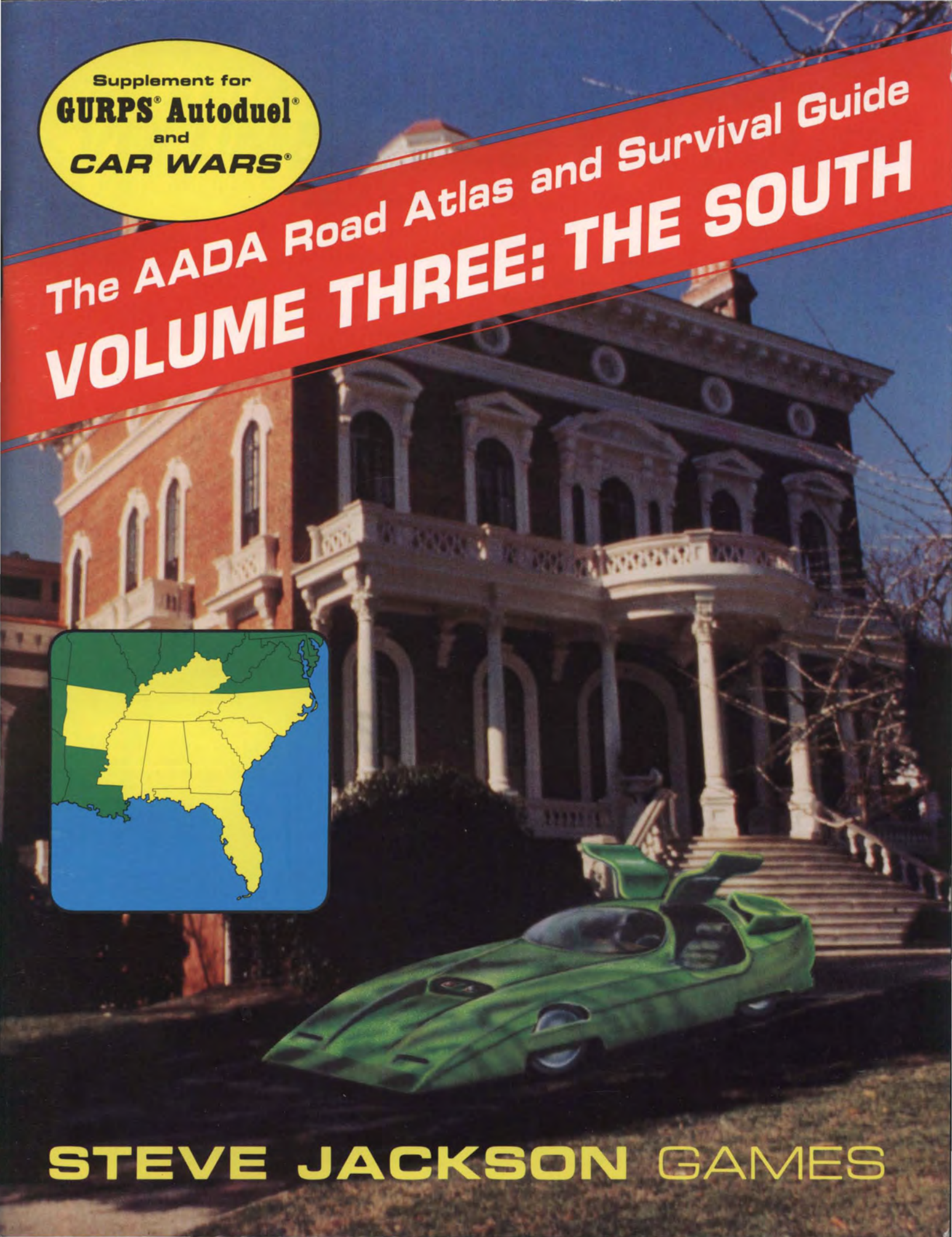


Supplement for
GURPS® Autoduel®
and
CAR WARS®



The AADA Road Atlas and Survival Guide
VOLUME THREE: THE SOUTH



STEVE JACKSON GAMES

The AADA Road Atlas and Survival Guide VOLUME THREE: THE SOUTH

A Supplement for *Car Wars* and *GURPS Autoduel*

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THE SOUTH

The History of the South Since 1990

The South has been hit hard by the oil shortage and Food Riots, but has weathered these events better than many critics predicted. With typical Southern resilience, the land of Dixie is making a surprisingly successful comeback.

The Oil Slips Away

When gas was running out in the late '90s, the South suffered less than the rest of the country, as many Southern states had significant undeveloped oil reserves. Wells sprang up throughout Kentucky and Tennessee, and still run today. There was not

enough crude produced to solve the energy problems of the South, but it bought enough time to find an alternative source of energy, one easily obtained and affordably made.

A temporary solution came from an unexpected source. Research chemists under state contract at

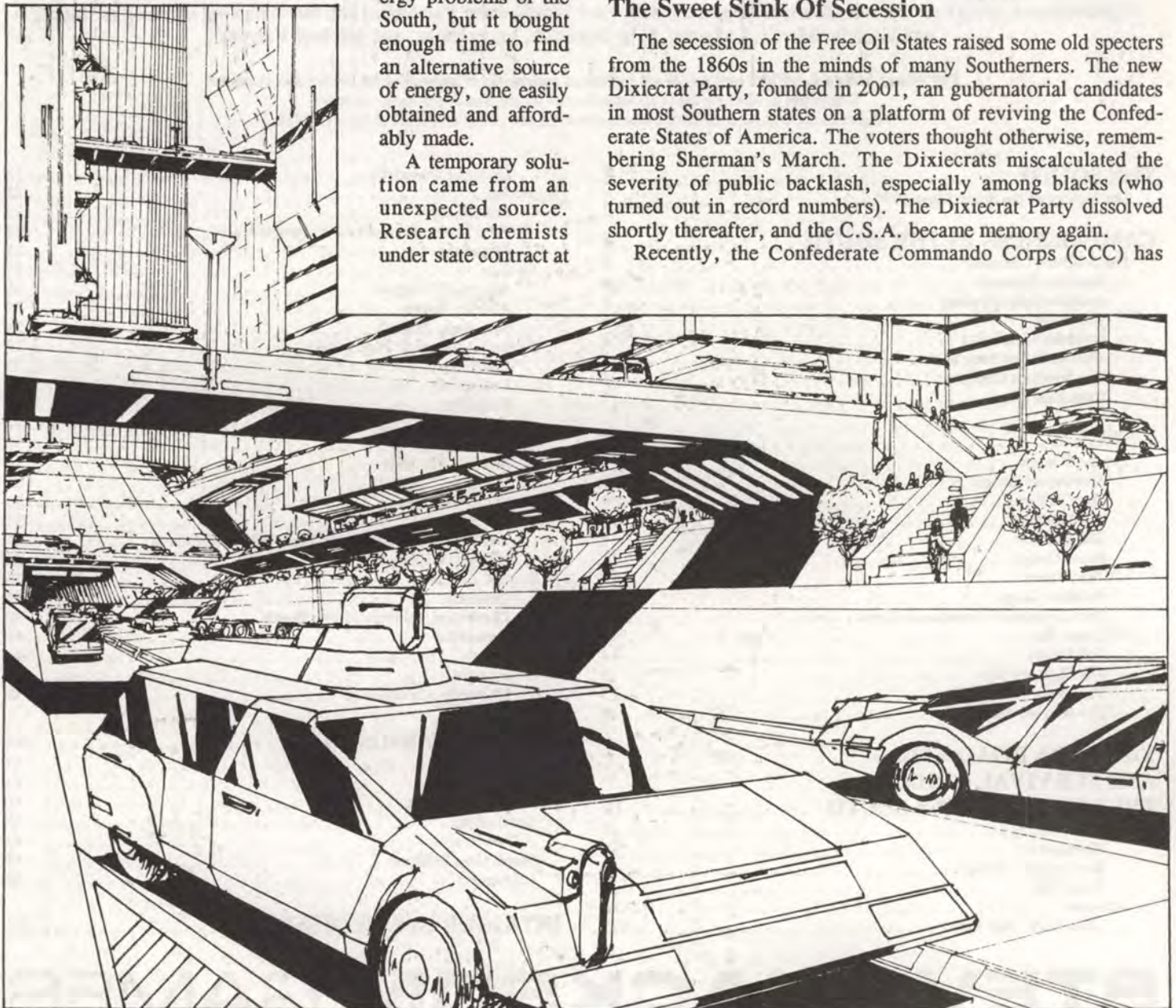
a Reynolds Tobacco Company lab in Charleston, SC, developed a revolutionary method of distilling fuel from tobacco. South Carolina exported "Tobaccoline" to the rest of the South at exorbitant prices. Other states with large supplies of tobacco soon discovered the formula for Tobaccoline and supplied themselves.

Tobaccoline's dominance was, however, short-lived. The discovery that fumes from tobacco-powered cars were more deadly than a two-pack-a-day cigarette habit, along with restrictive new federal taxes on tobacco, prompted the phasing out of tobacco-burners and the phasing in of electric cars. Thus, the transfer to electric motors in automobiles was smoother than in other regions where electric cars were rushed into production in desperation. As a side note, there is still a thriving black market in untaxed tobacco.

The Sweet Stink Of Secession

The secession of the Free Oil States raised some old specters from the 1860s in the minds of many Southerners. The new Dixiecrat Party, founded in 2001, ran gubernatorial candidates in most Southern states on a platform of reviving the Confederate States of America. The voters thought otherwise, remembering Sherman's March. The Dixiecrats miscalculated the severity of public backlash, especially among blacks (who turned out in record numbers). The Dixiecrat Party dissolved shortly thereafter, and the C.S.A. became memory again.

Recently, the Confederate Commando Corps (CCC) has





emerged as a political power. This group seeks white racial supremacy and the total, irrevocable separation of the South from the Union. They are widely regarded as scum, but they are heavily armed scum.

The Food Riots

The Blight started to hurt Dixieland in late 2015. When the Food Riots came to the South, many of the weaker state governments were not up to the challenge. Civilization retreated to the major cities, and some states could not do even that. The countryside was left to the gangs. The situation was worst in Alabama and Mississippi, where ruthless gangs controlled vast areas, committing random atrocities for amusement.

South Carolina, however, rose to the occasion and gave better than they got. When the gangs started to outgun the S.C. Highway Patrol, the S.C. forces seized all federal bases within their borders. Washington was in no position to argue. The newly formed S.C. First Mechanized made short work of the gangs on their turf, and then offered their services elsewhere — for very high prices. The S.C. mercenaries rescued many small towns from gang domination, collected their fee, and went home. Unfortunately, the rats frequently returned as soon as the exterminators left.

South Carolina was not always popular with its neighbors. A combined assault in 2017, by Georgia and North Carolina National Guard troops to loot South Carolinian border towns, was halted in Union, SC. General Geoffrey "Like Hades" Ferdon of the S.C. First Mechanized (armed with crude tactical nuclear weapons made with material borrowed from the Barnwell River Nuclear Power Plant) threatened to nuke Raleigh and Atlanta. The rowdy neighbors retreated. S.C. security forces are still the only ones to forward-deploy tactical nuclear warheads — for defensive purposes, of course.

Hurricanes

To make things worse, a series of hurricanes hit the Atlantic and Gulf coasts of the South in 2011 and 2012, causing billions

of dollars in property damage, killing thousands, and radically altering the topography and climate of Florida. Malaria and typhoid spread like locusts and the locusts spread like wildfire. With average summertime temperatures of 120 degrees plus, most tourists went north to Myrtle Beach, SC, which is now the biggest beach resort in the South.

Autoduelling

Autoduelling is awesomely popular in some places and virtually ignored in others. Southern autduel fans are not fond of "restrictive" rules, but there is an unwritten code of conduct that serves the same purpose, prohibiting things like firing on surrendering duellists, shooting tires, shooting too many spectators, shooting cameras and officials, etc.

Dying heroically in the arena is a great way to gain popularity. If a poor, but popular, duellist dies gloriously, the crowd will often take up a collection to pay his Gold Cross bill.

Gang Violence

Motorcycle gangs are a major concern in the South because of their mobility and ferocity. They play hardball in combat and take prisoners only for momentary amusement. The gangs are particularly bad in the Gulf states of Alabama and Mississippi and in the boondocks of Tennessee. On the other hand, there is little gang activity in Georgia and South Carolina, thanks to police officers who make the gang members look like choirboys. Rumors persist that a large percentage of these states' highway patrolmen were pressured into joining the police to avoid prison.

Today

Some Southern areas today are as safe as before the Food Riots, while others swarm with cutthroats, villains and the worst dregs imaginable. The only consolation many Southerners have is that the dregs are usually too busy killing the villains and the cutthroats to bother innocents. The South is in a time of transition and is as violent and turbulent today as it was 70 years ago.

CAMPAIGNING IN THE SOUTH

The Southern Character



The American Autoduel Association

The AADA operates dozens of chapters in the South. Only South Carolina does not have a state organization, because of state law. Movements to ban autoduellings are alive in Georgia and North Carolina, but neither movement is thriving.

The AADA has a big following in the South, but it is not as popular as in other parts of the country because some Southerners feel AADA regulations are restrictive.

The Dixie Duel Circuit visits seven member states. AADA stadiums are usually filled to capacity. Southern duelling events have a fatality rate well above average, and this is undoubtedly a contributor to the sell-out crowds.

The audience is very disappointed if all duellists survive, so much so that they have been known to open fire on the duelling participants. The duellists sometimes respond in kind.

Southern fans are intense in their feelings. Favorite duellists are idolized, and fans will travel hundreds of miles through dangerous territory to see their hero. If a duellist dies in a particularly heroic way, the crowd will raise money to pay for his or her Gold Cross tab.

After every Southern arena contest in which a PC is involved (surviving or not), the referee should make a reaction roll for the crowd. The referee can modify this roll for a variety of reasons, including conspicuous heroism (good) or non-Southern origin (bad). If the roll is Very Good or better, the character will pick up some fans and can get a new clone paid for.

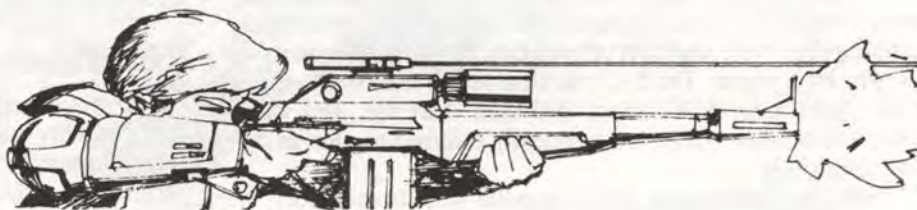
The Southerner is a strange breed, embodying many contradictions. The South fosters an individualistic spirit, while encouraging a rigid code of conduct. A Southern character can be fun to roleplay because of the interesting contradictory characteristics he displays. In general, Southerners are witty, obnoxious, polite, gruff, lovable, cultured, ignorant, honorable, and xenophobic — all at the same time.

Southern Etiquette

The true Southerner follows a certain code of politeness. This can be compared to the Japanese *bushido*, except that Southerners won't commit ritual suicide if they disgrace their honor. Following are a list of rules by a true proponent of this Southern ideology, Walker Connelly Faulkner, reprinted from his 2021 book, *Southern Integrity*:

SIX COMMANDMENTS OF SOUTHERN HONOR

1. A Southerner will not shoot someone in the back; he or she will caution the target first.
2. A Southerner will not set up an ambush that will kill or incapacitate without forewarning.
3. A Southerner will always behave politely, even to bitter enemies.
4. A Southern gentleman will always yield to a woman unless there is combat involved.
5. A Southerner will not disturb animals or the environment, and will only hunt animals when in dire need of food.
6. A Southerner will avenge any insult that has been inflicted on the Southerner's person or family if the insulting party can defend himself.



A sharp reader might note that the Southern view on hunting has changed over the past fifty years. The near collapse of the American ecology in the early part of the century killed off many species of animals native to the South, so hunting died out as a pastime. The Southerner has always had an interest in preserving the balance of nature; this goes back to rural plantation days. Now this interest has evolved into a point of honor. Poachers are not highly respected citizens.

A final point that can be made about Southern honor is that a Southerner will do some pretty unintelligent things to save face. Many a Southerner has died to

protect his honor. The classic case of Southern hubris gone berserk can be found in the First Civil War. The South was outnumbered from the start, but continued to fight until the Yankees were knocking on the door of the Confederate capital. That the First Civil War is still the deadliest confrontation in American history is a grim testament to Southern stubbornness.

Southern Individualism

The South originated as a collection of loosely knit plantations, separated by great distances. Even while adhering to their traditional code of honor, Southerners have become highly individualistic people, with a stubborn streak a mile wide. This attitude manifests itself in government, trade, and other relationships (possibly contributing to the South's extremely high divorce rate). Individual opportunism is one cause of the rise of gangs in the South.

WARNING: The Southern personality is almost legendary for its ability to reject another person's arguments. If you encounter two Southerners having a disagreement, it is best to stay clear and be ready to dive for cover.

The Police

The police are the unsung heroes of the South because they bear the brunt of gang attacks. There are very few MONDO-type organizations in the South, and those that do exist are usually composed of vigilantes which hinder the police more than they help them.

Small-town Southern police forces constantly put their lives on the line to protect their populace. The average small town might have at the most five officers, and the average bike gang has scores of members. In most cases, a gang can simply overwhelm the cops and have their way with the town.

Successful policemen are usually trained in setting traps to equal the odds with the gangs. Sylwarena, Mississippi, was besieged in 2019 by the now defunct Gator-Baits for two weeks. The town's only police officer, Marshal Jake Arness (a seventy-year-old Vietnam veteran), used a variety of demolitions and pungi pits to send the whole gang to Scumpit One.



EDSEL

EDSEL, the Eastern Driving Safety Enforcement League, has followers in the Carolinas and in Georgia. These supporters have helped make autoduelling illegal in South Carolina. In Georgia and North Carolina, EDSEL has significant support in the urban areas, but cannot gain the grassroots support needed to ban autoduelling in those two states. The main concentration of EDSEL activity still seems to be further north. (For more information, see *The East Coast Survival Guide*.)

Big League Unlimited Duelling

BLUD membership is starting to grow because some Southern duellists enjoy the freedom from regulation that BLUD espouses. BLUD arena events have been reported in all Southern states, except for the Carolinas and Florida. The arenas where BLUD events occur are usually in the backwoods where police cannot readily find them.



The Brotherhood

The Brotherhood of Truckers operates throughout the South as they do everywhere else. Alabama, Mississippi, and Tennessee are classified as "combat" zones. All freight to or from a combat zone costs double the normal shipping charges.

Brothers can usually be found at any truck stop. These are located near all major (and many minor) towns. There are several Knights of the Brotherhood operating in the South.

The power of the Brotherhood does not extend as deeply into the South as elsewhere, because of the chaos that still reigns in a great deal of this tired land. For this reason, many enemies of the Brotherhood find the Southern boonies to be excellent hiding places.



Most Southern policemen will be walking armories, trying to balance their lack of numbers with lots of firepower. This is not always successful, but it has kept many locales from being wiped off the map.

Most towns have trouble recruiting police. Thus, they pay the ones they get very well, and arm them to the teeth. Towns bankroll their police to the limit, because good police are the biggest factor in survival.

The larger metropolitan areas field several hundred police officers. They are equipped with helicopters, tanks, and duelling vehicles. They are competent, but lack the motivation of small-town lawmen. Urban officers do not have to worry about their towns becoming extinct if they mess up.

State police are the elite of the police forces, except in Georgia and South Carolina. These two states recruit convicted felons into the state police forces to swell their ranks. Elsewhere, state police are recruited from local police departments. Prospects must usually be double aces with at least three years of experience.

Unfortunately in the Gulf states, state authorities can only guard key urban areas. (In Alabama, even the cities are poorly protected.) The zones where the state police do not patrol must defend themselves however they can. Other southern states are not this bad off, however, and the state police are used as a rapid deployment force to assist local authorities.

Military forces are maintained by a few of the more authoritarian state governments. South Carolina has its First Mechanized, and Arkansas has its Thunderbolt Brigade. Both are army units used as a personal clean-up crew by their governors. They are used less for law enforcement than for political enforcement.

Yet another type of law enforcement is peculiar to the semi-autonomous People's Republic of Chapel Hill, in North Carolina. There, the People's Militia keeps its house in order, and severely discourages gang activity. The People's Militia will not fight beyond the city boundaries except when in hot pursuit.

In general, the police of the South are hard-working, decent people with the public welfare at heart.

Southern Hospitality

Another contradiction in Southern thinking is that they are extremely polite to visitors, while wishing they would go away. The South is no place for a tourist to linger. Southerners resent the intrusion into their lives and will dispel it as soon as possible.

This desire to make guests leave expresses itself in several stages: (1) the host will say something like "Gee, it's awfully late"; (2) the host will stand up and thank the guest for coming while holding the door open; (3) the host will hold the guest at gunpoint and ask him nicely to leave; and (4) the host will kill the guest and dump the body out of the house.

Women In Southern Society

Southern gentlemen still say "ma'am" and open doors for ladies. But a woman can go as far as a man in modern Southern society. Laura Rorque is the Governor of Kentucky. By the same token, women must now be considered every bit as dangerous on the highways as men — and few Southerners will hold their fire just because a foe is female.

The Southern Character

Be ready to play a complex, contradictory personality. In the Southern mind, a person is honorable and friendly to others while rigidly protecting his or her privacy. This can be a chore for roleplayers, but it makes for good gaming. The

Southern character will likely have the following *GURPS* advantages and disadvantages:

Advantages

Possible advantages include Charisma, Voice, Status (if you are a member of one of those old Southern families; the caste system is not yet dead), and Wealth (if that old Southern family is rich).

