PCs suspect Penfield in time, the climax of the adventure is a rush hour duel against enough of Penfield's hired thugs to make the fight even. If Penfield has too much of a head start, the GM should introduce an old-fashioned L.A. traffic jam to allow the players to catch up.

Penfield is as paranoid as can be. He has the edited master as well as the bank chip that holds the insurance money. He will spot the characters' vehicles as soon as they are within 50 yards of him, and make a run for it. What should ensue is a nice entertaining free-for-all on the San Diego Freeway.

Keep the following in mind when running this or any other Los Angeles freeway duel. Any shot that misses its target has a very good chance of hitting another vehicle (roll again; on a 9 or less, someone was hit). If this happens, make a reaction roll for the other driver to determine if he gets out of the way, ignores the action, takes a potshot at the passing combatants, or actively joins the battle. Just pick a stock vehicle at random and add it to the action. This happens

The Three Thugs

An operator as sleazy as Penfield has developed quite a few contacts over the years — not all of them legitimate. The Smiley brothers are one such contact. When Penfield needs a leg broken or a tire slashed, he calls the Smileys. He's never used them for anything as serious as murder before, but has no doubt they can do the job.

Larry Smiley — ST 12, IQ 10, DX 11, HT 11. Uses .45 pistol (2+1 damage) at Skill 13.

Darryl Smiley — ST 14, IQ 10, DX 10, HT 10. Favorite weapon is a crowbar (Baton-12, does 2+2 Crushing damage); also has Brawling-15 (punch does 1+1 damage, hand-to-hand Parry is 10). Also carries .22 pistol (Skill 10, 1 die damage) which he uses in emergencies.

Josh Smiley — ST 11, IQ 9, DX 12, HT 11. Uses an Uzi submachine gun (3-1 damage) at Skill 12.

Larry, Darryl, and Josh do not wear any sort of armor, and look every bit as disreputable as they are. They are not particularly sophisticated in their methods, preferring to barge straight through the front door, cause a large amount of damage in a short period of time, and leave before the police arrive.

A search of a dead or incapacitated Smiley will reveal a single crisp \$100 bill (Penfield's down payment for the job), but little else beyond pocket change and lint. If any of the Smileys are captured, the PCs (or the police, for that matter) will get no information of any use — the Smileys know what happens to squealers.

Penfield's Getaway Car

When Roger Penfield makes his break, he uses his custom-built Rothschild Persuader. Here are the stats:

Persuader — Luxury, X-Hvy chassis, Hvy suspension, Sports power plant, 4 PR Radial tires, driver, passenger. Laser in medium turret, Flaming oil jet back, Active suspension, Cyberlink connecting driver to turreted laser. Armor: F 4/16, L 3/12, R 3/12, B 4/16, T 2/8, U 2/8. Accel. 15, Top speed 100, Driving skill modifier: +4, 6220 lbs. (380 left for crew and cargo), 21 cu. ft. remaining, \$47,075.

Continuing The Adventure

While trying to solve the mystery of the missing movie, the characters are likely to make a number of new friends and enemies. These people can make recurring appearances in a Los Angeles-based campaign.

There is the unsolved mystery of superstar Aqua Sueve's origin. Where is Sueve from? Who is she/he? Maybe Sueve was grown in a clone tank and then raised to be a star by an insane, but brilliant Hollywood promoter. Sueve could also be a normal man or woman just trying to make it in Hollywood, with androgyny as a gimmick. Anyone who can prove the true story stands to make a bundle from book, TV, and movie sales — but Sueve will be very unhappy.

If the party got the cooperation of the Cruzados in this adventure, they could continue as powerful allies in future episodes. Make sure the players don't use them as an "instant cavalry," however. Favors from the Cruzados are rarely granted, and usually come with a price attached. A good adventure idea would be for Riva Cruz to contact the PCs, asking for help with a problem too delicate for the Cruzados to solve — perhaps a political difficulty that takes more than firepower to fix.

If things didn't go so well with the Cruzados, they would also make an excellent long-term enemy for the party. The gang's code of honor means they don't give up easily when it comes to revenge

.... The framework for even more adventures is in place. Mondelli could need security on the set of his latest blockbuster; Holly Stocking's agent could want her killers tracked down; or if she lived, she could be kidnapped by a demented *Space Rage* fan. It's Hollywood — anything is possible.

until everyone in the area is involved in the fight. Once the action spreads from the group's immediate area, stop worrying about it.

If the party has managed to gain the cooperation of the Cruzados, and someone thinks to call them and tell them what is going on, the gang will catch up to Penfield about the same time the PCs do. Penfield's thugs will immediately surrender. (In fact, almost everyone on the freeway will immediately surrender. No one wants to mess with the Cruzados.) Make a reaction roll for Penfield. If it is negative, he will fight to the death, which should take two or three turns. If it is neutral or positive, he will also surrender.