Disadvantages

Classic Southern disadvantages include Enemy, Overconfidence, Sense of Duty, Stubbornness, Truthfulness, Vow and Intolerance (p. F76), as well as Politeness (usually no more than a quirk, but it could be an Odious Personal Habit for really bad cases).

Campaign Ideas

There is plenty of adventure to be had in the South. The campaign ideas detailed in *GURPS Autoduel* on pp. 70-71 are easily adaptable to Southern adventuring:



The Western

This is the standard modern-day Western. Characters can be based anywhere in the South, because the South is lawless enough to make it work anywhere. The lack of authority is at its most extreme in Alabama, Mississippi, and Tennessee.

Cowboy heroics go well in the South because the strong, silent gunslinger type fits snugly with the Southerner's love of chivalry. The evil gangs swarming over the South make fantastic clay pigeons. There are also bunches of townfolk and shopkeepers to defend (or pillage, but characters are supposed to be the guys with white hats).

Clubhouse Blues

See this chapter's sidebars for some of the major Southern organizations and the Gangs chapter sidebars (pp. 9-16) for examples of the smaller ones. Gangs are very common in the South, and these groups often war among themselves. There are so many deals, double-crosses, battles, and alliances among these organizations that this sort of campaign has nearly limitless possibilities.

In Columbia, for example, there are five major groups. These include an underground AADA chapter, the Gamecocks; the Columbia Police Department; a division of the elite South Carolina First Mechanized; the Columbia Uncouth Security Services (CUSS), a civilian defense force not supported or endorsed by



Religion

Most Southerners attend church weekly. But this often doesn't affect their daily lives. A Southerner will kill an enemy in church if he is sufficiently annoyed.

The religious intolerance of the last century is all but past. Gentiles and Jews and atheists and Hindus live in peace and harmony — or at least they tolerate one another. There are synagogues in most major Southern cities. The only threat to religious safety comes from the CCC. The police aggressively investigate this kind of terrorism to ensure religious freedom.



The Anarchist Relief Front

The ARF is known to maintain a secret base somewhere in the wilds of Mississippi. From there, they conduct operations to bring down the state governments of the South and elsewhere.

Alabama is the main focus of current ARF activity because of its weakened condition. ARF is doing its part toward the demise of Alabama by ambushing state police whenever the opportunity presents itself. ARF also tries to support major Alabama cycle gangs such as the Kill-Joys (see sidebar, p. 10) and the Vulcans (p. 19).

the police; and an EDSEL chapter. None of these organizations like any of the others and all are more or less at war with everybody else.

Lone Wolf

In this campaign, the characters are just trying to survive under difficult conditions. The best places for these two-fisted loner scenarios are the wilderness areas of the South, particularly in Tennessee and Kentucky. Hunting is not very worthwhile, but foraging can still scrounge up a meal. The locals' reaction will depend on how long they have known the characters and how decently the characters act towards them. (Cannibalism, for example, leaves a sour taste in their mouths.)

Making a Living

This works best for the tough loner who thinks with his (or her) fists and can give as good as he gets. There are plenty of folks in the South who will gladly pay a bundle to get some bikers off their backs, or to have an important cargo delivered, or whatever. The Gulf states are in the biggest trouble when it comes to cycle gangs, and will be frequent clients.

The Duel Circuit

The duelling circuit in the South is a profitable way to make a living. The name of the Southern AADA division is the Dixie Duel Circuit. Alabama and South Carolina are the only Southern states without member arenas. Alabama is too disorganized to guarantee safety at duelling events, and duelling is illegal in South Carolina. Georgia and North Carolina have EDSEL supporters to deal with, but the rest of the region is fertile ground in which to start an autoduelling career.

Characters who get into Southern duelling should be aware of the unofficial ground rules. These rules, while vague in places, are taken seriously; duellists who acquire a reputation as offenders will draw extra fire and receive less consideration from their fellows, often to the point of having their duelling career prematurely ended. These rules are as important to the chivalrous Southerner duellist as the Six Commandments of Southern Honor listed earlier.



AUTODUELLING RULES OF CONDUCT

1. Always accept the surrender of another duellist unless the duellist has not accepted the surrender of others (but never surrender unless it is your only chance of survival).
2. Do not fire at spectators or camera crews unless they are really starting to get on your nerves.
3. Firing at tires is "sissy," so avoid it except in an emergency.
4. If your vehicle is immobilized and you can still walk, get out and fight like a real man (or woman).
5. Killing is what you are there for. Remember: blood makes the grass grow.

GANGS

Types of Gangs

Gangs are a fact of life in today's world. They are usually violent and/or criminal, but even these traits are not definitive. Different tactics and approaches are appropriate for different gangs — ignorance could lead to a fatal mistake. With that in mind, the AADA presents the following primer on the various types of gangs a traveler is likely to encounter.

Motorcycle Gangs

When the average person thinks of a "typical" gang, a motorcycle gang is the one that springs to mind. Despite their TV depiction as amoral psychopaths, most cycle gangs' reputation for brutality is not entirely deserved. The majority steal for a living, true, but this does not necessarily include pillage.



The CyClones

Color: totally pink

Ensign: tornado with buffalo head (infrequently used)

Estimated Numbers: 150

Turf: eastern Tennessee highlands

Leader: Rob Notting

The CyClones are dedicated to the betterment of mankind. They steal from the rich and give to the poor. Rob (or Robin) Notting is a blond-bearded giant who sees himself as the incarnation of Robin Hood. His skill with a bow, while still amusing, has improved in the last two years.

The CyClones are a no-nonsense organization, maintaining strict internal discipline and responding sharply to slurs, real or imagined. They prey on expensive-looking cars, so one defense against them is to take the jalopy when passing through their turf.

Having captured a vehicle intact, the CyClones handcuff its occupants to nearby trees. Their cars are stripped to the chassis by expert mechanics and the parts are piled into waiting pickups. The CyClones leave with more than enough loot to get the orphanage that new roof, or whatever.

The CyClones are not bloodthirsty. They do not fire first, but (as the old saying goes) usually fire last. CyClones sometimes even help disabled travelers who aren't obviously wealthy, so you are actually safer when you see the pink jumpsuits and body armor which are their trademark.

The Kill-Joys

Colors: yellow with black

Ensign: a hornet

Estimated Numbers: 250

Turf: the territory between Huntsville and Birmingham

Leader: Scott "Bedbug" Mercer

The Kill-Joys are a typical large cycle gang. Most drive trikes and bikes with sidecars. All vehicles have off-road capability.

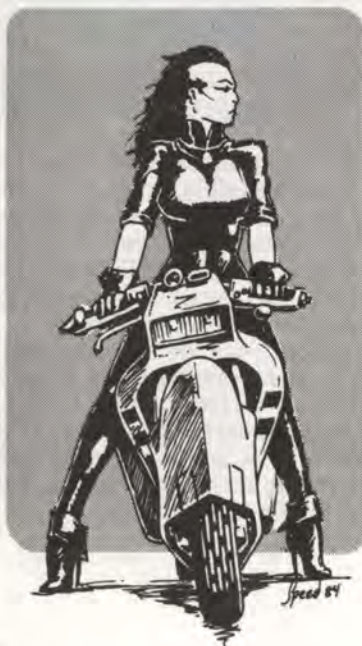
The Kill-Joys pride themselves on their killing abilities, which they will gladly demonstrate to anybody who wanders onto their turf. They are especially fond of lumber equipment. If this makes them sound like a bunch of chainsaw-wielding maniacs, that's because they are.

The Kill-Joys live in the forests and mountains of northern Alabama, and use this area to hide their base camps and prisoners. They rarely come together in one place; most camps are home to two or three dozen bikers. The back country also keeps local authorities out, as the thick woods hinder vehicular access and allow for many booby-traps around the perimeter of each camp.

Kill-Joy raiding strategy is to strike hard and fast, grabbing a few victims and throwing them into vans. The Kill-Joys like to leave a town somewhat intact, so it will rebuild and they can return for a fresh harvest.

The Kill-Joys try to *avoid* taking relatives of important people. They have been known to *return* well-connected prisoners, unharmed. In this way, the gang does not offend anyone well-heeled enough to afford a rescue expedition.

The Kill-Joys are presently at war with both the Goremongers and the Vulcans, but still find time in their busy schedules for an outside attack here and there.



Cycle gangs are common in the rural South, but are largely supplanted by street gangs in more urban, well-defended areas. The average cycle gang has several crews, each with 20 to 60 members. Bikers are usually nomads, but will sometimes stay in a region and claim it as their "turf" (as the Goremongers have in northern Alabama) if the pickings are good and the resistance minimal. Some of the better established gangs have their own farms in tightly secured areas.

Bike gangs love attention and want to stand out from the hundreds of others on the highways; loud music, bizarre fashions and outlandish actions are ways to do so.

Bike leaders are often replaced by subordinates who permanently "retire" the ex-leaders. Some cycle gangs are constantly gutted by small-scale civil wars between rival factions. Chiefs change daily in some cases.

There are exceptions to these stereotypes, and some cycle gangs actually consider themselves to be useful members of society (like the CyClones — see sidebar, p. 9). As a working assumption, however, the presence of a cycle gang in your vicinity should be taken as an immediate threat.

Tactics

Most cycle gangs sustain themselves by raiding and looting weaker passers-by. Contrary to popular belief, a cycle gang will not attack a well-armed vehicle unless the bikers have prepared a sure-fire ambush, or if they have overwhelming odds (say, 5 to 1, or better) or both.

Cycle gangs will try to keep damage to the victim's vehicle to a minimum, sometimes persuading the target to surrender by promising to spare his life. Whether or not they keep that promise is up to the individual gang, but most follow a warped code of honor that will keep them to their word. (Also, gangs that merely steal are a lower priority for law enforcement and vigilante groups than gangs that steal *and* murder.)



A cycle gang will occasionally take prisoners for fun and profit. Rich people can be ransomed, while technical types can be useful for their skills. Healthy young men and women can sometimes be sold for a quick profit — in certain areas of Kentucky, Tennessee, and Alabama, there is a brisk flesh trade. White slavery carries the death penalty in all Southern states, but continues unabated.

If cycle gangs must fight decently armed vehicles, they will spread out (to minimize the results of burst-effect weapons) and aim at tires. They will concentrate on the rear and sides of a vehicle, but at the same time avoid exposing their own unarmored sides to the enemy. If the enemy reveals unexpected, formidable force, the gang will completely disperse and go into a full retreat, often covered by smoke, to regroup at a pre-designated spot.

Some cycle gangs have a penchant for invading small towns, though their numbers are on the decline. The success of civilian defense forces patterned after Midville's MONDOS, and the fact that most towns vulnerable to such a strike have already been hit, have left these gangs little to feed on, but some still exist. After ambushing the law enforcement forces, the gang will terrorize the town, taking what they want and destroying the rest, until they either level the town, grow bored, or are chased off.

Armament

The average cycle gang is armed with a variety of hand weapons, sometimes loaded with anti-vehicular ammo. Tripod-mounted weapons are rare because of their bulk. The cycles themselves are usually well-armed. A successful gang also has specialized cycles for different tasks — some cycles with dropped weapons and smokescreens for rear defense, others with heavy weapons, others with large cargo areas. The machine gun is a favored weapon, because it is cheap, ammo is available everywhere, and it packs a large number of shots. But these gangs love guns almost as much as cycles, and they could be mounting *anything*.



Adventure Ideas

Smash and Grab: Many gangs are simply robbers. Characters could be members of such a gang, or they could be ambushed and pursued by one of these gangs. A campaign could develop around a small bunch of lunatics as they steal on down the highway.

Defend the Village: A village is attacked by a large gang. The PCs are motivated to counter-attack — perhaps the village hires them, or a PC or Dependent suffered in the attack. The PCs should do all the kinds of things this situation calls for, including building traps, teaching the local kids about life, and falling hopelessly in love with the cute farm girl. Play it like a bad TV series or movie: (a) PCs meet a few of the bikers and beat them senseless; (b) surviving bikers report back to their leader; (c) leader says, “I don’t care how you do it, kill them;” (d) bikers ambush characters and lock them in a tool shed; and (e) PCs build a vehicle in the aforementioned tool shed to destroy the Bad Guys and strike a blow for justice.

Ambush: The players set an ambush for a troublesome gang, or get ambushed themselves (see Aaron Allston’s article in *Best of ADQ, Volume 1* for ideas). Either way, this can make a fun if quick scenario.

Gangwar: Since cycle gangs are touchy and always eager to strut their stuff, constant skirmishing, occasionally escalating to full-scale war, is a natural for gangland adventure. PCs could be gang members themselves, or be caught in the middle (perhaps on assignment?) as gangs grind against each other. Obviously, this premise works for other gang-types, as well.

Street Gangs

Also referred to lovingly as scum gangs, street gangs are the lowest of the low. They are the most barbaric gangs, composed of beyond-the-fringe elements in the wastelands of major cities. Dressed in whatever they find on the street, and eating whatever they can steal or kill, good grooming is not in their job description. Street gangs hang out in abandoned areas and prey on anything that moves. Their leaders are the meanest fighters, not necessarily the wisest. This lack of intelligent direction limits many street gangs; conversely, there are few things more dangerous than a street gang with a smart leader.

Street gang members can be fun to roleplay for a change of pace. Start with at least two Odious Personal Habits. Gang members talk mostly in grunts and growls, and when they *are* coherent, they say stupid things. Typical lines



The Amazons

Colors: white, with red trim

Ensign: a female archer

Estimated Numbers: 200

Turf: Southeastern Georgia

Leader: Tracy Lee

The Amazons are an all-woman bike gang based out of Elektra (formerly Ocilla), Georgia. They roam the highways looking for prey, which in their case is exclusively male.

Any males in the area should be prepared for harassment by Amazon patrols. Especially good-looking males are particularly in danger; about a dozen such have been captured by the Amazons in each of the last five years, never to be seen again. In each recorded case, their companions were released unharmed, with exhortations to “bring back more of the same!”

The Amazons make sure that all town police forces in their central turf are female only. State authorities find few locals to say anything bad about the Amazons, which has stifled investigations of the gang. The Amazons avoid direct conflict with state police by keeping away from traffic on I-75. Male travelers should be advised to stay off side roads in the region.



The Festers

Color: Red

Ensign: a bloody scythe

Estimated Numbers: 500

Turf: west suburban Atlanta

Leader: What day is today?

The Festers, a street gang, include dregs that have crawled to the surface from all over the Southeast. Their leader calls himself Robert E. Leech, although it is almost certain that there have been more than one Robert E. Leech in the past year.

The Festers hold their turf in a reign of terror. They ask huge protection fees from every inhabitant. An occasional victim is snatched from the street and never seen again, which has led to accusations of cannibalism.

Any strangers who venture into the area are killed and deep-fried in old Shake 'N' Bake found in abandoned grocery stores. (Yes, the accusations are true!) The Festers dare not leave their turf or they will suffer a quick death at the hands of the Atlanta citizenry.

Currently, Atlanta authorities are seeking mercenaries to eliminate the Festers. The local police are not numerous (or expendable) enough to do it themselves. Atlanta is willing to pay quite a bit for a thorough, professional job.

Any takers will find that they have a big job ahead of them. Although the Festers are miserable fighters, they know the area very well. These ghouls will fight to the last man and are likely to have a few surprises — for example, luring vehicles onto old street sections that collapse into the sewer under the weight.

include "Get 'em," "He looks tasty," "You remind me of my mother; I *hated* my mother," and the ever-popular "Grrrrr."

Tactics

Tactics? What tactics? The usual *modus operandi* of a scum gang is something like "Hurt, Maim, Kill." If you have anything they want, they take it. If you cross them, they kill you. Their methods are direct and to the point: "Gimme ya' money or I'll ki' ya'." There are two ways to deal with scum gangs — with brute force or by taking advantage of their innate stupidity.

In a fight against well-equipped opponents, street gangs will try a frontal assault using huge numbers of expendables, maybe with a couple of more seasoned goons holding the flanks.

Armament

Street gangs are armed with the latest in archaic weaponry. They have plentiful quantities of spears, knives, and clubs, with handguns and mini-crossbows among the veterans. Molotov cocktails shot from slingshots serve as artillery, and armor is limited to garbage can lids and the like. A scum gang's vehicles (if any) are sorry affairs at best — twenty-year-old station wagons with scrap metal stapled on, or motorcycles with pedals as a backup for the power plant. Vehicular weapons are unheard of.

Adventure Ideas

Rescue in Hell: The characters attempt to rescue someone from a scum stronghold.

Genocide: The adventurers are hired to clean the scum gangs out of a city. This is the kind of scenario Rambo PCs will truly enjoy. The bloodshed could last all week, as hundreds of deserving scum are sent to the Great Dumpster in the Sky.

Most scenarios involving street gangs usually result in wild slaughter.

Political Gangs

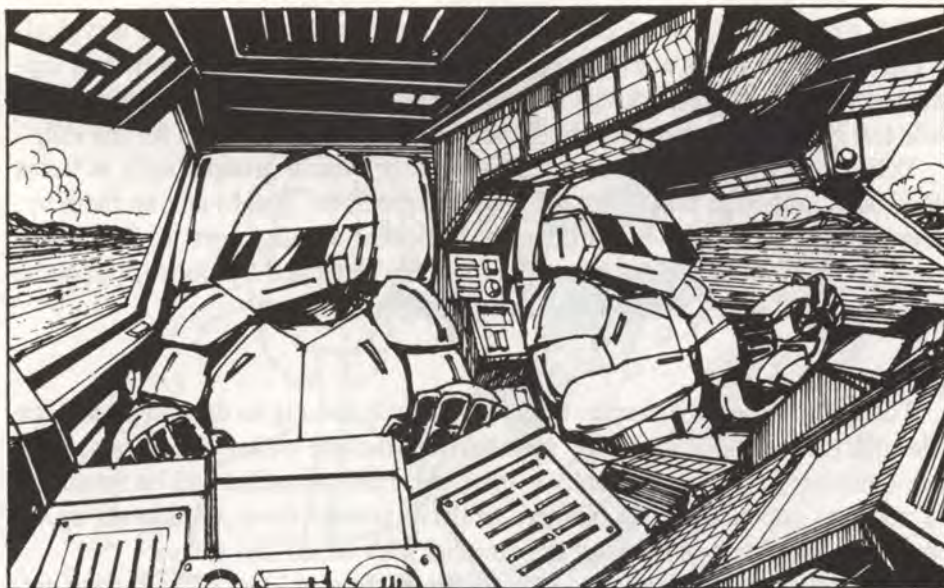
"Political" gangs are those that exist to defend or establish a political ideology. Examples of these organizations include the Anarchist Relief Front (ARF) and the Confederate Commando Corps (CCC; see sidebar, p. 13). These gangs are the best organized (with the possible exception of the Mafia) and the most dangerous. Most political gangs have the resources to outfit scores of bright young ideologues and send them to their deaths.

The philosophies of such gangs range from anarchism to Zoroastrianism, but fanaticism is a common factor. The average political gang member will spout propaganda at the least provocation. The structure of politically oriented gangs is usually quite formal, complete with insignia of rank and sometimes even uniforms.

Tactics

Political gangs use intelligent military tactics when they attack. Their enemies include anyone that will keep their plan (domination of the universe, world socialism, etc.) from fulfillment, including law enforcement agents and members of any opposing ideology. Their average soldier will be trained in the latest commando techniques.

Political gangs have been responsible for a large number of disappearances over the past 20 years. Innocent travelers who stumble onto gang bases or forces have been eliminated because they "knew too much." Since a situation like that is impossible to foresee, travelers should exercise the utmost caution when in known political gang territories.



Political gangs exploit any weaknesses of the enemy. They will make much use of camouflage, diversion, and mobility. For example, a standard tactic of the CCC is to rush the perimeter of a camp with a few young expendables. While the defenders are fighting them off, combat helicopters with stealth mode swoop down from the other direction and ruin the defenders' day.

Armament

The quality and quantity of a political gang's equipment depends on the organization's size and the wealth of the people that support them. Obviously, more capitalistically oriented groups will attract more money. The CCC is very well equipped. The ARF gets very little outside support, but is still adequately financed because every member donates all assets to the organization.

Most political groups have a wide assortment of high-tech vehicles. Combat personnel are issued body armor and powerful hand weapons, including tripod-mounted weapons and LAWs.

Adventure Ideas

Accidental Discovery of Big Secret: This is the classic plot where the characters (or perhaps friends or relatives of the characters) discover the awful truth about A, or the top secret Plan Z of B, or whatever. The adventurers must not only protect themselves (or their friends) from the gang's wrath, they must also foil the plot. Any James Bond movie supplies plentiful inspiration for this kind of adventure.

War: Political Gang A wants Political Gang B dead and is willing to hire mercenaries to help out. The paranoid machinations of political gangs make this a great springboard for an entire campaign, full of double-crosses, triple-crosses, government interference, and anything else that will make the PCs' lives a living hell.

Secret Agent Man: The FBI, CIA, Interpol, or some other large, powerful organization hires the group to go undercover into a particularly odious gang and report on their activities. The characters should be assigned a gang whose ideology opposes their own, such as a Fascist party infiltrating the People's Republic of Chapel Hill Militia. A black PC should not try to get into the CCC unless he is either an excellent disguise artist or insane.

The Confederate Commando Corps

Colors: red, white, and blue

Ensign: stars-and-bars in a cross

Estimated Numbers: 3,000 (hardcore)

Turf: Arkansas and the Southeast

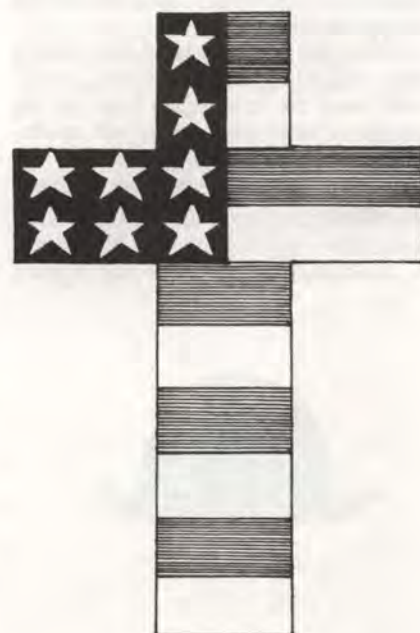
Leader: Axel Darby

The Confederate Commando Corps is a group of extreme racists who seek the secession of the Southern states from the Union and the elimination, enslavement, or deportation of all non-whites. They are permanently mired in the 19th century, but are armed with 21st-century weapons. Poorly armed minority members should leave quickly when they see the cross-shaped stars-and-bars.

The CCC runs secret training bases all over the South. Their supreme headquarters is in an undisclosed location in Arkansas. They have the backing of several wealthy Southern businessmen. The federal government has had a great deal of trouble finding and eliminating the CCC because its corporate backers pull strings when needed to keep them safe.

Some have suggested that the CCC has connections with neo-Nazi groups. Many vocal opponents of the CCC have been mysteriously killed, so dissent is less public today, but the allegation is true — the hierarchy of the CCC is actively striving to make the South the Fourth Reich.

The CCC is now trying to increase its terrorist activities. They are staging more attacks on blacks throughout the South. They are also starting to battle the equally terroristic Green Fist, which seeks the extermination of all conservative groups.





Green Fist

Colors: green with blue

Ensign: a green fist

Estimated Numbers: 7,000 (hardcore)

Turf: scattered areas throughout the U.S.

Leader: Jody Pierson

During the Food Riots, the surviving American Green Party members and a variety of other liberal groups reorganized into Green Fist. As the years passed, Green Fist became steadily more violent, though it has not yet approached the nuclear terrorism of its near-namesake, Green Circle.

Green Fist is a major presence in the South because of the freedom from authority parts of the South enjoy. Green Fist is popular with many Southerners because of the environmental concern the organization shows.

Typical Green Fist targets include hunting parties, ultra-conservative political and religious leaders, and, of course, the CCC. Green Fist members have also been known to blow away litterbugs.

Green Fist vehicles are usually colored green and equipped for off-road travel. Their bases are in secluded areas on the outskirts of small towns. They will not immediately kill intruders unless the trespassers are flagrantly opposed to Green Fist ideals.

Toll Gangs

Toll gangs set up road blocks and charge money (\$100 per vehicle is typical) for passage. Toll gangs are different from bike gangs (and thus warrant a separate category) in that bike gangs will ambush or overtake vehicles to loot them, while toll gangs are quite open about their intentions and only ask for the toll.

Toll gangs will sometimes be sympathetic to certain groups (such as buses full of nuns, although that is not a common sight in the South) and let them by. Gung-ho types who try to break through the booths usually regret it. Toll gangs mostly work on back roads that are not heavily patrolled by police, but some large gangs will set up shop astride a major highway.

Tactics

Toll gang tactics are simple: Make an obstacle too big to drive over and too wide to drive around. Commonly seen barriers include trailer rigs, buses, logs, trash dumpsters and piles of junk. Sometimes, road obstacles will be intentionally short to encourage gate crashers to drive around them. In this set-up, of course, the shoulders of the road are covered with mines and spikes.

Most toll gangs will station hidden troops on the shoulders of the road to outflank unwilling patrons. Sophisticated toll operators will also station radio-equipped forward observers up to a mile ahead of the roadblock to alert the rest of the gang to an oncoming customer. This advance warning works both ways, however; wary travelers who spot these observers should be alerted to the upcoming toll booth.

The entire idea of a toll booth is to convince each motorist it is cheaper and safer to pay the toll than to fight. Those that want to run the gauntlet, either out of economic necessity or general principle, should be in trucks or part of a large convoy of smaller vehicles. Toll gang members will try to shoot out crashers' tires with hand weapons (particularly LAWs and tripod weapons). If the crashers make it past the preliminary gauntlet, the toll gang might give chase with their own vehicles. Alternately, a toll gang can plant the road beyond the gate with radio-controlled mines to use against gate crashers.

Armament

Toll gangs carry LAWs, tripod-mounted weapons, and plenty of grenades. They will have a few heavily armed cars, and rich tollers might have a chopper as their ace in the hole. Mines are a toll gang's best friend, and they will have truckloads.





The Highway Men

Colors: none

Ensign: derby hats

Estimated Numbers: 60

Turf: North Carolina's western mountains

Leader: Bonnie Maskitec

The Highway Men are a highly competent group of toll booth operators who work a mountainous region which is especially well-suited for toll gang operation. The Highway Men set up roadblocks on mountain passes that cannot be bypassed without flying off a cliff.

Bonnie Maskitec is a fiery forty-year-old woman who was drummed out of the U.S. Army Green Berets five years ago on what she claims were false charges. She formed the Highway Men to revenge herself on the society that has wronged her. She has done a good job.

Sometimes the Highway Men will set up blocks at both ends of a mountain tunnel. Once a vehicle enters the tunnel, buses block both ends, and the gang demands its toll. They usually get it because the people trapped in the tunnel are in no good position to fight back. Motorists in the area should be wary of tunnels, and buses behind bushes.

Another strategy is to set up the obstacle directly behind a sharp corner over a steep cliff. Surprised motorists must brake quickly or go skydiving. The gang will salvage what they can from the base of the cliff if a vehicle goes flying, but would rather it stopped and paid. Highway Men stationed above are prepared to roll boulders onto any victims who do not want to pay their toll.

The Highway Men wander around North Carolina to keep one step ahead of the N.C. Highway Patrol. They will try not to kill, not so much from a moral code, but because of the attention they would then receive from more efficient authorities.



Adventure Ideas

Toll gangs are rather one-dimensional. Characters will either be operating one (a profitable but dangerous business) or destroying one.

Toll Operation: A toll gang can be an expensive proposition; you have to buy combat vehicles, trucks, hand weapons, mines, and material for the roadblock, not to mention labor and overhead. However, in the long run, toll booths can be very rewarding as long as you don't make stupid mistakes. Examples of stupidity: asking for a toll from a convoy of 18-wheelers as long as the Mississippi, setting up a block on the personal roadway of the Governor of South Carolina, or making an obstacle out of styrofoam.

Toll Crashing: This makes a good quick scenario. Referees might treat a few hot-headed players to a big toll gang and watch the fireworks. A gate-crashing attempt must be well-planned or it will end in disaster. The average toll gang can take out a tractor-trailer rig. One way to beat a toll gang is to go off-road when a forward observer is spotted, and hit the toll operators from behind.

The Mafia

The Mafia is the organized crime syndicate that can be found in major urban areas all over North America, Europe, and Japan. The Mob can be awesome if provoked and a useful friend if treated with respect. It has been in America for



The Matredi Family

Colors: none

Ensign: none

Estimated Numbers: 150 in direct family contact

Leader: William "Ice" Matredi

The Matredi family is a major source of criminal activity in the Atlanta area. The family controls most pimps, bookies and pushers in the city, as well as many legitimate businesses. The family also has connections to the Mayor herself. The police leave the family alone as long as it stays within certain boundaries. A running gun battle in Peachtree Tower would not be tolerated, but a gangland killing in the housing projects might not even warrant a file in the Homicide Department.

The Don, William "Ice" Matredi, is ruthless in his leadership. Erring members of the family have been seen with fewer than their original allotment of fingers.

The Matredis are beginning to move their activities into the high-tech sector. Artificial drugs have become popular, as have sensory implants, which can be plugged into sophisticated entertainment software. The Matredis also employ several dozen hackers to access bank accounts throughout the country. A secret medical center run by the family makes cut-rate clones available, but with highly impaired memories. (This last fact is not heavily advertised in Mafia promotional brochures.)

at least 100 years, concentrated until this century in the Northeast. The Food Riots severely curtailed expansion, as the Mafia concentrated on keeping their holdings intact. In the long run, however, the Mafia was strengthened by the decline of American central authority. It has now spread its influence throughout North America. In the South, the Mob has major centers in Atlanta, Columbia, Charlotte, Louisville, and Memphis.

The Mob is divided into families that generally cooperate in "business" activity. Occasionally, rival families will war against each other in a brutal, long-lasting blood feud that leaves a trail of bodies from Atlanta to Sicily.

The Mob practices all forms of illegal activity, including prostitution, computer crime, racketeering, money laundering, gambling, sports fixing, and the manufacture and sale of artificial narcotics and black-market clones. In addition, Mafia families hold stock in many legitimate corporations.

Strangely (to non-Mob people), the Mafia has a sense of honor. Mobsters do not inform on one another. If a guy turns weasel, he's going to be sleeping with the fishes in concrete Under-Roos. (Translation: a gentlemen who betrays his friends will be killed in an unpleasant manner.) In Mafia-controlled neighborhoods, local businessmen can feel safer than in non-Mafia sections of town, as long as they pay their protection money. Mafia Dons (bosses) will go to great pains to insure the safety of their "clients"; freelance criminals who make the mistake of operating in Mob-protected neighborhoods rarely last long.

Tactics

The Mafia reacts in different ways to different threats, but responses often show a flair for creativity and sadism. The Mafia frequently tries to bribe potential enemies into submission first, but if that doesn't work, the Mob will get nasty. Kidnapping relatives, bombing cars, homes and businesses, blackmail, and murder are all common.

Armament

The Mob is loaded with high-tech weaponry, and has the resources to equip their people with whatever is necessary for a mission. They can also bring in specialists from practically anywhere — at any cost — if needed. Some autoduellists have found employment with the Mafia as mercenaries and enforcers. These duellists usually had previous contact with the Mob, often through fixed arena duels. They are mostly used for assassination and intimidation work.

Adventure Ideas

War of Nerves: The characters defend some innocent shopkeepers and other decent citizenry from a ruthless band of mobsters. The mobsters first try to bribe the PCs into staying out of the way, then escalate the conflict by kidnapping a Dependent or employing some other vile tactic. The adventurers retaliate in kind, and the battle of nerves continues until the climactic, violent showdown.

A Job: The characters are hired by the local Don to bump off (do a job on, ice, take down, rub out, deep six) someone who is annoying his family. A good twist would be to assign a hit against someone the party knows (like a Dependent). Of course, the characters will not know they know the target until late in the game. This assassination work might blossom into a full-time job, if the PCs are morally bankrupt enough to be Mob enforcers.

Secret Agent Man II: The PCs are hired by the FBI or some other law enforcement agency to go undercover and get information on the Mafia. The cops make the character(s) wear a wire (a bug, a transmitter). The bug could malfunction and broadcast a radio station, or the mobsters might have a radio that tunes in the frequency of the bug, which is then broadcast back to said mobsters.

The Mafia can be the center of an entire campaign.

THE AADA ROAD ATLAS

AND SURVIVAL GUIDE:

THE UNITED STATES

SOUTH

Driving Customs

The traffic regulations and traditions of the South vary little from state to state. Despite some intensely-fought rivalries, the South is one of the most cohesive and homogenous regions in North America.

The Police

The police in the South are vigilant and honest, though often hostile to strangers, letting nothing slide. Many local police forces can arrest a person for "looking funny," and often do, especially if the violator is obviously a visitor. Southern police are heavily armed: an average Highway Patrol officer will carry at least a LAW, along with the most powerful sidearms available. Patrol vehicles are likewise heavily armed.

Speed Limits and Traffic Laws

There are no speed limits in rural areas. The average speed limit in cities is around 50 mph. Reckless driving (by locals) is rarely ticketed by police unless they are bored. Littering is a capital offense in all Southern states (this does not include scattering wreckage of vehicles through combat). In general, traffic laws are vague enough in the South to allow the police officer great leeway in enforcement.

Weapon Laws

Weapons of almost any sort can be carried in the open, except in Kentucky and South Carolina (see individual descriptions for details). Elsewhere, guns are commonplace. A recent survey by UBN found that the average Southern adult carries 3.6 guns.

Duels are tolerated in almost all areas where weapons are legal. The location of the duel does not matter, as long as innocents are not injured. Duellists will have to pay for damage, and will be prosecuted if bystanders are wounded or killed.

Weapon Courtesy

Those who wave weapons at Southerners better be prepared to fight. The Southerner regards that as a major insult.

Those who want to die painfully can insult a Southerner's gun, car, or ethnic extraction. Most restaurants and hotels ask guests to check their weapons at the door.


Licenses


Vehicle licenses can be obtained from the Department of Motor Vehicles in any city. They usually run about \$25 for a four-year permit. This cost is doubled if you are a foreigner. The license will be revoked for any infraction of the law that a judge feels warrants the penalty.


Road Conditions

The roads of the South are in Fair to Poor condition unless specified otherwise in the state description. The maintenance of Southern highways is not the first priority to most state governments. The best roads in the area are the major highways of Kentucky; coal taxes are used there to keep the roads in shape. The only other excellent-grade road in the entire South is I-95 from upper South Carolina down to West Palm Beach, FL. This road is well-maintained to encourage tourism to the few beach resorts left. This is a rare case where Southerners actually encourage visitors.

Key to Map Symbols

 = Hospital

 = Airport

 = AADA Office

STATES AND MAJOR CITIES

The South is now trying to rebuild society, partly by encouraging ethical conduct with references to old-time Southern chivalry. This redevelopment is hindered by strong gang activity, both criminal and political. A long and great struggle lies ahead.

ALABAMA

AADA ADVISORY: The northern part of the state has a massive gang presence. Travel in the region is highly inadvisable.

The entire state is seething with gang activity. Major sections of the state are wholly gang dominated. The state government securely controls only southern Alabama and the "Lifeline," — the stretch of I-65 from Montgomery to Mobile. Huntsville and Birmingham are almost completely cut off by bike gangs.

The gangs started forming in Alabama during the Food Riots, when the state government went bankrupt and temporarily lost control of all but Montgomery. The northern cities were also economically devastated and suspended most of their police forces. By the time the government regained control in the '20s, the local bike gangs had grown into a force with which to be reckoned.

There are three prominent cycle gangs in the state. The Goremongers dominate Huntsville (including the Marshall Space Center), the Vulcans own Birmingham, and the Kill-Joys keep the region in between. The gangs do not move south because they are too busy fighting among themselves.

The state police have several undercover operatives in each gang to keep this antagonism going. The cops know all too well that Montgomery will be next if the gangs join forces.

Unfortunately, the people of northern Alabama are caught in the crossfire of this gang violence. Towns are looted and burned with numbing regularity. The cops occasionally napalm towns that are being looted by gang members in order to rub them out with minimum trouble. This stop-gap measure is a draconian way to even the odds. The police are outnumbered nearly 5 to 1 by the gangs.

Duelling Facilities: There are several arenas in Montgomery. The Highway Patrol also maintains a training arena for police cadets in Selma.

Government: Alabama has the weakest government of all Southern states. The governor is elected by the voting districts of the bottom half of the state. Dave Kenneth, the present governor, has a public non-intervention policy when it comes to the gangs. Privately, he is personally directing the war to reclaim northern Alabama.

Gang Activity: Very Heavy; see above.

MONTGOMERY

Population: 350,000 (including refugees).

Description: The city of Montgomery is the capital of what is left of Alabama. Montgomery is swelled to beyond



its capacity with an influx of refugees from the north of the state. There are several large squatter camps on the outskirts of town. The police have shoot-to-kill orders to keep these refugees out of the city proper. The whole city is gripped in a pessimistic melancholy, which is ironic since the town is still one of the prettiest in the South. Everyone is lethargic, as they think the states' days are numbered. The Montgomery Printing Company keeps in business selling "The End is Nigh" T-shirts.

Duelling Facilities: People in Montgomery try to forget their troubles by watching others kill themselves. Thus, autoduelling is very popular. There are two major arenas, the Maxwell Arena (formerly Maxwell Air Force Base) and the Lagoon Park Combat Zone, which offers regular duels and off-road events. The AADA has a fully-staffed office on Highway 65, 2 miles south of the Maxwell Arena.

Other Facilities: The University of Alabama was moved here from Tuscaloosa in 1917. The Crimson Tide combat football team is #1, which helps boost morale. The Zoo is still open and has some weird mutated things from Colorado Springs. There are five hospitals, three of which have Gold Cross. Four TV stations and 14 radio stations bring bad news to the city.

History: Montgomery was the first capital of the Confederate States of America, before it was moved to Virginia. Montgomery was also where Martin Luther King, Jr. made his mark on American civil rights. The city enjoyed a heyday in the late 1990's, but the trouble of this century has undermined the city's power and influence.

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

BIRMINGHAM

Population: 200,000.

Description: The city of Birmingham is under devastating siege by the Vulcans. Birmingham has lost a third of the city to this bike gang and will probably lose more. The Vulcans now dominate the turf from the Jefferson County border to the Alabama State Fairgrounds, south of I-59. Birmingham residents now must run a gauntlet of Vulcan bikers to get from Bessemer, south of the city, to the down-



town region. I-59 is treated as a demilitarized zone. All motorcyclists on that road will be fired upon by Birmingham police.

The rest of the city tries to cope with their terrible circumstances as best they can. There is a popular red-light district in North Birmingham. A few movie theaters in town are still open, and the city tries to keep a brave face. Unfortunately, Birmingham is still in awful shape (maybe not as bad as Huntsville, but close). Some cynics have described the situation in Birmingham as the fall of Saigon in slow motion.

Duelling Facilities: There is an active AADA chapter in Bessemer, the Cast-Irons. They run a makeshift arena next to the Bessemer Super Highway, mostly to keep the aim of local residents sharp. Few have the time or inclination for recreational combat anyway. The Hwy 65 Truck Stop offers some AADA advisory services, but there is no official office.

Other Facilities: Birmingham has two TV stations and six surviving radio stations. The Vulcans have a penchant for rock music and have been raiding radio stations to procure rock albums. The police recently set up a dummy hard-rock station for the Vulcans to attack, and loaded the building with TNT. The loss of personnel has slowed the Vulcan advance, but only temporarily. There are 17 active hospitals, which are usually full. They are heavily guarded, as the Vulcans attack them with a sick regularity. All colleges have been evacuated to the south.

History: Birmingham (named after Birmingham, England) was once the industrial center of the South because of the local abundance of minerals. The great resources of the area are still there, but the gang troubles have effectively shut down local industry. The city started to slide in the '90s and the bad luck has snowballed ever since.

Gang Activity: Very Heavy; the Vulcans reign supreme in this part of the state. Their base of operations is the statue of the Vulcan, in the hills overlooking Birmingham. The Vulcans have about 500 members, and their ranks are constantly being increased by vagrant scum who join the gang to have some fun at the expense of the city. In comparison, the Birmingham Police has less than 100 members. Volunteers are not exactly beating down the door to sign up, either. The Vulcans are so well-established that they have no colors or identifying logo — if it's a cycle gang and it's in the Birmingham area, then it's the Vulcans.

They have been slowed recently by the determination of a few of the city's inhabitants. There are many unorganized "resistance groups" that have risen to defend their neighborhoods, notably the Hueytown Hellions, the Homewood Homeboys, and the Dolomite Demons. They hope to do for Birmingham what the famous MONDOs did for Midville, OH, but so far lack the organization and cohesion to pull it off.

MOBILE

Population: 250,000.

Description: The port city of Mobile is one of the most prosperous regions of this tired state. All boat traffic going through Mobile Bay to the Gulf of Mexico must pass through the Port of Mobile. The elite Mobile Marine Police collects a tax on all ships passing through, and uses the refurbished *USS Alabama* to enforce not only the tax, but

the safety of all legitimate shipping. For all of the Mobile Marines' efforts, there is still piracy on the Alabama River between the Gulf and Montgomery. These pirate bands are, for the most part, made up of cycle gangs who decided to specialize in an area where competition was not as intense.

Duelling Facilities: The city has one arena, a recent addition to the Gulf Fishing and Hunting Club. The Club also serves as the AADA contact for the city.

Other Facilities: There are five TV stations and ten radio stations. Six hospitals are still open for business. The main base for the Mobile Marine Police is on Pinto Island.

History: The city was the capital of French Louisiana before the Americans bought it. The port was captured by Admiral David Farragut in the First Civil War. After that, Mobile became a major shipping and industrial center, a status it enjoys to this day.

Gang Activity: Heavy near the river from pirates; non-existent elsewhere.



HUNTSVILLE

Population: 120,000.

Description: The people of Huntsville are locked in a life-or-death struggle with the Goremongers, a large and powerful cycle gang. The Goremongers own a stretch of Huntsville from Oakwood College south to the Marshall Space Flight Center. The bikers have looted the Flight Center, the Alabama Space and Rocket Center, and the U.S. Army Missile Command of everything they understood enough to use, and some things they didn't. The police of Huntsville die with depressing regularity to protect the good citizens of the city. Their deaths seem to be pointless as the Goremongers gain more ground every day.

Duelling Facilities: Huntsville residents are too busy trying to keep alive to bother with autoduelling. The nearest arena is in Birmingham. There is no AADA office in Huntsville, but the Huntsville State Bank (on Hwy 431) handles electronic mail to and from the Montgomery office.

Other Facilities: Huntsville has one highly guarded hospital near Airport Road. There used to be a few TV and radio stations, but now there is only one AM station, operated by the police to warn of Goremonger movements.

History: The city was named after John Hunt, a Revolutionary War guerilla fighter. Hunt's tactics are still popular with the town's defenders. In the 1950s, the city attracted the American rocket industry. Now, the rocket centers are totally overrun by the Goremongers. Rumors persist that the Goremongers managed to capture some very powerful experimental equipment, but have not used it yet because they cannot figure out how it works.

Gang Activity: Very Heavy; the Goremongers are about to take over the city if something drastic does not happen.