Riva Cruz will walk up to him and spit in his face. She'll toss one of the PCs the tape case marked *Lightspeed Conspiracy* and turn to leave, calling to the party, "Vaya con Dios, amigos." Penfield will be bundled into the back seat of his own car, which will be driven under Cruzado escort back to their home turf. In framing the Cruzados, Penfield committed a tremendous crime against honor — he is never heard from again. Riva Cruz, however, will be seen soon afterwards in a low-riding electric blue Rothschild . . .

That's a Wrap . . .

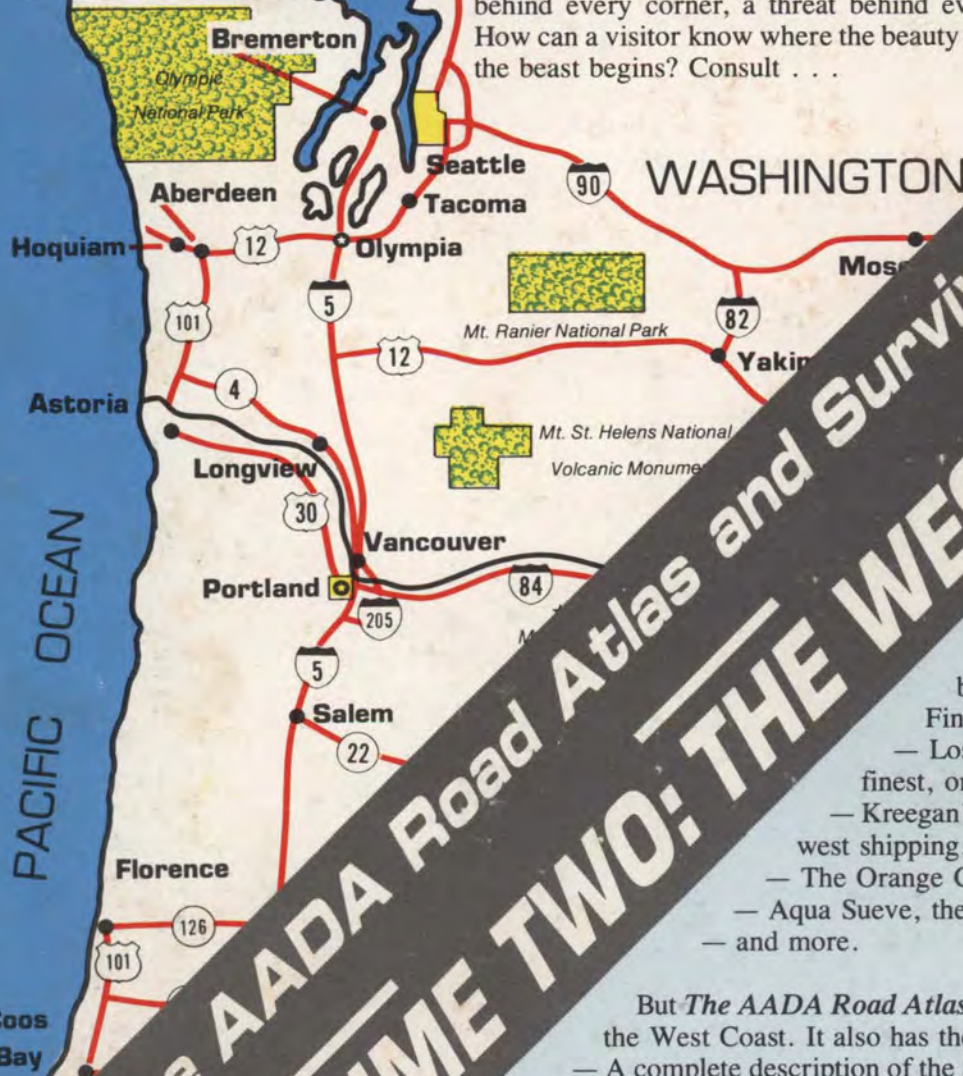
If Penfield and his thugs kill the party, they get away clean. If Penfield beats the characters and gets away, but the surviving party members can tell the authorities what happened, the group will receive some notoriety for solving the mystery, but no reward or payment. If Penfield's car should burn or explode during the last battle, the film will be destroyed, and Mondelli will refuse to pay the players. "I hired you to recover it, and you failed," is his simple explanation. The insurance company will be more grateful, however — they will pay each surviving character a \$100,000 reward for saving the company hundreds of millions in losses. If Penfield is captured or killed and the film recovered, both Mondelli and the insurance company will pay up.

Players should receive character points for solving the mystery, of course. Bonuses should be given for saving Stocking's life, successful negotiation with the Cruzados, resourceful problem-solving and, of course, good roleplaying.



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