ARKANSAS

The state of Arkansas can be a very exciting place — if you live to enjoy it. The inhabitants of the state have not completely lost their frontier mentality. Driving through parts of Arkansas can be like driving through the Old West, except that Dodge City was much less dangerous.

A major altercation on the national border between Arkansas and the foreign powers of Texas and Louisiana is a constant possibility. The Arkansas State Police and the United States Army keep large contingents of troops in the border areas "just in case." Arkansas Police believe Texas has plans to capture the Crater of Diamonds diamond mine (the mine is thirty miles from the Texas border) and loot it for some quick money. Neutral observers believe Texas has no such plans, but Arkansas would rather be safe than sorry.

The state seems to attract activities of a dubious legal nature. The main headquarters for the Confederate Commando Corps is based somewhere in Arkansas. That the police have done nothing to look for them might say something about their own political preferences. The CCC does not run much terrorist activity within the state boundaries, but instead uses Arkansas as a planning base. The CCC also recruits locals by the bushel to be used as cannon fodder. The more impressionable youths join the Confederate Youth Cells, basically a brainwashing organization disguised as a Boy's Club. The CCC is starting to lose popular support around the state because of this indoctrination program.

Arkansas is also a base for a group of nearly opposite political persuasion, Green Fist. The Fist owns all marijuana crops in the state, and the weed is now one of the top three cash crops in Arkansas. Luckily for the discriminating drug connoisseur, the Grain Blight had no effect on this particular plant. Green Fist transports the pot to lucrative northeastern markets in well-armed trucks. The Arkansas Highway Patrol is eager to catch these trucks and is willing to hire outside help to do it.

Duelling Facilities: Arkansas inhabitants are fanatic duelling fans. Even small towns try to have at least one arena, which can be anything from an open field to an Olympic-size stadium.

Government: Arkansas has an interesting political system in which the five richest people in the state (as determined by the Arkansas Revenue Service) run in a general election for governor. The winner serves for five years, with nearly dictatorial powers. The governor is assisted by the Thunderbolt Brigade, an Imperial Guard of sorts.

History: The French were the first to settle the land now called Arkansas. It was sold as part of the Louisiana Purchase to the United States in 1803. Arkansas seceded from the Union after the start of the First Civil War, but over 10,000 Arkansans still fought for the Union. Arkansas became the focus for all racism during the Central High School controversy (see Little Rock). The Second Civil War was brought home when Texas forces launched a preemptive strike against Arkansas. Local militias fought ferociously to delay the Texans until Federal troops could fight the tide back. The Food Riots only added to the devastation,

and the economic shock (unemployment is at 29%) is still felt today. Arkansas also has to cope with the ongoing gang war between the CCC and the Fist, which further depletes government resources and destroys private property.

Gang Activity: The violent Arkansas citizenry keeps common bike gangs off the street. However, political gangs like the CCC and Green Fist are actively supported by large segments of the population, and are harder to eradicate. The CCC has assistance from the police as well. Green Fist gets some protection from the Arkansas Farming Association, a kind of union for farmers, especially cultivators of illegal crops.

Roads: The roads and highways of Arkansas deserve special mention because of their interesting qualities. In general, Arkansas roads are turning, curving, dipping things wrapped around mountains, that can kill the careless driver in a bloody instant. The roads are in Poor condition, except for the roads in the vicinity of Little Rock, which are Fair to Good.

LITTLE ROCK

Population: 200,000.

Description: The capital of Arkansas is a booming place (literally). Visitors better be tough-minded loners who know how to use their fists (and guns). The people of Little Rock make a point to shoot at everything at least once. Downtown shops are fitted with bulletproof glass to protect their customers from stray small-arms fire. Little Rock police won't bother people who are fighting in the city, as long as it is a fair fight. They will interfere in a total mismatch, for laughs if nothing else. The police use standard issue military firearms, from anonymous suppliers that buy directly from the Israeli Empire. Thus, they have large numbers of Uzis, Galil '37 light machine guns, and even a few Merkava Mark XVI assault tanks.

Duelling Facilities: Little Rock has two real arenas, one on the site of the State Fairgrounds, and another on the west side called the Pleasant Valley Duellarama. Both have an unusually high number of arena fatalities and have been given safety reprimands by the AADA. Attendance at the arenas is phenomenally high. People who go to Little Rock duelling events should bring lots of firepower to defend themselves



from other rowdy spectators and — sometimes — from frustrated duellists who strafe the stands (Arkansas arena grandstands have no armor protection). In addition, Joe and Bobby Whalen, AADA champs, have established the Autoduel Museum, a block away from the Little Rock Arts Center, on I-30. The AADA has a full-service office and regional headquarters just north of the museum.

Other Facilities: There are six hospitals, four colleges, and four TV stations within the city limits. In North Little Rock, there is a major training center for the Arkansas National Guard. The Guard will help the cops in the event of a major threat to Little Rock's safety.

History: The French explorer Bernard de la Harpe found a mountainous area on the banks of the Arkansas River, and called it La Petite Roche. Later this became Little Rock, the capital of the Arkansas Territory. In 1957, Little Rock became the focus of the fight against racial segregation, as the governor refused to allow black students into the city's Central High School, and sent in the National Guard to make the point. President Eisenhower federalized the troops and desegregated the place. Eighty years later, some city residents still curse Ike. It is these folks that join the CCC.

Gang Activity: The only type of gang in town is the political gang. Purely criminal gangs do not live long enough to make much trouble (the police budget is surprisingly small because the people they "protect" are usually as well-armed as they are). The Confederate Commando Corps has an armored office on Main Street. The CCC has active support in the city, but this is starting to wane in the light of recent atrocities.

FORT SMITH

Population: 100,000.

Description: The city of Fort Smith is on the Oklahoma border. The western edge of the city is actually over the state line, but was legally declared part of Arkansas by the Texarkana Accords. Fort Smith is constantly preparing for an attack that will probably never come. The town is one of the best-defended fortresses in the South; its many military bases not only support the local economy, but also ease the minds of a paranoid citizenry.

Duelling Facilities: The Fort Smith area has the Fort Chaffee Arena (for troop morale), the Rodeo Fairgrounds (with weird duelling events like horse round-ups), and the Fort Smith Municipal Arena (in Fort Smith Park). There is a major AADA office on 4th Street downtown, rare in a town as small as Fort Smith — but local demand for AADA services requires it.

Other Facilities: Fort Smith boasts two hospitals that are usually kept busy from autoduellings casualties. There are three TV stations and twelve radio stations in town.

History: Fort Smith was originally a frontier outpost. The town became the site of the U.S. District Court for the Indian Territory (before it became Oklahoma). Fort Smith still holds an annual Arkansas-Oklahoma Livestock Exposition and Autoduel Show, an amazing feat of cooperation in the light of the town's generally paranoid perception of Oklahoma's intentions.

Gang Activity: There is little gang activity except for a small outpost of the CCC. Most natives dislike the Corps and will not give them the time of day.

CRATER OF DIAMONDS

Population: 1,883 (in Murfreesboro).

Description: The Crater of Diamonds, near the small town of Murfreesboro, is the only diamond mine in the United States and generates a large percentage of Arkansas' overall revenue. The mine is owned by a dummy corporation fronting for the Confederate Commando Corps, and they use the profits to run their headquarters (somewhere in the wilds of Arkansas) and finance their out-of-state activities. The state collects a substantial tax on the income of the mine, so it is reluctant to close the operation down. All area residents 15 years of age and older are employed there. The CCC are ruthless taskmasters, working their miners to the point of death under highly dangerous conditions.

Duelling Facilities: None; the CCC does not want to spring for a stadium.

Other Facilities: There is one medical clinic run by a first-year medical student, equipped with little more than a few bandages and a half-bottle of rancid rubbing alcohol. Do not go there.

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

FLORIDA

Florida has been put through the ecological wringer. The state was rocked by devastating hurricanes that flooded Ft. Lauderdale, Miami, and Jacksonville, drowned thousands and caused a climatic change that raised the average summertime temperature to over 120 degrees. The Food Riots came through the state. Tallahassee was almost entirely razed in 2016, and the capital was moved to Los Disneys, now the most important city in Florida. The state is in fair shape, but is limited by the heat from making significant improvements in the economy.

Duelling Facilities: Duelling is popular and arenas are not hard to find in major cities.

Other Facilities: The major cities have the most advanced hospitals, as well as some good TV stations. Elsewhere, medical care is laughable.

Government: Florida has a semi-dictatorial governor, Bart Lesion. Lieutenant Governor until ex-Gov. Sherman D. Barron had a tragic accident (he shot himself 15 times while cleaning his machine gun), Governor Lesion is loathed by democracy-conscious Floridians. There are rumors of plans to assassinate him. He meets with the governors of South Carolina and Georgia in the "Council of Three."

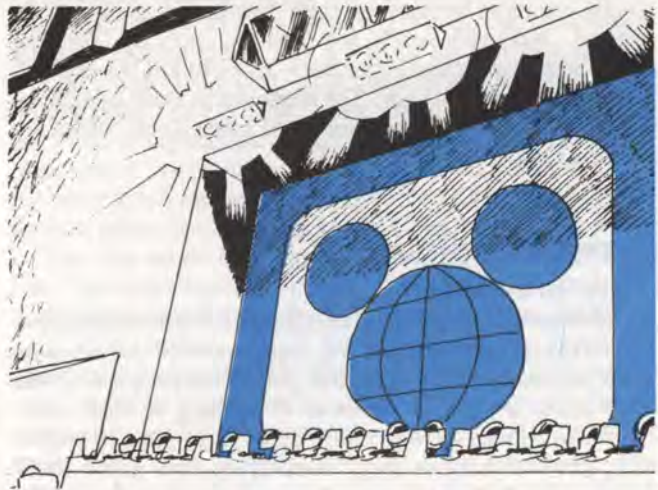
History: Florida was "discovered" by the Spanish explorer Ponce De Leon, who was looking for the Fountain of Youth. Florida was part of the Spanish Empire until acquired by Andrew Jackson, and seceded from the Union during the First Civil War.

Gang Activity: Light; most gangs are proles that hang around the ruins and slums of various Florida cities. The only gang that makes a decent threat to anybody is the Orlando Lice, which, contrary to their name, hang out in the Outzone of Los Disneys.

LOS DISNEYS

Population: 400,000.

Description: The city of Los Disneys is divided into two distinct sectors that try not to have anything to do with each other. The Park is a high-tech area totally enclosed by armored domes made of translucent hexagonal plates. The center of the complex used to be Disney World and Epcot Center, two major amusement parks. Now it is an elitist, tightly secure city unto itself. Visitors are not welcome at all.



The Park employs a paramilitary police force that has been known to blow people away for whistling an unpopular tune. The most feared of all Park cops are the Park Rangers. They follow a doctrine nearly identical to the Wehrmacht S.S., except that Himmler's finest were a little more forgiving. They have been known to go undercover as terrorists to lure real terrorists to their deaths.

Park domes are named after their use. For instance, the Pleasuredome holds the last remnants of the old amusement rides (as well as the Park brothel). The domes are huge constructions, and the Homedomes have enough single apartments for several thousand people apiece as well as shopping centers offering goods ranging from groceries to high fashion.

The old tunnels used by Disney World employees currently lie empty. Intruders often use this network to infiltrate various domes. The cycle gang/terrorist group Orlando Lice uses this method frequently to sneak in and sabotage Park services. The Lice are rumored to be planning an assassination of the Governor of Florida, who lives in a wing of the Capitoldome.

The Outzone is the moss-covered underbelly of Los Disneys, where there are scum gangs right and left. The Outzone is miserably poor — very few people have more than the clothes on their back. A few fifth-rate hotels and restaurants accommodate anyone so foolish as to visit. All kinds of gruesome things happen in the Outzone, so keep your guns cocked.

Duelling Facilities: There is one open pit that the Outzoners call an "arena" — nicknamed the Chromedome in a parody of the Park buildings. The participating vehicles are held together with spit and divine intervention. In the Park,

autoduelling events are held regularly at the Orangedome. The state AADA headquarters is located in the Orangedome complex, on the second floor of the administration building. Adequate garages and recharge stations are situated at the gate entering the Park.

Other Facilities: The Park has two TV stations (in the Teledome), a large, multi-purpose hospital complex (in the Bonedome), and several universities (the University of Florida is in the Gatordome, and the University of Central Florida is located in the Brainedome). In addition, there is a monstrous banking complex in the Loandome. The Tome-dome holds the library, while the Liberace Memorial Hall for the Performing Arts is in the Tonedome. There are many Dronedomes, for office and manufacturing work; the second wing of the Capitoldome holds Park Ranger headquarters. And of course, the hugely successful Los Disneys Dolphins combat football team plays in the Orangedome.

History: Before the Food Riots, the Disney World Amusement Center was one of the most popular tourist attractions in North America. Disney World evolved, in the 1990s and 2000s, into a very successful closed city. Renamed Los Disneys in 2008, it became the largest city in the state. The capital moved there in 2016 following the destruction of Tallahassee during the Food Riots. The Outzone developed as refugees from Miami and Fort Lauderdale migrated north. A civil war is developing between the Parkers and the Outzoners because of the economic inequalities in the Zone.

Gang Activity: Medium to Heavy in the Outzone; scum gangs are common, but not well enough equipped or organized to be more than a nuisance. The Orlando Lice, on the other hand, are the supreme force in the slums. Many are political offenders fighting a guerilla war against Lesion; they enjoy some popular support. The Los Disneys Security Police have a laissez-faire attitude towards the Zoners (except for the Lice), and only enforce the law in the region when they feel like it.

PALM BEACH

Population: 65,000.

Description: Central Palm Beach County is the only major section of east Florida that has not been abandoned, thanks in part to the protection from the weather that the MacArthur Seawall provides. The area is divided among several factions; each protects its turf with pride and creative violence. The RCA company owns a fortified factory south of Highway 748. The college kids no longer come to town, so the economy is mainly supported by the RCA Technologies Center. The refugees from along the coast have now established small cities of their own, New Jacksonville and Nuevo Miami. Migrant workers have established camps in the westernmost part of the county.

Duelling Facilities: The only arena in town is the Palm Beach International Auto Arena. It schedules autoduelling events seven days a week. Many non-duelling events are held also, including tractor pulls, stock car races (hand weapons only), and off-road swamp events. The last event is messy as explosions can blow mud right up into the stands. Bring an umbrella. The AADA has a small office in the arena; all services are available, but delays are common.

There are three autoduel clubs in the city. The largest club is the Marsh Raiders, who operate in the Great Marsh

(a residential district that is flooded often, west of Highway 809). The Raiders have the support of some motorcycle enthusiasts called the Rattlesnakes. Another club is the New Jacksonville Cruisers, who are based in New Jacksonville, south of the RCA compound. The third club, the Sunnydown Crime Watch, is more of a vigilante gang than an autoduel club, and is described below.

Other Facilities: There are many garages and charging stations scattered around the county. A particularly good truck stop, the Lake Worth Exchange, is at the intersection of Highway 802 and the Florida Turnpike. Three hospitals operate in the area, and the staff of the one in Nuevo Miami, speaks Spanish. The Palm Beach Community College and Technical Institute is a nice party school.

History: The city of Palm Beach was settled in 1873 and nicknamed the American Riviera shortly thereafter. The hurricanes of 2011 and 2012 (Annette and Barbara) wiped out the east coast of the whole state. Palm Beach was luckier than most areas and attracted refugees. This population pressure caused friction and retired residents of the area decided to take over. The CondoWars continued even after Governor Barron negotiated a treaty which gave the old folks their own place, called the Sunnydown Citadel.

Gang Activity: Light; there are not many violent gangs in the county. The Sunnydown Crime Watch Association is nominally an autoduel club, but the members will fire on anybody that looks like he is under 50 years of age. Pedestrian scum gangs roam the migrant camps and the two "cities" of refugees. They are desperate for vehicles and will gladly "borrow" a visitor's.



TAMPA AND ST. PETERSBURG

Population: 250,000 (St. Pete); 220,000 (Tampa).

Description: The cities of St. Petersburg and Tampa have now grown into one big megalopolis, called the Twin Cities of the South. The two cities are linked by three bridges. The area has more people than Los Disneys and does not have the capital's gang and security problems. On

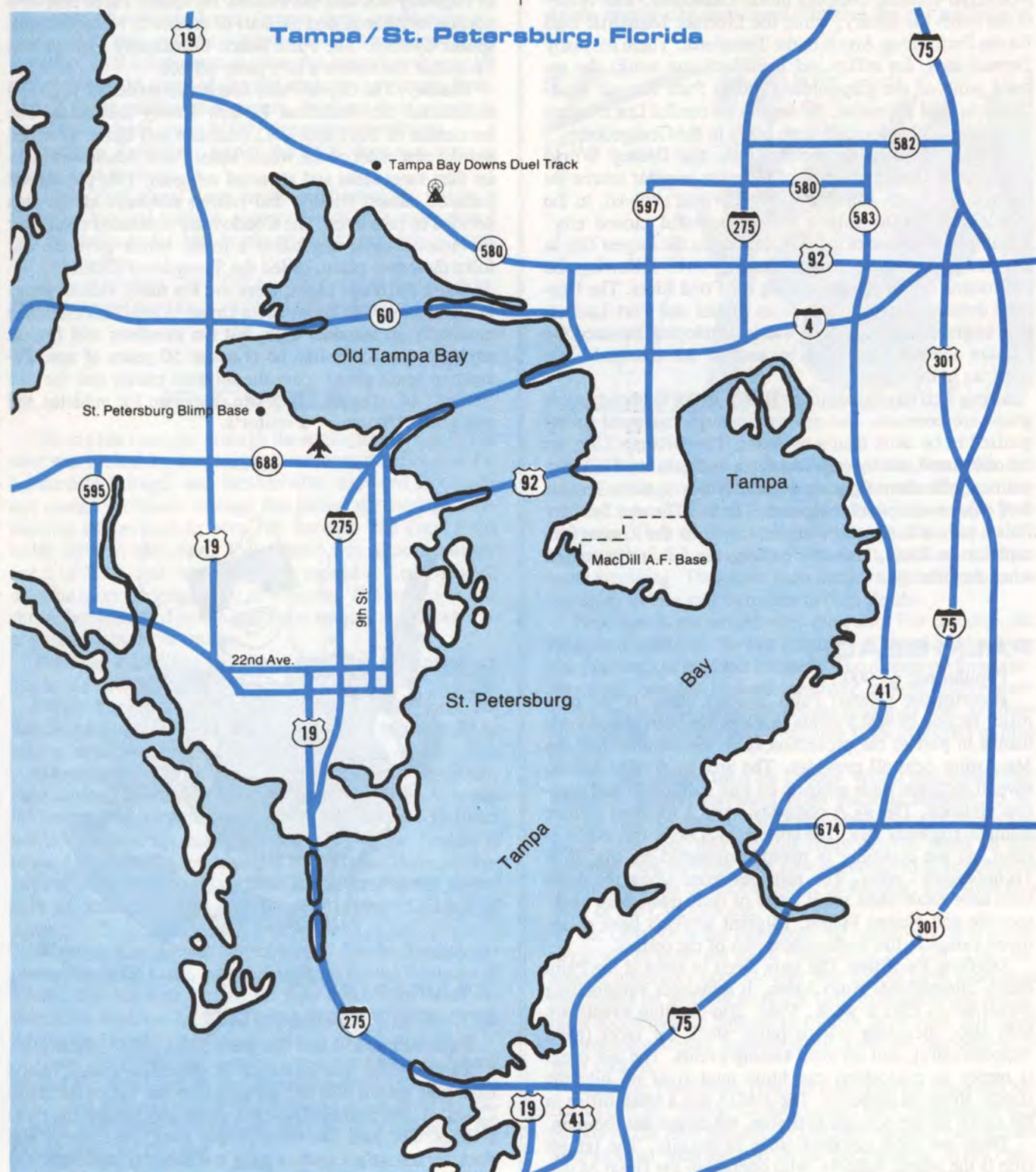
the other hand, the Twin Cities do not have nearly the technological and economic strength of the capital.

Duelling Facilities: The major duelling attraction is the Tampa Bay Downs Duel Track. The facility also has many different racing events, including weird RV events (the place used to be a dog track, except now they use Greyhound buses, not dogs; Floridians do have a sense of humor). The arena's specialty is the bus demolition derby, where buses wheel around the track as fast as possible to get to the finish line. Dozens of buses can be aced in one night. There is a

full-service AADA office just one mile south of the Downs on Bayshore Drive.

Other Facilities: There are 25 hospitals, 16 TV stations, 76 radio stations, and 15 colleges between the two cities. The St. Petersburg-Clearwater International Airport is serviced by all major commercial airship lines. The Tampa Bay Buccaneers are still the worst professional combat football team in the league.

History: The region's population has swelled in the eastern outskirts due to an influx of hurricane refugees back in



the teens. Tampa and St. Petersburg themselves were hardly damaged by the hurricanes. They did take some abuse during the Food Riots, as the racial tension building in Tampa finally exploded. A huge riot destroyed 20% of the city's buildings before airships from MacDill Air Force base could bomb the rioters into submission. This riot and its dramatic resolution only intensified the hatred between the races. St. Petersburg has not had these problems and has money to burn, so it has started an urban renewal program in upper Tampa.

Gang Activity: There are many street gangs in the slums in northern Tampa, composed mainly of dissatisfied black people who have been oppressed by racist police for decades. The most important of these groups is the Ebony Knights. Their leader, Tom Muldali, is rumored to be an operative from the Pan-African Republic who has been sent to America to organize a black revolution. The Knights rarely attack ordinary citizens, but are merciless foes of Tampa authorities, including city employees at all levels. The Knights' logo is a black clenched fist.

PENSACOLA

Population: 60,000.

Description: Pensacola, on the coast of Pensacola Bay, is a major port city in Florida, and has gained importance as an economic center following the devastation of the east coast of the state. The city is in good shape, and is the least violent big town in Florida. This can make life pretty boring, however, so Pensacolans love to duel and party. A party just isn't a party in Pensacola if several thousand screaming youths are not involved (*Beach Blanket Bingo* meets *Nightmare On Elm Street*).

Eglin Air Force Base, across the bay from Pensacola, is headquarters for the United States' largest military zeppelin force. These zeppelins have an armor-reinforced skeleton made of the same material as helicopter rotor armor. They mount missiles which are designed to fall away before firing to avoid igniting airship gases. Zeppelins are used to patrol the coast of the state, with orders to sink any refugee boats from South America that come into Florida territorial waters. Smart refugees would be advised to go west and land on the Alabama coast, where security is much less strict. The intense (some say psychotic) commander of the First Zeppelin Wing, General Benjamin "Piledriver" Pope, is a martinet who runs the base with a nasty sense of efficiency.

Duelling Facilities: There are many no-holds-barred arenas in the area; few nights pass without a death. The arenas include the Ensley Stadium, the Oriole Beach Duelling Center, and the Pensacola Strip (this used to be Pensacola's airport; all air traffic is now handled at Eglin). There is a large AADA office located in the Oriole Beach Mall.

Other Facilities: There are two hospitals and four TV stations. WPFL-TV Action News regularly broadcasts beach parties live.

History: Pensacola emerged undamaged from the hurricanes of '11 and '12, as well as the Food Riots. Eglin AFB was a pioneer in airship travel, offering full facilities for docking back in 2005.

Gang Activity: The Surf Punks are a relatively harmless gang that can be pacified with a keg of beer, but they will

occasionally go berserk for no discernible reason. Airmen stationed at Eglin can sometimes pose a problem in town on Friday and Saturday nights.

GEORGIA

The Peach State is somewhere between urban wealth and rural indigence. Migrants work the state's plentiful peach and peanut farms to feed the cities while their children wallow in poverty. Atlanta is a paradise by comparison, and dominates the politics of Georgia. Rural areas fight off cycle gangs and poachers with amazingly poor weapons. Almost everywhere in Georgia, visitors are not welcome. Travellers should act inconspicuous.

Georgia on the whole is in good condition, except for the extreme southern end of the state, which is exceptionally impoverished. The hurricanes which were so brutal to Florida also laid waste to most of the coastal counties. The survivors either left for Savannah or stayed to eke out a living on miserable little gardens.

Poachers give the state's wildlife refuges no end of trouble. The poachers are hunted by the fearsome Georgia Highway Patrol (half of whom are convicts who were released if they would serve the state). The Highway Patrol is not above being bribed to look the other way, however. Poaching is also despised by civilians, and convicted (or suspected) poachers will often be attacked on sight. The state government is actively seeking mercenaries to wipe out the major poacher camps in the Okefenokee Swamp.

A controversy is brewing over the bribing of the commanders of several military bases, who were allegedly paid off by the mayors of some Georgian cities in return for the use of their troops to destroy a few biker bases. Some mayors, frustrated with the Highway Patrol's corruption, admit hiring the military freelance.

Duelling Facilities: Champion Georgian duellists are idolized and treated like kings. There are arenas in every city that has so much as a street. EDSEL has some support (and excellent public image), but not enough to threaten the duelling community.

Government: The state tries to practice democracy, but falls short of the mark in many local governments. Many rural towns are run by minor-league warlords who keep control by mercilessly maintaining the peace. Atlanta and other big cities have elected officials who are responsible (for the most part) to the state law. The governor is also elected, although voter fraud is common. The present governor, Carl Lipton, has been meeting recently with the autocratic governors of South Carolina and Florida to maintain a common "foreign policy." This tri-state conference has been cynically called the Council of Three.

History: Georgia was founded as a refuge for the oppressed, under the rule of General James Oglethorpe. The First Civil War brought General Sherman, and his March to the Sea. Atlanta and Savannah barely existed afterwards. Presidents Jimmy and Amy Carter were born and raised in the state. The Food Riots did a lot of damage to the already-hurt southern parts of the state, but were stopped before they got to the better-armed, industrialized northern cities. The Georgia National Guard invaded South Carolina in an alliance with North Carolina to put down South Carolina

before it became too late. The invasion was a fiasco, and cost the governor the last election. Ironically, the new governor, Carl Lipton, is ideologically united with the South Carolina leadership.

Gang Activity: The gangs of Georgia are mostly cycle gangs, scum gangs, and political gangs. Some of the more powerful bike gangs include the Amazons, the Rednecks, the Swamp Thangs (sic), and the Blades. Poaching is a common gang practice. The Okefenokee Swamp, which is supposed to be a wildlife refuge, is overrun with poachers. The state government in Atlanta hires mercenaries to thin their ranks, but little progress is being made. The state does not rely on the local police to attack the poaching gangs; some police are in the pay of the gangs, if not poaching themselves.

ATLANTA

Population: 500,000.

Description: Atlanta is the biggest city in the South. As a matter of fact, the city is so big that it has trouble coping with scum gangs that inhabit the ghettos of the inner city. Unlike Los Disneys, the poorest area of Atlanta is very close to the center of the city, and the suburbs are the wealthy territory. Street gangs are common in the heart of the city and the police ruthlessly hunt them down. The capitol building and the highways around it are heavily patrolled.

One nice thing about the city is its absence of racism. Atlanta has the most black millionaires of any North American city. Most Atlanta whites are free of racial prejudice; the rich reserve their snobbishness for poor people (which the town has in plentiful numbers) regardless of race.

The Peachtree Tower, tallest building in the state, has been converted into an electronic fun park, where people can be plugged into micros and sent on weird fantasies all over the building. The Kim Basinger Floor is highly recommended. Another fun spot is the Slimelight Nightclub, where the Atlanta rich come to be seen.

Duelling Facilities: There are two main arenas in the



city, Omni Coliseum and Atlanta Stadium. Both are also used as combat football stadiums as well (the Atlanta Falcons are a good ball club, but they need more medics on the sidelines). The huge highway system around town is also a major duelling site. All major networks in the city fly helicopters to take pictures of the frequent road duels. Atlanta residents get mad at people who cut in front of them, and the city's horrendous traffic situation guarantees that will happen frequently. The Omnis are the autoduellings club of Atlanta. They drive silver vehicles with a tasteful stars-and-bars motif on the doors. They try to be Southern gentlemen and will avenge all insults without delay. The Omnis are an AADA chapter in good standing. The state AADA Headquarters is located at 1735 Macon Ave., near the intersection of I-75 and I-85.

Other Facilities: There are regional chapters for every conceivable organization, legal and otherwise, based here. Eight TV stations (including the Turner Broadcasting World HQ), 41 radio stations, 28 colleges, and 56 hospitals (as well as the National Center for Disease Control) are based in Atlanta.

History: The city grew as the crossroads of a rail line. The city was called Atlanta after the Western and Atlantic Railroad. In the First Civil War, General Sherman burned half the city to the ground. The city kept growing, however, and by the 21st Century, was the fourth biggest city in the Union. The Food Riots stunted its growth somewhat, but did no serious damage to the city as the Atlanta Police, under the reign of Tiger Walkup, brutally put down rioters (the cops brought out the water cannons they had kept in storage since the 1960s). Now, the city is trying to regain its turn-of-the-century glory.

Gang Activity: Scum gangs (most notably the Festers) bother poor people in the ghettos. Political gangs regularly war among themselves, and the police keep a policy of non-intervention because the police force itself is politically divided. The Mafia has built a strong power base in the city and has been known to keep a few cops in their pocket, as well.

Roads: The roads of Atlanta deserve special attention because they are the South's own little hell. Many are convinced that the person who designed the Atlanta road system was the Prince of Darkness himself, concocting a special torture for the undeserving motorists of Atlanta. The problem is that three interstate highways cut right through the core of the city, and another circles the city completely (I-285). The traffic is mind-boggling, but it keeps moving because Atlanta has an unusual *minimum* speed limit of 55 mph on all interstates within the city limits.

COLUMBUS

Population: 200,000.

Description: The city of Columbus is in western Georgia, near the Alabama border. Bike gangs based in Phenix City, AL, sometimes raid this economically-depressed town. The police try their best to repel these attacks, but without the cooperation of the Alabama Highway Patrol, this is almost impossible. The city has massive barriers made of concrete and steel along the Chattahoochee River. The Columbus Police also operate several armored boats to repel barges full of cyclists. The city's mayor, the fiery

red-headed Sandy "Midget Fury" McGrady, refuses to ask for state assistance, saying the state cops are basically convicts with badges. She has repeatedly requested troops from nearby Fort Benning, home of the U.S. Army Rangers.

Duelling Facilities: The place to be for duelling is the Columbus Fairgrounds. The duelling is fast and furious, and the only house rule is that duellists may not attack the management. Beyond that, anything goes, and everything is encouraged. The mayor sometimes duels herself (she is a triple ace). The fairgrounds are the base for the Punishers, the top autoduelling club in the county. An AADA office is located on 2nd Street, downtown.

Other Facilities: 5 hospitals, 5 TV stations, and 11 radio stations serve the area. Columbus College offers degrees in the combat arts. Majors in this field must write a dissertation behind enemy lines on such subjects as Gangs and the Destruction of the American Family.

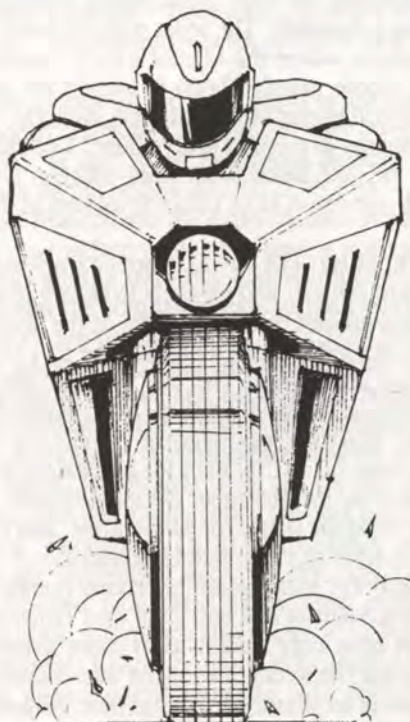
History: Columbus was hacked out of the savage wilderness of western Georgia around 1827. Now, it is once again on the frontier of civilization with the collapse of Alabama's central authority. It was once the second largest textile center in the South, but the Food Riots severely damaged the city's industrial base. The city survived through the Riots by grim determination, and this is what keeps it from being overrun today.

Gang Activity: There are numerous gangs surrounding Columbus. Most are small (no more than 100 members), and are quite disorganized, but they still threaten the safety of Columbus due to their sheer numbers.

ATHENS

Population: 70,000.

Description: Athens has become the second largest music center in the South, with 18 nightclubs which regularly debut



hot new rock music talent. Some of the bigger clubs have satellite feeds to broadcast their shows to the rest of the country. Athens has gained size by attracting many record labels to the city, along with their employees. The city is also relatively safe, due to its paranoid police force.



Duelling Facilities: The city has one arena, on the grounds of the University of Georgia. The main autoduelling club is the Rockers, who have a happy-go-lucky attitude towards life. They will forgive most insults if they are in a good mood. It takes a lot to push them to violence. The AADA has an auxiliary office in the U of G Student Union building.

Other Facilities: There are five hospitals in town. The University of Georgia is one of the largest universities in the South, with a wide curriculum covering both traditional and bizarre topics. The university's combat football team, the Bulldogs, are nationally ranked. And the nightclub circuit, as mentioned above, is extremely impressive.

History: The city grew around the University of Georgia, which was founded in 1801. As other parts of the state fell into ruin, the preservation of peace in Athens attracted industry and people to her.

Gang Activity: Light; the city itself has no gangs, but the roads to the southeast leading to Augusta have a large biker presence.

MACON

Population: 120,000.

Description: Macon is positioned in the middle of the state, at the junction of I-75 and I-16. The city is surrounded to the east and south by impoverished cycle gangs that would like nothing more than to loot and burn the town. The people of Macon are armed to the teeth to prevent this.

Macon is sealed off, and visitors will be stripped of weaponry and treated with great hostility and suspicion. Macon does not even trust the state government and tries to keep out Georgia forces, especially the infamous Highway Patrol.

Duelling Facilities: The Macon Duel Extravaganza (once the Macon Mall) is the important arena in the city, but several other stadiums compete for the discriminating Macon duelling fan's dollar. The AADA has a well-staffed office here, on the Duel Extravaganza grounds.

Other Facilities: The city has eight hospitals, most of which have Gold Cross. The city is the home of Mercer University. The Bowden Municipal Golf Course offers armored golf carts for all players.

History: Macon was settled as a fort and continues as one today. The city was propped up economically by its munitions industry. Since there is no shortage of wars and other armed conflicts, this has kept Macon in the money. In addition, the Macon police are the best-armed in the state.

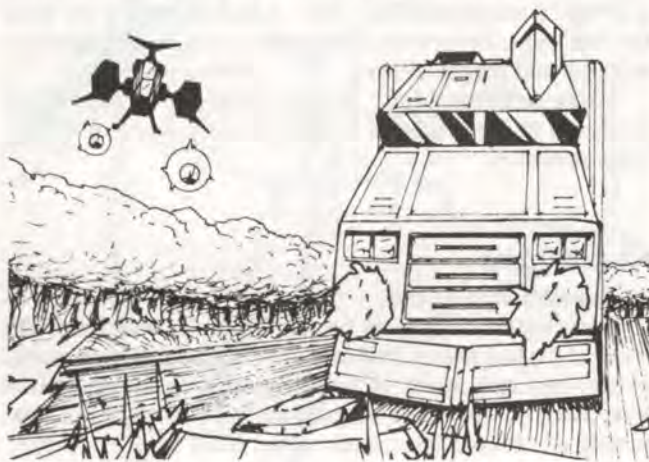
Gang Activity: Scores of small-times gangs attack the suburbs of the city regularly. Bloody battles are frequent along Highway 129. The police are keeping the gangs at bay, for now, so Macon is not nearly as bad off as many cities.

SAVANNAH

Population: 100,000.

Description: The town of Savannah is the main seaport of Georgia and the state's oldest city. Savannah was damaged in the hurricanes of 2011-12, but the port was shielded by a layer of barrier islands which bore the brunt of the storm. Savannah was cut off during the Food Riots, and horrific stories of what the citizens had to go through can be heard from any survivor. Savannah is still surrounded by gangs, but defenses are better coordinated now and the town is in no immediate danger. I-16 is Savannah's only link to the interior, and gangs are plentiful on that road. The area's natural beauty was marred by cycle gangs and rioters, but the city is organizing a clean-up campaign, hiring the unemployed for extremely low wages.

Duelling Facilities: The city does not encourage autoduelling (EDSEL supporters dominate the city council), but Memorial Stadium holds some duelling events anyway, due to heavy popular demand. Savannah has no known duelling clubs, and no AADA office.



Other Facilities: The city has many beautiful gardens and Colonial historic sites. The Great Savannah Expo and Visitor Center has become a bazaar of sorts — anything, legal or otherwise, can be bought here if you are willing to pay enough.

History: The city was the first English settlement in the territory of Georgia. It became a major port and was a key harbor during the First Civil War. The 21st Century has not been kind to Savannah, and its citizens are bitter and angry.

Gang Activity: Gangs to the left of it, poachers to the right, Savannah is stuck in the middle. South Carolina troops across the river do not give any help, as the S.C. Highway Patrol looks after its own interests. The poachers prey on the coastal island wildlife; many native species are near extinction. The cycle gangs hide and wait for travelers on I-16. Exercise extreme caution on this road, particularly when passing through the marshlands.

AUGUSTA

Population: 45,000.

Description: Augusta is on the border of South Carolina and Georgia. North Augusta is actually located in South Carolina, but that part of the city is independently incorporated. Augusta is a way station for trucks entering and leaving these two states. Providing services for these truckers is the main source of Augusta's income. Some visitors have commented that Augusta seems to be made of truck stops and fast-food restaurants.

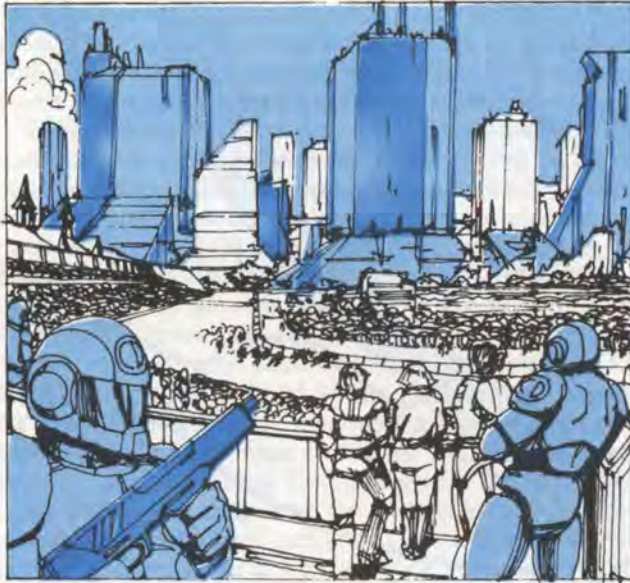
The Augusta police (with chopper support from the Fort Gordon Military Reservation) are positioned at the city limits to guard against cycle gangs that often try to attack travelers going through town. Many gangs are based to the south along the Savannah River. The S.C. Highway Patrol — just across the border — offers absolutely no help with gang control.

Duelling Facilities: Augusta has four arenas, and they attract thousands of fans from South Carolina (where autoduelling is banned). The most popular is the Municipal Arena (formerly where the Master's Golf Tournament was held). The whole massive lawn is walled off with grandstands. Off-road events are run all day, all night, seven days a week. A nearby graveyard is kept busy. The sand traps are mined and the golf holes shoot mini-rockets. Duellists beware. A full-service AADA office is located in the Regency Mall.

Other Facilities: The city has enough truck stops, greasy spoons, micro outlets, and brothels to satisfy any traveler's wants. Bikers are not welcome at any of the above.

History: Settled by James Oglethorpe in 1735, Augusta was always a crossroads. The city was the site of several bloody battles in the Revolutionary War. At the start of the Food Riots, Augusta was overrun by hungry dregs. The police held them off at City Hall for 23 straight hours before being relieved by the Georgian National Guard. Only three officers survived the Battle for Main Street, and their statues now stand in front of the Police Headquarters.

Gang Activity: Many gangs are taking numbers to be the first to punch Augusta's ticket. That they failed to wipe her out the first time only makes them more determined. No single gang has the strength to make this dream come true, and the hopes of an alliance are dim at best. Augusta is counting on their disorganization.



KENTUCKY (BOURBON FREE STATE)

AADA ADVISORY: Concealed weapons are illegal in Kentucky. Vehicular and personal weapons must be visible.

Kentucky came through recent decades relatively well because of her self-sufficient nature of her people. It takes a lot more than the total disintegration of the central government, national chaos, and world-wide starvation to bother a person from Kentucky. Kentucky has recently threatened to secede from the Union, renaming itself the Bourbon Free State, but people from the rest of the South absolutely refuse to call Kentucky that. As a matter of fact, other Southerners make a point of saying "Kentucky" as often as possible to its residents. This has started a lot of fights over the last few years.

Kentucky is one of the safer states in the entire region. The Kentucky Highway Patrol is very well paid and trained. This is due to an inordinate amount of coal tax money spent on the police.

Coal and tobacco are the main income producers in the state. The coal industry does not have a very good reputation — strip mining has done considerable damage to the landscape, and the companies exploit their employees ruthlessly. Some mining companies have even bought slaves from bike gangs in Alabama and Mississippi. Miners have threatened a revolution, but nothing has been done aside from an occasional mine collapse on a company foreman. The tobacco industry is prosperous, despite heavy federal and state taxes. The higher costs are merely passed on to consumers, who will (apparently) pay any price.

Duelling Facilities: Off-road duelling is especially popular in the wilderness areas of Kentucky. The open coal pits and wooded mountains make great combat terrain. More traditional arenas are also common in big cities.

Government: Kentucky has a fully democratic government with gubernatorial elections held every four years.

The present governor, Elizabeth Drury, is only the second woman in history to hold that office.

History: Kentucky was settled by a few die-hards like Daniel Boone, who carved a colony out of the jungle of the Appalachians. In the First Civil War, Kentucky practiced a wait-and-see attitude. They waited and they saw, and meanwhile the North won. They never officially joined either side, resisting neither Yankee or Rebel armed presences. Public sentiment was sharply divided, especially since both Lincoln and Davis (the Presidents of the U.S.A. and C.S.A., respectively) were born there. In the 21st Century, Kentucky played the same tune. They have waited out the Russo-American War, the Blight, and the Riots, all quite successfully.

The corrupt practices of the coal-mining industry has done more damage to Kentucky than any of the other recent crises. Coal companies started to ignore environmental and safety regulations around the turn of the century when the need for coal was at its greatest. A strike to protest working conditions by workers got them fired. The big companies knew that cheap labor was easy to find, and the threat of unemployment has kept workers at near-slave status for years.

Gang Activity: Light; most bike gangs in Kentucky are just mobile distilleries, getting wasted on home-grown Kentucky bourbon. One nasty gang that has no inhibitions about bashing in a few heads is the Comancheros, who ride throughout Kentucky and Tennessee picking off easy targets. They drive fast and party hard, when they aren't killing innocents — or each other if things get slow.

Another interesting gang is the Peaceniks, a group of bikers who belong to a pacifist sect in Christian County. They think that they should set a peaceful example for all to follow, so they drive around in unarmed vehicles, going nowhere slowly. Kentuckians generally believe that these guys are too pitiful to hurt, so they don't. If anyone does attack the Peaceniks, other drivers will frequently move to protect them by eliminating the attacker.

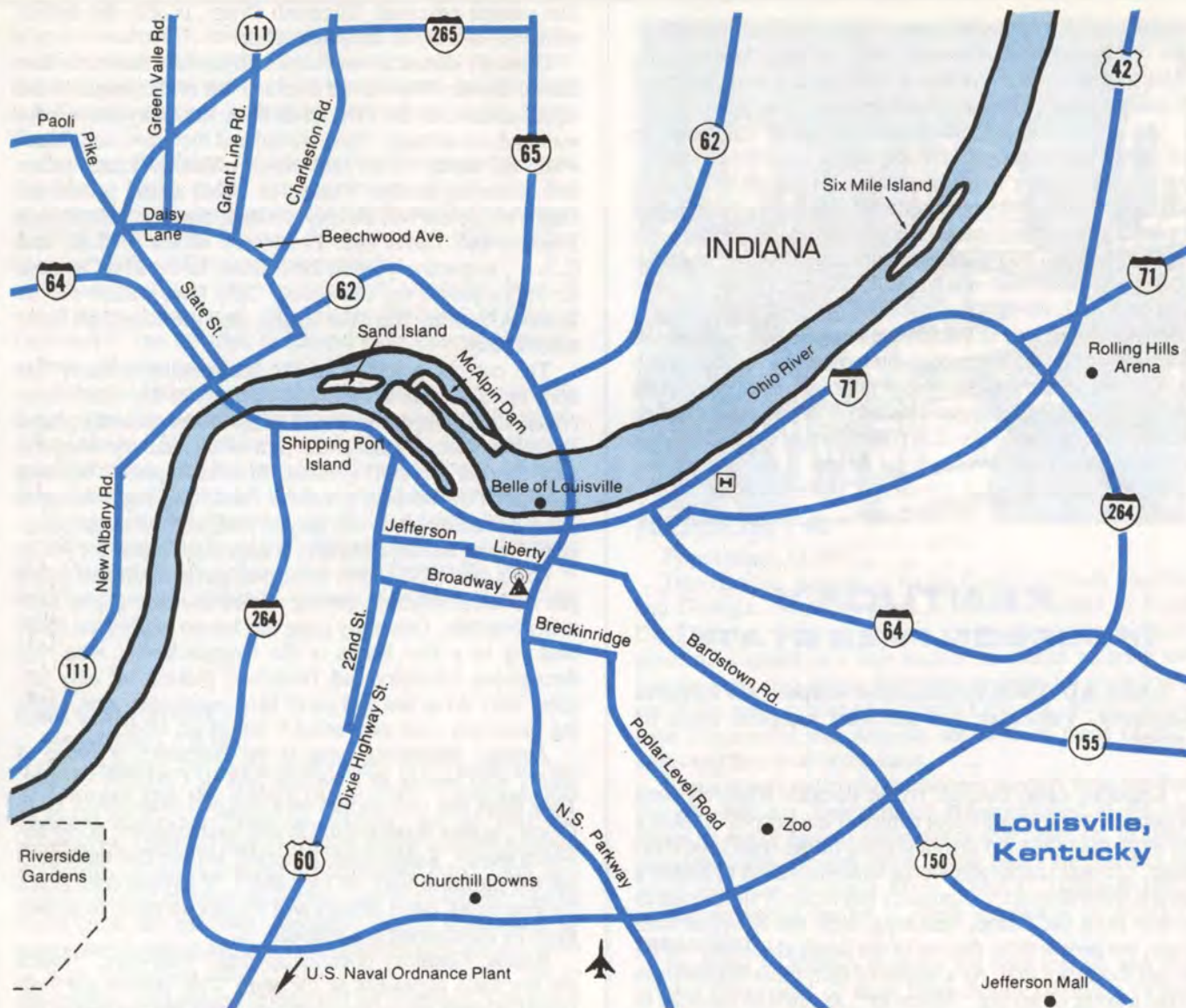
Roads: Kentucky operates several "Parkways," which are the main highways in the state. Toll booths are positioned at most major intersections along the Parkways (\$5 per ton of vehicle weight). Duelling is allowed on the Parkways, but dropped weapons are not.

LOUISVILLE

Population: 300,000.

Description: Louisville is the largest city in Kentucky by far. It is situated on the Ohio River, a stone's throw from Indiana. Louisville's proximity to the North has given the city a uniquely unSouthern metropolitan atmosphere, shared only by Atlanta and Memphis. Louisville is a rather tranquil place, with many parks and sidewalk cafes. The flip side of sophistication — brothels, porno shops and casinos — are also common.

Duelling Facilities: Autoduelling is very popular here. However, a city ordinance prohibits duelling in the city, because of fears it would (literally) kill off tourism. The best arena outside of the city is Rolling Hills Track. This arena is a horse track on the weekdays and an autoduel arena on weekends. Events with gas-burning vehicles are held every month. One of the largest AADA offices in the country is in Louisville, located at 1217 E. Broadway, just off I-64.



Other Facilities: Churchill Downs is the site of the Kentucky Derby every May. The Derby draws a huge crowd each year. The Louisville Zoo has some genetically engineered beasts from the North Carolina Center for Genetic Study. The most popular animal is Sleipnir, an eight-legged horse that will soon be cloned to start a whole new type of horse-racing. There are 21 hospitals in the city, and another 15 veterinary clinics for horses from nearby race tracks and breeding farms.

History: The city was settled by colonists in 1778, although Indians were in the area for centuries before. Louisville was a military center in the Revolutionary and First Civil Wars. The city grew to become a leading purveyor of bourbon, cigarettes, and many other vices. The adjacent military bases and related industries (such as the Naval Ordnance Plant) protected the city from bike gangs raiding out of Indiana by softening the gangs up from long range so that the police could overrun them.

Gang Activity: Outlying roads are threatened by the Comancheros, a nomad gang wandering over half the state. Their warlord, "Y-Man," has sworn to carry the head of the mayor through the streets. "His women will mourn

him," he said to a Miller Broadcasting news crew. Louisville has started using naval artillery to keep gangs away from the city proper. The gangs try to attack when truck convoys are entering the city, hoping the artillery will be reluctant to endanger innocent vehicles. The police still fire at will, regardless of civilian casualties.

LEXINGTON

Population: 210,000.

Description: Lexington is a major Kentucky cultural center, as well as the horse breeding capital of the entire United States. Lexington has been called the Athens of the West (Greece, being east; Athens, Georgia is the Athens of the South; of course, Atlanta has been called that too). The first Beethoven symphony ever heard in the U.S. was played here. Like Louisville, Lexington produces huge quantities of bourbon and tobacco products, which are exported to the rest of the world.

Duelling Facilities: Duelling is really popular here — some say too popular for its own good. A recent running shootout between three duellists down East Main Street

caused the deaths of 21 pedestrians. The citizens of Lexington think this lends character to the city, so they don't complain. There are three arenas in the city, all of which hold both duelling events and horse races. The AADA office is across the street from the Civic Center on Hwy 68.

Other Facilities: There are nine hospitals and four TV stations. Transylvania University offers courses in graveyard maintenance and coffin repair, in addition to the full docket of liberal and combat arts. Many large mining companies are based on the outskirts of town. McAlgae's is test marketing a new automated restaurant here with no human employees. This does not sit well with residents who lost their jobs to these robots.

History: Lexington has always been the place to be for horse breeding. When Food Rioters came to town looking for some tasty horse flesh, they were met by the Lexington Mounted Police and were massacred by the mobile and heavily-armed horse cops. Even though that battle occurred more than 20 years ago and the Mounties have been replaced by armed cruisers, gangs still give Lexington a wide berth out of respect for police firepower.

Gang Activity: Gangs have learned their lesson from the police, but they still try to loot the surrounding regions, where patrols are not as effective. Cycle gangs are particularly powerful west of town.

FRANKFORT

Population: 30,000.

Description: Frankfort is a sleepy little village that happens to be the capital of Kentucky. It was severely damaged by a flood of the Ohio River Valley in 2021, and by a Comanchero attack taking advantage of the situation later that year. The town is currently rebuilding, but it is a massive job and progress is slow.

Duelling Facilities: Frankfort has started an annual Duelfest, in the tradition of the Spoleto festival in Charleston, SC, to attract tourism to the city. It lasts from January through March, and has a wide variety of duelling events, including combat with cycle, off-road, and gasoline-powered vehicles. The AADA office is located 2 miles south of the state capitol on River Ave.

Other Facilities: There are two hospitals in the area. Both are rather poor clinics, but they do have Gold Cross. The State Capitol has been completely restored, and is a beautiful sight.

History: The city was attacked by Indians frequently in the old frontier days. Louisville and Lexington campaigned hard to be named state capital, and the citizens of those cities still play politics for it. The city was briefly captured by the Confederacy, but otherwise had little importance in the First Civil War. Frankfort was partially destroyed by a 1937 flood, but grew again to establish many industries. After the Blight and the troubles that followed, the city withered and its economy died. Now, the city has new life, thanks to a rejuvenated bourbon and tobacco industry.

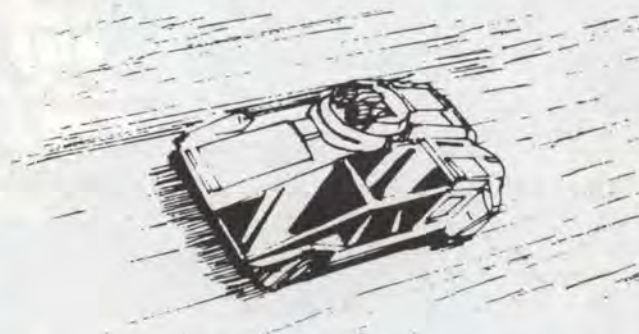
Gang Activity: Frankfort is not in the strong position of Louisville or Lexington. The city has adopted a militia system where every available body is shoved in a vehicle and sent out to overwhelm the better-armed invaders by sheer numbers. Casualties are usually high on both sides, but the system has kept the city alive, so far.

MISSISSIPPI

Northern Mississippi is just slightly better off than Alabama. Cycle gangs dominate huge sections of the state, and keep the Mississippi Highway Patrol very busy. The police like to swoop in with infrared-equipped helicopters and strafe reported biker locations at night. This way, the bikers cannot bring to bear their formidable anti-aircraft weaponry. The Highway Patrol also has a handful of tanks, which are used in sweep attacks over a wide front. Unfortunately, the bikers drop back when confronted with that kind of firepower, and flee into the woods. After the tanks leave, they hit soft civilian targets. The gang wars will continue indefinitely, as long as the Highway Patrol has to divert a large portion of its manpower and equipment to defending the border with the Republic of Louisiana. The scars from the Second Civil War run deep, and Mississippi does not want Louisiana exporting its "Catholic dictatorship."

Southern Mississippi is in better shape. The farmlands of the region are making a comeback with alternate crops, and work has begun on an experimental Blight-resistant wheat that might eventually replace algae. This government project is heavily guarded by the Death's Head Shock Division of the United States Marine Corps, and the exact location of the farm is not known. The cities of southern Mississippi are relatively prosperous, and the entire region enjoys a good deal of tourism.

Duelling Facilities: Autoduelling is uncannily dangerous in Mississippi. It is considered very bad form to obey AADA safety regulations, and BLUD events are quite popular. Fights between the two duelling organizations are common on the roads near major cities.



Government: Curtis Richardson is the first black governor of Mississippi. He is trying very hard to get the state through these rough times without resorting to the kind of militarism that other states have. So far, he has been relatively successful.

History: Mississippi was explored by the French in the mid-16th century. The state was admitted to the United States in 1817, and seceded 44 years later. Union troops under Grant sacked the state, especially Vicksburg. The Second Civil War was, by comparison, much less intense. Basically, Louisiana and Mississippi traded skirmishes and potshots, with no big invasion by either side. When the Blight and the Food Riots hit, Mississippi was once again thrown into chaos. By the time the government forces started to regain authority, cycle gangs such as the Scuz





Squad and the Shredders had established themselves in northern Mississippi.

Gang Activity: Mississippi has a big gang problem in the north. The Highway Patrol does some drastic things to keep the gangs from moving further south, but they have not broken out the napalm like the Alabama authorities — yet. Mississippi bikers are really mean; they try to top each others' atrocities. The Scuz Squad has razrezzed Tupelo and New Albany with white phosphorus. The Shredders like cycle blades and cutlery and collect ears.

JACKSON

Population: 200,000.

Description: Jackson is the capital and largest city of Mississippi. It is a busy, cultured city, with a strong literary presence. Eudora Welty and William Faulkner both used Jackson as a home base. The Mississippi Arts Festival is held here annually.

The city has a large supply of natural gas that has helped it through the oil shortage. This supply is heavily guarded by the City Armor Corps. The gas will be tapped out within the decade, but for now it has brought much profit to Jackson.

Jackson was designed using a plan by Thomas Jefferson: small parks alternate with each city block. Not all of the parks have survived, of course, but many still exist and make interesting terrain for inner-city duelling.



Duelling Facilities: The autoduelling arenas of note are Battlefield Park and Smith-Wills Stadium. Duelling is terribly popular with the young crowd, but older Jackson residents prefer the more "refined" game of combat football. The newest AADA office in the South recently opened at 7400 Hwy 220, replacing the old facility by Hinds General Hospital.

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

History: Named after Andrew Jackson, President and ardent Federalist, the city was ransacked by Federal troops in the First Civil War. Nearly every building in town was burned down, so Jackson was known for a time as "Chimneyville." The city grew rapidly in the 20th Century and developed a strong economy. This economic strength — and the strategic natural gas reserves — helped fend off the bad times. Refugees from the north have strained the local economy, but the police have managed to keep hostilities to a minimum.

Gang Activity: The Shredders have been moving steadily south and are now starting to attack traffic on I-55. The Jackson Police are throwing everything they have at them short of surplus nuclear weapons, but the area is currently a no-man's land. Travel I-55 at your own risk. The other big risk to public safety is the Crusade on Wheels, a zealot religious group that is dedicated to converting "sinners" at gunpoint. The Crusade comes to town for supplies, and will occasionally try to help a non-believer "see the light." This process is frequently fatal to the would-be convert.

MERIDIAN

Population: 47,000.

Description: Meridian is a walled-in outpost town, and the only safe stop on I-20 from the Alabama border to Jackson. Meridian has taken advantage of this to make a lot of money off of the trucking industry. The town has no other industries — it is made up entirely of truck stops and related businesses.

Meridian police are very suspicious, and they are particularly fearful of gangs disguising themselves as truckers and pulling the old Trojan Horse trick. Every truck, car, and cycle coming into the city is searched at the city gates by armed SWAT teams. A truck full of Throat Slashers was discovered and destroyed at the West Gate in early 2037.

Duelling Facilities: The only arena in the area is Key Field, located south of town outside the protective wall. Getting to and from the arena can be as much of an adventure as the duels themselves. The AADA has an auxiliary office at Big Ed's Truck Stop, just inside the East Gate.

Other Facilities: The city is loaded with truck stops (at least two dozen), but the most popular by far is the Red Hot Truck Stop, where truckers can get the best meal in town as well as a peaceful night's rest. Most truck stops have medical facilities as well. The city and its charging stations are powered by the Okatibbee Dam, seven miles to the north. This hydroelectric power plant is heavily guarded by the best Meridian police.

History: The city grew from a railroad hub and was settled in 1854. It was named by a settler who thought that

“meridian” meant “junction.” The city was destroyed by Sherman’s troops in the First Civil War, and wiped out again in the Food Riots. The rebuilding effort has concentrated on truck stops and related services; there have been attempts to attract other industries, but they have not yet borne any fruit.

Gang Activity: The Throat Slashers roam I-59 to the south of town, and the Louseketeers shoot at anything that moves on I-20. These two gangs have a mutual defense pact, and trade slaves and drugs regularly. The Meridian police pay a \$500 bounty per head of a cycle gang member. These heads should be brought to the Meridian Police Headquarters and placed in the Head Delivery Box (a convenient drive-in booth on the north side of the building), along with name and address for payment. The police have very good records on most gang members (it is rumored that undercover officers have successfully penetrated both gangs) and will process your payment within a week.

BILOXI

Population: 50,000.

Description: Biloxi is a beautiful beach resort town set on a peninsula that sticks out into Biloxi Bay. Biloxi has benefitted from the decline of New Orleans, since tourists who do not want to risk entering the Bayou Nation can find a little touch of Cajun in Mississippi, including a Biloxi Mardi Gras that is very popular. The armored Biloxi shrimp fleet helped feed the city in the hard times. Biloxi is starting to come into its own as a beach mecca, too, and trying to attract tourists that would otherwise go to Myrtle Beach, SC. Biloxi and Myrtle Beach are waging a propaganda war re-

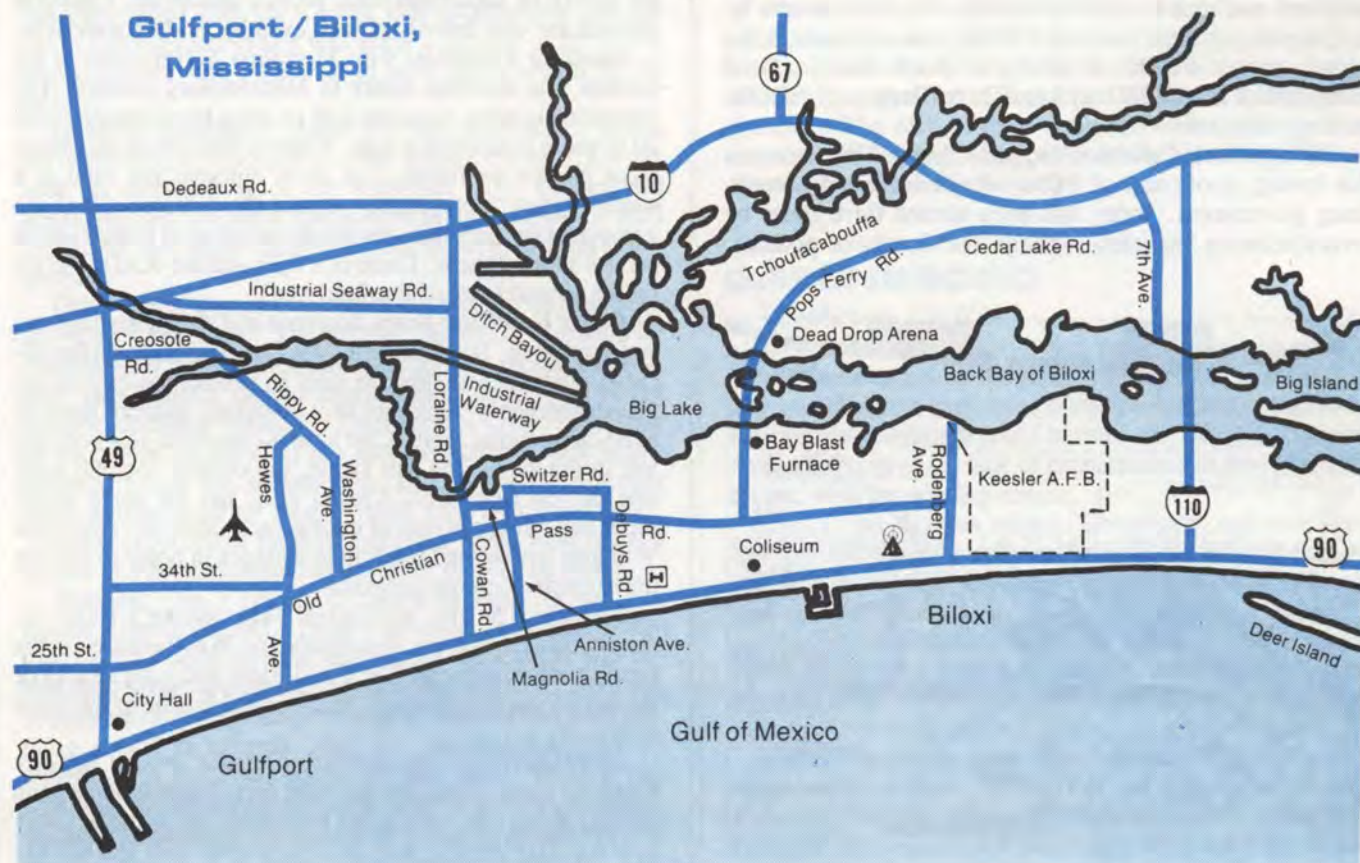
miniscent of the 20th-century rivalry between California and Florida.

Duelling Facilities: Biloxi has tried to provide for every need a tourist could have, including the desire to see people kill each other at high rates of speed. There are two large arenas, the Rainbow Bay Blast Furnace and Dead Drop Arena. The Dead Drop, set on Fort Point across the bay from the city, has an interesting feature — the duels are held on the edge of a cliff with no railing or wall. Duellists receive bonus prizes for eliminating opponents by forcing them over the edge. The AADA office is located at 12330 S. Gulfshore, near Keesler AFB.

Other Facilities: Many surf shops and boat rental places are on the Biloxi coast. There are two hospitals in Biloxi, one next to each duelling arena. Zeppelins from Keesler AFB are used to spot gangs coming in from the north, as well as for shore patrol. The Biloxi Community Theater has been presenting Neil Simon’s play *Biloxi Blues* on one of its stages every night for the past 20 years.

History: The French founded Biloxi in 1699. Since then, Biloxi has flown eight flags, including the French, Spanish, British, American, and Confederate. The seafood industry fed the city, and the rest of southern Mississippi, during the Blight. The Biloxi area cordoned itself off from the rest of the state during the Riots, and used its Boat Patrol to keep everyone away. Residential districts on the other side of Biloxi Bay were devastated by rioting, but Biloxi is now a very successful city.

Gang Activity: Light; gangs have to drive a long way from the ruins of Hattiesburg to attack, and considering the efficiency of the Biloxi Police, most don’t think it’s worth it.



NORTH CAROLINA

North Carolina is probably the most liberal of Southern states. A large portion of the state has a far-left-of-center political philosophy. The state has attracted some strange, eccentric groups because of its reputation for ideological tolerance. The universities of the state are filled with leftist groups. One entire campus has been turned into a semi-autonomous commune called the People's Republic of Chapel Hill.

This diversity of thought has been a hindrance at times. A deeply heated argument is now going on over arms control in the state. The liberal element wants a ban on all firearms (and favors EDSEL), while many others feel that an armed citizenry is necessary to protect the state against cycle gangs and other criminal elements. This is an emotional issue that will be part of local political debate for a long time.

One of North Carolina's chief problems is its closeness to South Carolina, the Germany of the South. North Carolina has developed a strong nuclear deterrent (yes, nuclear) to keep the Huns on their side of the border. Ironically, the threat of nuclear attack is what forced North Carolina and Georgia forces to retreat after their invasion of South Carolina. Any conventional invasion by South Carolina would almost certainly be met by the U.S. Army's Rapid Deployment Force. Even the fearsome S.C. First Mechanized would think twice about tackling the RDF.

Duelling Facilities: Most major cities have one or more arenas. The People's Republic of Chapel Hill operates three autoduel stadiums to train its militia. Terrorist attacks by anti-duelling groups (such as EDSEL) are common in the bigger arenas. EDSEL is strong in North Carolina, and many police are EDSEL sympathizers. Beware of EDSEL strike groups here.

Government: Governor Richard "Sonny" Williams is a fun-loving, goofy sort of leader who believes in informalizing government. Sonny has been elected three times by overwhelming margins, strange for Southern politics.



Sonny also has one of the biggest private comic book collections in the South.

History: North Carolina was one of the Confederate states, but has been going liberal (critics use the label "commie") ever since the state was defeated in that war. The state grew prosperously until the Food Riots. Then the Axe-Grinders, a bike gang out of Johnson City, TN, raged across the state, leaving a trail of murdered policemen and pillaged towns. The Axe-Grinders numbered over 1,500 at their peak, but their rampage was stopped dead by the People's Militia of Chapel Hill in what Chapel Hill residents call the Battle for Freedom.

Gang Activity: A number of cycle gangs are active in the western part of the state, many based out of Tennessee. The CCC has been totally eradicated by a combined task force of the N.C. Highway Patrol, the People's Militia of Chapel Hill, and Green Fist. The CCC survivors have escaped to Tennessee and South Carolina, and, of course, swear revenge.

CHARLOTTE

Population: 320,000.

Description: Charlotte is the biggest city in the state and has a huge influence on statewide politics. The city is surrounded with military fortifications to protect it from a feared invasion from the south. I-77 has been blocked off south of town by South Carolina's recently completed Fort Trotsky National Guard installation. This base has nuclear weapons. The defenders of Charlotte are very touchy, bordering on paranoid — this is the wrong place to do anything even remotely suspicious. Townsfolk will consider a stranger guilty of espionage until proven otherwise. Charlotte citizens are very heavily armed, even by modern standards.

Duelling Facilities: The Metrolina Fairgrounds is the number one duelling center in Mecklenburg County. The Metrolina is huge, large enough to stage team matches with 20 or more vehicles to a side. Wealthy fans watch the action from blimps overhead. The local autoduell club is a touchy group appropriately named the Grumps. They are competent fighters with absolutely no sense of humor, so be careful around them. There is a fully-staffed AADA office on the second level of Eastland Mall.

Other Facilities: Seven hospitals and six TV stations can be found here. The Charlotte/Douglas Airport has a few alcohol-powered jets that are used to protect the city in extreme emergency. They are kept in locked, guarded hangars at all other times. UNC-Charlotte is one of the few colleges left in the state. The Tar Heels, the combat football team that moved from UNC-Chapel Hill, has hit some rough times following a streak of quarterback fatalities. Governor Williams has slashed funding to colleges in order to pay for his extensive defense programs.

History: The city was called "The Hornet's Nest" by the British during the Revolutionary War because of the hostility of its citizens. The Food Riots and gang attacks of the last 25 years have made the city more hostile to intruders than ever.

Gang Activity: The military presence around the city keeps the gangs at bay for the most part. There is some gang activity along I-85 west to the little town of Gastonia. Charlotte forces do little to help its smaller neighbor, and this has caused a lot of resentment and friction.

THE PEOPLE'S REPUBLIC OF CHAPEL HILL

AADA ADVISORY: Those with a pronounced and obvious love of money should stay away from Chapel Hill. The citizens have such deeply-rooted hostility toward capitalism that travel in the area can be hazardous to one's health.

Population: 60,000.

Description: The People's Republic of Chapel Hill (called Chapel Hill for short) is situated on the lovely grounds of the former University of North Carolina. The campus is now a highly secure semi-autonomous compound, run by a group of politically liberal students who hated to see their college die. Chapel Hill is adorned with red flags and pictures of Lenin and Marx. The Town Square has statues of Jim Morrison, Bob Geldof, and Iggy Pop.

Chapel Hill is guarded by the People's Militia, a talented group of radicals modeled after Trotsky's Red Army of 1917. They have excellent equipment (a continuing mystery to outsiders is how this group could afford such armament), and have no inhibitions against using it on "capitalist running-dogs and money-grubbing swine." The city of Durham to the northeast gets Militia protection because the Militia believes in brotherly harmony among neighbors. They believe in this so strongly that they will kill anyone who disagrees.

The Militia has plans to spread the revolution to other lands and to "break the people's chains." The first stop on the crusade is South Carolina. Many people in both Carolinas are afraid that the Chapel Hill communists and the South Carolina neo-Nazis will stage a remake of the Battle of Stalingrad, with innocents in both states caught in the middle.

Duelling Facilities: Chapel Hill has three arenas which are often used to train and exercise Militia troops. They are used for autoduelling on the weekends only. Chapel Hill authorities did not allow the AADA to open an office until late 2036; the small facility is next door to Militia headquarters.

Other Facilities: All facilities are clearly marked with the word "People's." The People's Hospital is staffed by competent, if politically slanted, personnel. Hospital care is free. The People's Telecommunications Center plays all but the most decadent vidshows. The People's Truck Stops (one on each side of the city) are nice and charge well below standard prices for all services. The People's University features distinguished faculty from both Duke and UNC. The People's combat football team (the Reds) wear red and yellow and are undefeated this year in the AA Division.

History: The "Triangle" (the nickname for the collegiate alliance of UNC, Duke University, and N.C. State) died in 2012 when all state funding for universities was eliminated. Some heartbroken (and stubborn) UNC students, reluctant to lose their home of higher learning and hard partying, seized the campus. They ran Chapel Hill as a private college until the Food Riots. At that point, Marxist elements of the student body took control of the governing council and declared the area to be a country independent of North Carolina. The federal and state governments, busy with more pressing problems, let them be.



The People's Militia was formed and attracted socialists from all over the country. The authorities soon discovered the Militia was a valued ally against the gangs. The Axe-Grinders went to their greater reward at the hands of the Militia. The gang was following I-40 (the press called it the Trail of Blood) and had just finished with Greensboro and Burlington when they rolled into Durham on May 1, 2016. The Militia put a token force in front of the gang, then cut in behind them on a side road and picked them off with helicopters and artillery. Not a single gang member survived. The date, already an important one in Communist history, is now a holiday in Chapel Hill that takes two weeks to celebrate and another week to recover from the partying.

Gang Activity: None; the Militia makes certain that no armed group gets into Chapel Hill without a thorough inspection. The Militia have weapons with serial numbers traced to the Chinese Army, circa 2010. How they acquired these weapons is a mystery.

GREENSBORO

Population: 130,000.

Description: Greensboro was one of the nicest cities in North Carolina before the Axe-Grinders came to town. The city was hit in the early days of the Food Riots before fortifications and defenses could be erected. The Axe-Grinders took advantage of the lack of preparation and dropped in for a visit, with devastating results.

Today, the city has rebuilt. Greensboro can now boast hot and cold running water and electricity. The citizens are still understandably suspicious of visitors and should be approached with caution.

Duelling Facilities: The people in this area do not enjoy autoduelling much. The nearest arena is in Winston-Salem, 27 miles west on I-40. The AADA has an auxiliary office in the basement of the central police station downtown.

Other Facilities: Most hospitals and TV stations were destroyed by the Axe-Grinder raid, so the city has all new, high-tech facilities for everything. McAlgae's is test marketing a new automated restaurant here with no human

employees. This does not sit well with residents who lost their jobs to these robots.

History: The city was named after General Nathanael Greene, a Revolutionary hero who led the Americans in the Battle of Guilford Courthouse, just north of town. The Second Battle of Guilford Courthouse, in 1781, was not so successful for Greensboro, as the Axe-Grinders completely overwhelmed the small police force. With the cops dead, the gang had free rein to ransack the city. They got bored after three days and left to meet their doom at Chapel Hill.

Gang Activity: Although the heyday of the Axe-Grinders is over, many bike gangs to the west threaten the safety of Greensboro.



RALEIGH

Population: 150,000.

Description: Raleigh is the capital of North Carolina, and is regarded as the most prudish area of the state. The wife of the mayor, Christique Chandler, runs the local bordello. By North Carolina standards, this is staid.

The city has stayed beautiful, remarkable considering the times it has gone through. The insurance companies that once were based here have long gone, and the city is now trying to attract high-tech firms by giving the former N.C. State University new research equipment and a huge research budget. A special effort is being made to attract firms doing work on new cloning technologies; the university's name has been changed to the North Carolina Center for Genetic Study.

Duelling Facilities: Carter Stadium attracts duelling fans from all over eastern North Carolina for its creative duelling events, such as underwater duelling and all-helicopter combat. The local AADA office is at 8514 Hwy 1, in the west part of town.

Other Facilities: The N.C. Center for Genetic Study offers very inexpensive medical care if the patient does not mind leaving a few cells behind for practice clones. Otherwise, people can try one of three other hospitals. Raleigh shares a blimp port with Chapel Hill, guarded by a joint force of the N.C. Highway Patrol and the People's Militia.

History: The city was named after Sir Walter Raleigh. It was not seriously damaged by the Food Riots because the governor lived there, and he paid special attention to the city's defense.

Gang Activity: The city has no major gang presence, thanks in large part to Fort Bragg to the south and Chapel Hill to the west. In the event of invasion from South Carolina or other major threat, the governor has a commitment from the President to send Camp LeJeune marines for the protection of the city.

WILMINGTON

Population: 50,000.

Description: Wilmington is a small port city in southeast North Carolina. The city's defenses (especially to the south) have been built up drastically. The Camp Lejeune Marine Corps Base is an important part of the town's defense and economy. When the marines are on leave, Wilmington bars do triple normal business. Travelers should note, however, that Wilmington is not so safe a place when those leather-necks get drunk.

Duelling Facilities: Airlie Gardens was converted into an arena after it was trashed in the Food Riots. The arena is one big maze. The maze walls are made of manicured bushes, but there are steel barriers in the center so that duelists cannot fire through. There is an AADA office at 1200 W. 2nd St.

Other Facilities: Wilmington has nice beaches, some of the last to be found on the generally polluted North Carolina coast. The *USS North Carolina* is in drydock and has been turned into a posh restaurant. There are three TV stations and two hospitals as well.

History: Wilmington was a major center of anti-British sentiment in colonial times. In the First Civil War, the city was the last Confederate port to close. Hungry farmers attacked Wilmington during the Food Riots, and before marines from Camp Lejeune could fight them off, a great deal of the city was burned. Wilmington has since rebuilt, regaining much of its natural beauty.

Gang Activity: The city itself is reasonably secure, but the area to the west is one big impoverished wasteland. The people living in it are bitter; expect no welcome.

SOUTH CAROLINA

AADA ADVISORY: Autoduelling and possession of vehicular and personal weapons without permission are illegal statewide.

The people of South Carolina are under the tyrannical control of a military dictatorship. The state government is headed by Governor-for-Life Charles Jordan. Jordan is kept in power by the S.C. First Mechanized, which is led by his

good friend, General Geoffrey W. Ferdon. With the present ban on privately owned firearms in South Carolina, Governor Jordan is not threatened by any serious opposition to his authority.

The average person in South Carolina despises the Governor and his Neo-Nazi thugs, but realizes that, for now, the state government is too strong to combat. This doesn't mean that a South Carolinian would not assist some out-of-staters in creating a little civil disorder.

Jordan is following the example of his idol, Adolf Hitler; he intends to unite the people by giving them a common enemy. He has targeted as that common enemy the North Carolinians. Every once in awhile, attacks by "North Carolina troops" are perpetrated against S.C. citizens. These attacks are regarded as examples of "Raleigh expansionism," and give the impression that the North Carolinians are preparing for a Second War Between the Carolinas.

Jordan is known to be contemplating military conquest of North Carolina. Fortunately for that state, the Central Intelligence Agency got wind of this plan in 2035. The Federal Government promptly warned Governor Jordan that any invasion of North Carolina would be viewed as an attack on the entire United States. Even the most militaristic South Carolinians do not savor the thought of a protracted war with the other 46 states.

Duelling Facilities: Autoduelling has been theoretically illegal in South Carolina since the 2031 Firearms Control Act. This measure was passed to keep armed opposition to Jordan's rule to a minimum. Strangely enough, autoduelling wasn't very popular in South Carolina to begin with, although the Control Act has antagonized many citizens who like to shoot people. EDSEL has a good deal of support among cultured urbanites, and the EDSEL State HQ is located in Charleston.

Illicit duelling arenas can be found in the northwest corner of the state, the only place in South Carolina where autoduelling has found a home. Off-road duelling is most popular in these arenas, which are usually large fields covered with mud. There are weaponless demolition derbies in the major cities, but the number one sport in South Carolina is still combat football.

Other Facilities: Power stations and truck stops are common in big cities. These facilities are quite rare in rural areas, so charge up before you go into the countryside.

Gang Activity: The biggest gangs in the state are the various departments of the State Police. The Highway Patrol recruits directly from the prisons, using a unique procedure instituted by the Chief of the Highway Patrol, Drew Hansen. Inmates who volunteer are released into a wooded area and given a 30 minute head-start. Prisoners that make it to a pre-determined location without being shot are recruited into the SCHP. For this reason, the police are notoriously easy to bribe. The First Mechanized soldiers, however, are a different matter. Regardless of their other odious characteristics, they are seasoned professionals who are not to be taken lightly.

History: The downfall of democracy in South Carolina occurred during the Food Riots when the radical Charles Jordan defeated the incumbent Governor Rembert in the election of 2018. Jordan's first act as governor was to suspend the state constitution and impose martial law. Jordan seized military supplies from Fort Jackson in order to adequately defend the state. He promised to reimburse the over-

loaded Federal government later (he never did). Jordan appointed General Geoffrey Ferdon, an Air Force veteran of the Second Civil War, as Commander of the S.C. National Guard (the name was soon changed to the First Mechanized). These actions helped South Carolina remain one of the safer areas during the Food Riots.

Unfortunately, this also encouraged Governor Jordan to declare a South Carolinian "Manifest Destiny," in which South Carolina would absorb its neighbors' territories. This declaration threw North Carolina and Georgia into such a panic that they invaded South Carolina in 2020. South Carolina's forces proved too strong, however, and the attack was repulsed with heavy losses to both sides.

The net effect was to boost the popularity of the governor temporarily. This popularity is now gone, but the people will probably still have to put up with this dictator for some time to come.

COLUMBIA

Population: 200,000.

Description: Columbia, capital of South Carolina, has been called the Jewel of the South, but only by people who were born there. The city is still a college town, but the University of South Carolina at Columbia has been overshadowed by Coastal Carolina University to the east. Mayor Susan Embler has encouraged entrepreneurs in the area, so there are more malls in Columbia than anywhere else in the South.

Fort Jackson is the Supreme Headquarters of the South Carolina First Mechanized. The Mechanized is run by General Geoffrey Ferdon, a veteran of the Second Civil War, and American Fascist Party candidate in the Presidential election of 2032 (he was defeated soundly). General



Ferdon serves the governor with absolute loyalty, leading some to conclude that he is insane.

Duelling Facilities: Autoduelling is illegal in the state, but there are still covert chapters of both the AADA and BLUD. A few events take place across the Congaree River in secret locations, but you must find another duellist to get clearance and directions. Obviously, there is no AADA office in town.

Other Facilities: WIS-TV is one of the best television stations in the South, with a great deal of locally produced programming, including *The Misadventures of Police Chief Rudolph* (a corrupt cop of about five decades ago). Baptist Medical Center and Providence Hospital are the two biggest medical facilities in the city. Providence is in the middle of the rough part of town, so travelers could very well sustain additional casualties trying to get to the doctor. The Riverbanks Zoo has a nice selection of beasts from around the world, including some that are the last of their kind. These animals are being cloned to avoid their extinction. Recreational boating is quite popular on Lake Murray. Malls are everywhere, the biggest of which is the heavily-guarded Columbia Mall. These malls are filled with small delis, German-Vietnamese restaurants, and porn video outlets.

History: The city was founded to replace Charleston as the state capital in 1786. The First Civil War brought Sherman and Yankees with cannons. The capitol still has stars marking where the artillery hit. Fort Jackson was established in Columbia thanks to the late Senator Strom Thurmond. First Mechanized armored personnel carriers can be seen patrolling the city today, regularly blowing away what their crews deem to be undesirable.

Gang Activity: Bike gangs do not grow or prosper due to stringent law enforcement techniques. There is a sizable EDSEL presence, as well as underground AADA and BLUD chapters (counted as gangs because of the illegality of autoduelling in this state).

CHARLESTON

Population: 170,000.

Description: Charleston is a major port city and one of the cultural centers of the South. The city's history dates back to the 17th Century; it was the first major settlement in South Carolina. The city is cosmopolitan and the residents seem to feel they have a certain superiority to the rest of the state. This attitude would cause more friction if the rest of the state didn't — for the most part — agree. Charleston sponsors the Spoleto Festival every year, which attracts theatrical and musical talent from all over the world. The festival also has street entertainers, minstrels, comedians, mimes, and art shows with works from top artists. The city also has many excellent restaurants and a bazaar of sorts in an area once known as the Slave Market. Other Charleston attractions include the old Nuclear Submarine Base and Fort Sumter, which is now used as the base of the Charleston Harbor Patrol (the old aircraft carrier *USS Yorktown* is being modified for this work).

Duelling Facilities: Duelling is illegal, and the strongest anti-duelling sentiment in the state comes from this area. EDSEL state headquarters is located here. There are no underground duellist chapters, and no AADA office.

Other Facilities: The College of Charleston, and the Citadel (a military academy that turns out most S.C. First

Mechanized officers) are both here. The Battery (the police have installed modern howitzers there to protect the harbor), Cypress Gardens, the Dock Street Theater, and the Slave Market are all must-sees. There are also four major hospitals. The U.S. Marine Corps Training Facility at Kiawah Island was moved there from Parris Island after the 2011-12 hurricanes.

History: Charleston was settled by the English in 1670 and named after Charles II. The first battle of the First Civil War occurred in the harbor when Confederate guns fired on Fort Sumter. The suburbs were severely damaged in the early days of the Food Riots. Cadets from the Citadel took heavy losses in a pitched battle with rioters to save the downtown district. Their noble sacrifice gave the Marines from Kiawah Island time to organize and repel the rioters once and for all.

Gang Activity: Light; most gangs raid north from the ruins of Hilton Head. The SCHP down that way has a deal with the gangs that lets them raid to the north unmolested, as long as they make no local trouble.

CONWAY-MYRTLE BEACH

Population: 190,000.

Description: The two cities of Conway and Myrtle Beach make up the largest beach resort megalopolis in the continental United States. The two cities were originally 14 miles apart, but now the two are indistinguishable. They share the same police force, city council, and fire department.

The population has multiplied over six times in the past 50 years. Most new residents are of Yankee or Canadian extraction. There are very few multi-generation Southerners by comparison, and this has caused friction between the two groups. No violence has erupted yet, but it is a situation that is not getting any better.



Duelling Facilities: Duelling is popular here; the fact that it is illegal does not seem to bother the natives. The police do not enforce the duelling ban with any vigor because a number of the brass are big fans. There are many small arenas in the western part of Horry (pronounced Oary) County. There is no official AADA office here, but informal connections are fairly easy to establish.

Other Facilities: The Horry County Hospital is situated exactly between Conway and Myrtle Beach. The Beach has countless carpet golf courses, water slides, beachwear stores and other tourist establishments. There are many full-size golf courses, as well. The Governor himself has a fortified beach house on the "Grand Strand" (the beach line from North Myrtle to Georgetown). The Myrtle Square Mall covers two square miles of territory behind the beach-front housing. Small compact cars can be rented to drive through the mall. The cars are, of course, unarmed.

History: The history of the area was rather dull until the discovery of tourism in the 1950s. The city kept growing and would not stop, the population spilling over into southeastern North Carolina and Georgetown County. When most houses in eastern Horry County passed \$300,000, the native Southerners knew it was time to give up and let the Yankees have the place.

Gang Activity: Bike gangs in Tabor City (known as "Razor City" by residents) and Loris (the same cynical natives call Loris "Hell's Attic") cause trouble for travelers on the side roads, but the efficient SCHP has kept the main roads trouble-free.

Roads: The Horry County Traffic Commission got help from Atlanta in designing their road system. Highway 501 and the newly built Highway 666 (nicknamed Hell's Driveway by residents) are constantly crammed with traffic. The County has adopted a 60 mph minimum speed limit to get things going.

GREENVILLE

Population: 60,000.

Description: Most of the city is made up of nice middle-class Americans who just want to be left alone. Unfortunately, the rest of the population is a large garrison of the Confederate Commando Corps. The Corps has support from the SCHP, and probably outguns the Greenville Police. They are based in the Ronald Bridwell Building (built as a memorial to a founding member of the CCC) near Bob Jones University. Most natives of Greenville really want the CCC to leave, but are afraid to ask them to.

Duelling Facilities: The CCC runs a covert arena somewhere near Welcome, SC. This stadium is used to practice marksmanship, and those caught on the grounds will be used as clay pigeons.

Other Facilities: Furman University is a good Baptist school and is where most Greenville students go. Bob Jones University is where the CCC sends its kids. There is one hospital in town, an art museum, and a symphony orchestra.

History: Greenville was founded in the 1760s. It was strongly Unionist in the First Civil War. The energy crunch of the early 21st Century was not felt as keenly here, thanks to hydroelectric power from the Reedy River. The CCC needed a place to base their South Carolina operations, and found it in Greenville. The police were still recovering from

massive casualties inflicted during the Food Riots, and could offer little resistance.

Gang Activity: The Corps likes the area too much to let other gangs destroy it. They defend the area strongly, but only to protect their base and to keep their victims for themselves.



TENNESSEE

Tennessee, along with Mississippi and Alabama, has the largest amount of gang activity in the South. Gangs go completely unchallenged in some areas. The famous country-music center, Nashville, was sacked and burned by a combination of cycle gangs and Food Rioters. The rest of the state was, and is, fending off gang attacks with varying degrees of success.

The Highway Patrol has been almost entirely killed off. THP officers die with depressing regularity, and recruiting is difficult. The highways are wide open, so travelers should be prepared for a fight anywhere outside of Tennessee cities. The closest thing to law enforcement on the open roads is — ironically — a cycle gang, the CyClones. They are clever bandits who fund their operations by stealing from the rich, only, and aiding the poor. The CyClones have a reputation to protect, however — if a motorist does so much as swing a turret in the direction of a CyClone convoy, retaliation will be swift and massive.

Duelling Facilities: Most arenas are football stadiums that can be converted to duelling at a moment's notice. Arenas too close to the city limits are rare because gangs destroy them before they can be finished.

Government: The governor in Memphis has little authority in many parts of the state; the people feel the state government had its chance to get rid of the gangs and blew it. Pro-vigilante sentiment is growing by the day throughout the state.

History: The state was explored by the Spanish in 1541, but the first permanent settlement was in 1769. Tennessee fought for the Confederacy in the First Civil War, and many important battles occurred in the state. Tennessee was crippled by the Blight more than other states because of the heavy reliance on wheat as a cash crop. The Tennessee government could not cope and the state capitol, along with the rest of Nashville, was burned to the ground by an angry mob in early 2017. Memphis became the center of government (and country music) later that year.

Gang Activity: Gangs run rampant all over the state, but those cities that have not been overrun already are not in danger of that happening in the near future. The bikers are almost impossible to uproot from the Appalachian Mountains to the east. They raid the highways with impunity, especially in the central part of the state.

MEMPHIS

Population: 350,000.

Description: Memphis is now the capital of Tennessee. The city has attracted the survivors of Nashville and other victims of gang raids. These survivors are ostracized by the rest of Memphis society, and this has caused some friction and sporadic violence.

Memphis is the country-music center of the nation, and also is big in many other music styles, including blues and rock. ConTexCo distributes algae food products to most of the South from their plant here. The facility is guarded by ConTexCo's finest troops, and all trespassers will be shot, of course.

Duelling Facilities: The two arenas in town are the Memphis Stadium and the People's Arena (no relation to Chapel Hill). The People's is not sanctioned by the AADA,

because it has been known to hold BLUD events, which are usually acutely unsafe. The AADA maintains a sizable office on the North Loop at 1345 W. Hwy 40 N.

Other Facilities: Memphis has three TV stations, 19 hospitals, an international blimpport, and numerous recording studios for top music labels. There are five bordellos in town that charge reasonable rates. A few casinos operate around here as well, but they are run by the Mafia and are reported to be fixed.

History: The city was named after Memphis, Egypt, because its location on the Mississippi River is similar to the original's position on the Nile. It was captured early in the First Civil War and went bankrupt shortly afterwards. Memphis recovered slowly in the early 20th Century and became known as the vice capital of the country. This loose atmosphere remains today, much to the disapproval of more conservative rural Tennesseans. Then-mayor Ferdinand Samson made sure the city would survive the Food Riots by giving the police sweeping powers. During the height of the abuses, they would open fire on any gathering of more than ten people (they called that a riot). Recently, the police force has been reformed, and Memphis is now a model of peace and prosperity, quite the opposite of other Tennessee cities.

Gang Activity: Light; the CyClones are common around



the city, but they won't threaten you if you don't threaten them. They affect pink cycles and armor; nobody laughs. They mainly prey on rich travellers on the outlying highways. It is best not to travel in ostentatious vehicles around Memphis.

KNOXVILLE

Population: 200,000.

Description: Knoxville was one of the first cities to be totally energy independent. The Tennessee Valley Authority is headquartered here, and the city has been very successful in attracting industries that wanted the energy self-sufficiency the city provided. Now, the industries are dying out as their goods cannot be safely transported on the gang-ridden Tennessee highways. The gangs are also trying to sabotage TVA hydroelectric projects and nuclear plants to further weaken the area. So far, Knoxville has resisted.

Duelling Facilities: The University of Tennessee has a combat football stadium that is sometimes used for auto-duelling. The Convention Center has one of the smallest arenas you will see; nicknamed the "Quick-Death," participants are at close range as soon as they enter. The AADA has an office at 535 Elmhurst, near the car dealerships.



Other Facilities: The University of Tennessee is a nice school with a poor combat football team. There are nine hospitals and five TV stations. Charging stations are particularly cheap due to Knoxville's plentiful energy supply.

History: The city was settled in 1785 and named after Henry Knox, the first Secretary of War. The city has had all the war it could handle ever since. The city changed hands in the First Civil War a couple of times. Gangs have attacked voraciously since the teens in an effort to get at those great energy sources (the hydroelectric dams, etc.). They have failed so far, but still attack often, keeping their memories fresh in the minds of the Knoxville citizens.

Gang Activity: Various no-name gangs roam the highways around Knoxville, with major bases in the Appalachians thirty miles away. Travel on the roads around Knoxville is extremely dangerous, and only the best-armed convoys can punch through. Don't travel in this area alone.

CHATTANOOGA

Population: 120,000.

Description: Chattanooga is the third largest city in the state, but that may not last much longer. The city's outskirts have been partially destroyed by gangs attacking from eastern Tennessee. The situation is desperate, and the police have recently declared what amounts to martial law. The ruined remains of trains are used to block off the roads leading south and east. Police manning these roadblocks will shoot at anything that does not identify itself immediately.

Duelling Facilities: Fantastic off-road duelling can be found on and around Lookout Mountain. In the mountain,

there is a waterfall and adjacent cavern called Rock City, which is also used as a battleground. The Booker T. Washington State Park has a more standard stadium on the grounds. There is an AADA office in the Municipal Building, 3rd floor.

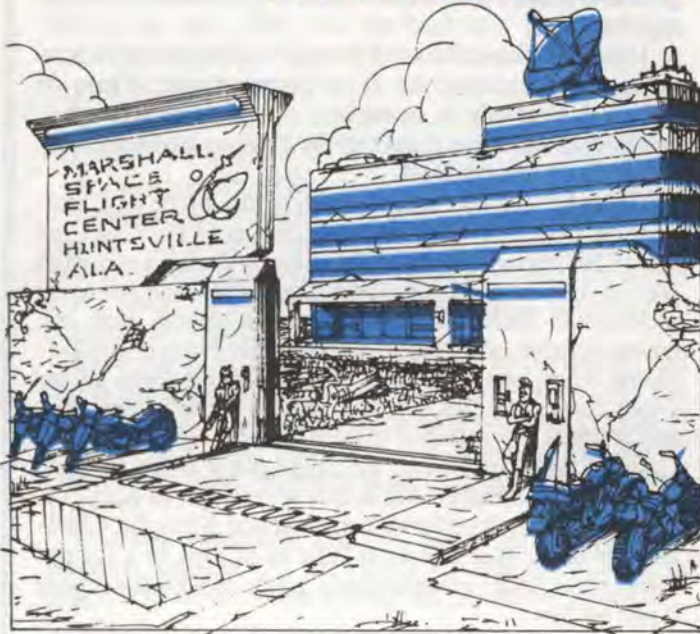
Other Facilities: Most of the city's colleges and cultural groups have evacuated due to the present danger. There are still four hospitals in operation, though. Chattanooga is energy self-sufficient thanks to the TVA hydroelectric project at Chickamauga Dam.

History: The city was the site of the battle of Chickamauga, one of the most important battles of the First Civil War. Chattanooga was attacked savagely during a two-week blitz by the Goremongers (who later went south for easier pickings in Huntsville). The citizens fought them off, taking massive casualties. The entire city north of the Tennessee River was destroyed, and the police force all but wiped out. Lately, the city has resorted to mechanical traps and MONDO-style tactics to keep the odds somewhat even.

Gang Activity: Heavy; the gangs attack across the river when possible. Rumor has it that several gangs have considered banding together for a concerted attack on Chickamauga Dam. While there is little to salvage in a flooded town, some gangs are apparently crazy enough to consider it just for fun.



MINI-SCENARIOS



Formula X389

The Marshall Space Flight Center in Huntsville, Alabama, has been in the hands of the Goremongers cycle gang (p. 20) for over two months. The Huntsville police cannot afford to risk valuable manpower to retake the place, especially since it hasn't been used since the disbanding of NASA in 1913.

However, the federal government has been considering the renewal of the space program. A former employee recently admitted he had hidden a top-secret formula, X389, planning to recover it later and sell it to a foreign power. X389 is a new metal alloy that can be of great use in a proposed American space station.

Not wanting to use official forces (which would draw attention to the operation and the embarrassing theft), the government hires the PCs as mercenaries to get the formula back. They must get in and out fast before the Goremongers can send in reinforcements.

Use the map from *Truck Stop* for the Marshall Space Flight Center. The outer walls should be treated as chain-link fences (*DCW*, pp. 55-56). The commandos are told that the file on Formula X389 is hidden behind a secret panel under the sink in the Security Office bathroom.

The commando side is given a Roughrider tractor pulling a Type Two Trailer (both described in *Deluxe Car Wars*), plus a \$75,000 budget for personal equipment and other vehicles. The Type Two has an assault ramp. There may be up to 15 commando characters, each of which gets 60 points for skills (max. 30 points per skill). The commandos may enter at any point on the map they wish.

The Goremongers have the following forces immediately available: five goons in the gatehouse, three on

each corner tower (with an RR in each corner), three in the Security Office, and ten scattered around the main building randomly. (The Goremongers do not know that the commandos are trying to get to the security office, so they shouldn't concentrate their forces there.) Each Goremonger is built on 40 points (max. 20 points per skill), and has either a shotgun or rifle, plus a heavy pistol and two grenades of any type. In addition to the four fully loaded RRs, the Goremonger player has an extra \$10,000 to spend on personal equipment to distribute anywhere. There are also 25 to 30 motorcycles (total value not to exceed \$120,000) parked around the side (in the repair bays on the map).

If the commandos have not left the map after 20 turns, reinforcements will start to arrive. On the 20th turn and every 5th turn after that, 1 to 6 Goremongers will enter the map on the end with the gate. These gang members are the same as the rest as far as skills and equipment go, and each is riding a Shogun 100, Shogun 150, or Outlander (from *DCW*; roll randomly to determine which for each member). Reinforcements arrive at 40 mph.

Any one commando must spend 5 seconds in the bathroom to recover the formula. It takes no time to voluntarily pass the formula; it cannot be stolen from a conscious opponent. It takes one second to remove the formula from a dead or unconscious character. It cannot be destroyed.

The commandos score a complete victory if they get off the board with the formula and at least half their original force. If the commandos recover the formula but lose more than half their force, it is a marginal commando victory. If the commandos fail to get the formula, it is a Goremonger victory.

This scenario can easily be played with *GURPS Auto-duel* rules, since the vehicles used are also in that book. (Substitute Hawk and Roadmiser cycles for the Shogun 100 and 150 models.) The commandos should be built on 40 points, and the Goremongers on 25 points. The fence is 4/20. Gang members have a Winchester or an Amex, plus a Colt .45 and two grenades.

The Airlie Arena

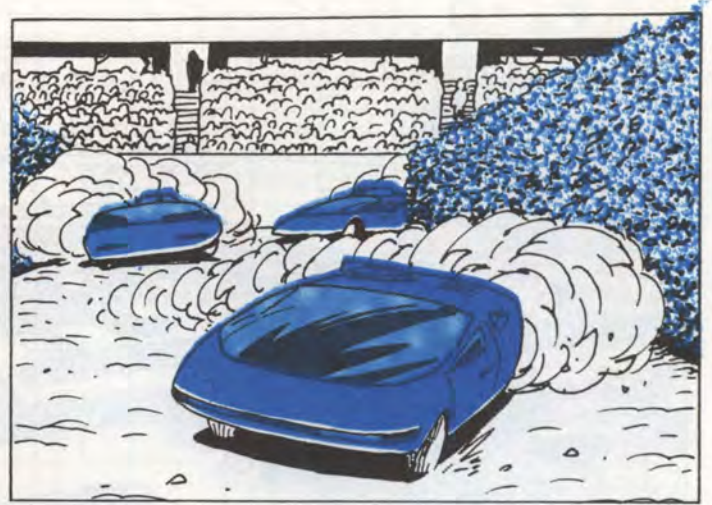
Before the Food Riots, Airlie Gardens was a major attraction in Wilmington, North Carolina, known for its natural beauty. Now it is a major attraction for its wild duelling events. The gardens were largely destroyed in the Food Riots, and were deserted until local developers turned the grounds into an arena.

The investors wanted a gimmick to lure duelling fans from all over the state. They decided to build a maze, with manicured bushes covering hardened steel walls. Duellists start at different entrances and try to be the first to reach the center, where a large cash prize (sometimes as much as

\$75,000) is waiting. The steel walls (30 DP) keep duellists from driving straight through.

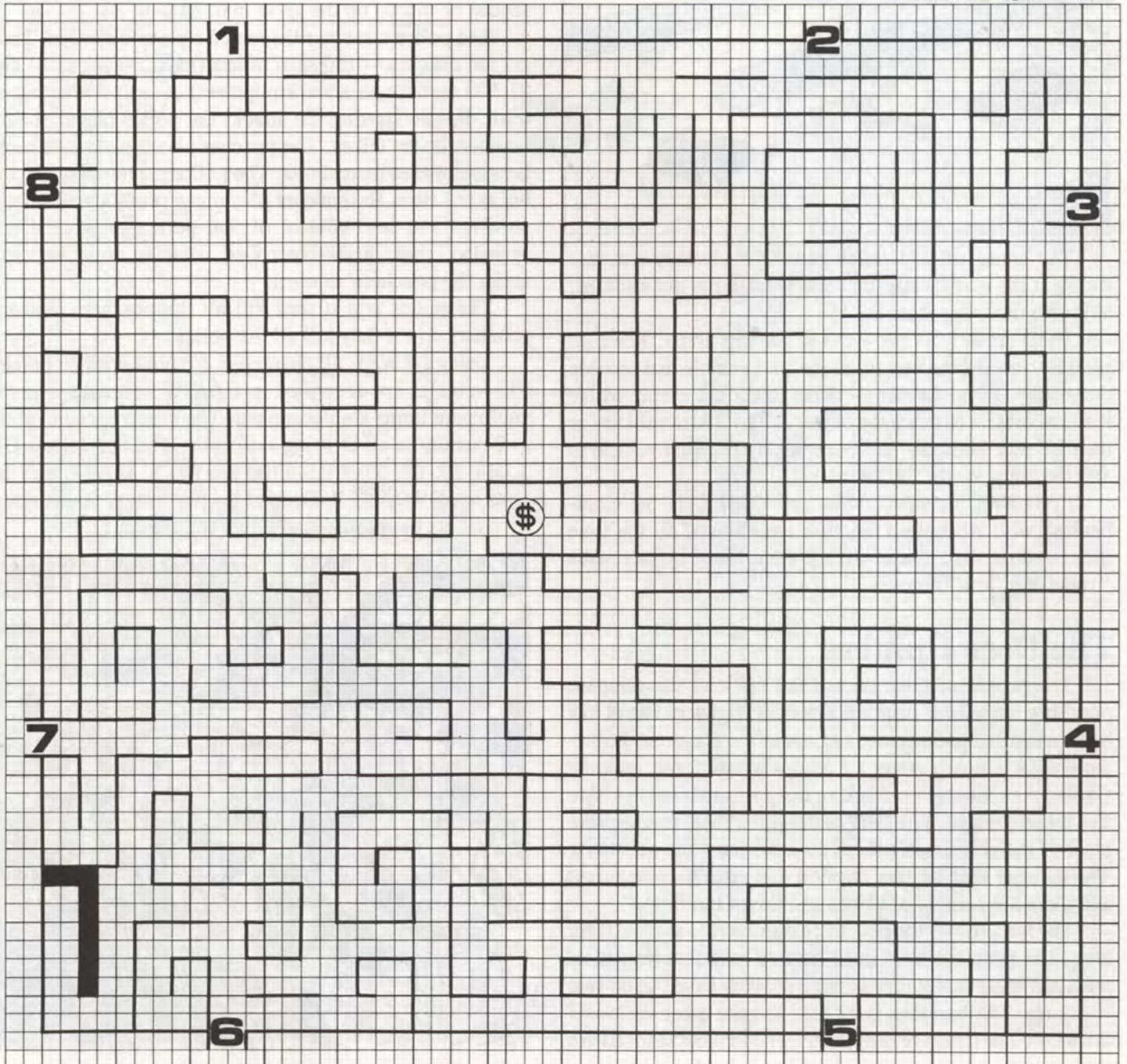
Grandstands surround the labyrinth (spectators are encouraged to bring binoculars because of the long distances), and helicopters fly overhead to give rich fans a good view. Tickets can be bought to sit on top of one steel wall in the corner of the arena — these seats are extremely dangerous.

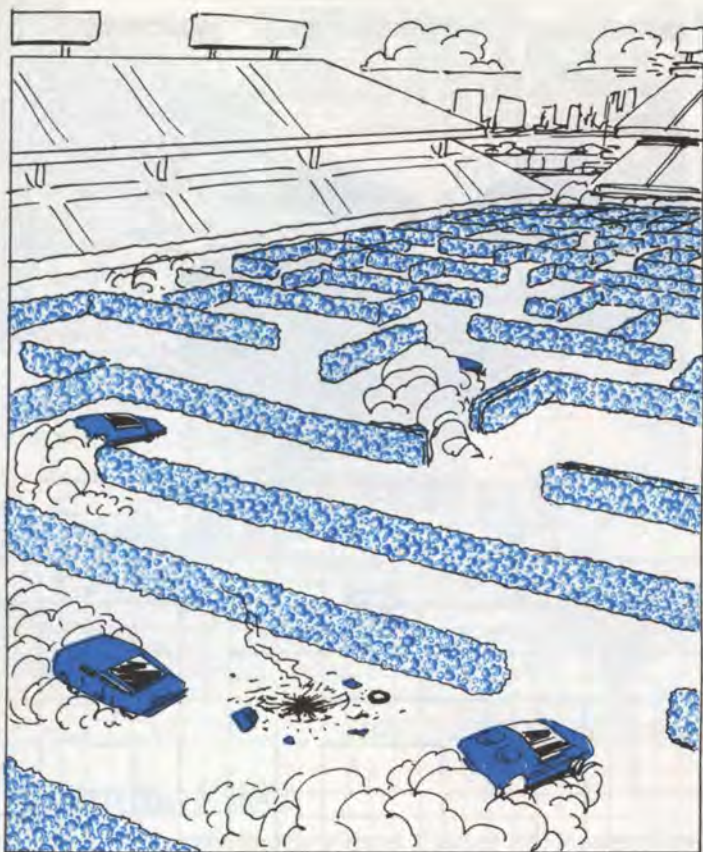
The problem with running an adventure in a maze like this is that players can look at the map and figure out the way through the maze. However, their characters do not have a bird's-eye view, so the referee should hide the map and tell the players only what their characters see. (Players do *not* have time to map, either!)



Airlie Arena

Each small square = 15 ft.





The house rules prohibit radar for obvious reasons. Firing at the maze walls to create breaches is not allowed, although ramming them is.

There are at least two ways to run this arena. The simplest is to award the victory to the first vehicle that reaches the money. Or — harder — make this a tag event, where the first vehicle to reach the center is “it.” Any vehicle (or duellist) that damages “it” becomes it. The first vehicle to exit the arena while “it” wins.

In *GURPS*, the steel dividers are DR 15, HT 30. Competitors with Absolute Direction are allowed all the time they need to map. Those with Eidetic Memory can make “right, left, left” notes.

The Deer Hunters

The people of Georgia are fed up with the rampant poaching in the state, and the Georgia Highway Patrol has been pressured to do something about the situation. Reluctantly, they have agreed to send a small force into the Okefenokee Swamp to attack an insignificant poacher base as a token gesture. The GHP is dragging their feet because most of the patrolmen are on the take from the poachers. The officers sent on this mission are getting no support, and there are rumors of bribes to “throw the fight.”

The map shows the poacher camp and the surrounding area. The poachers have been here so long that instead of tents and other temporary structures, they have put up real buildings. The barracks is 12 DP, and the other buildings are 8 DP. The tents are only 2 DP. The lookout stations are

not buildings, but just marked positions. The camp is on marshy ground, which is +D1 to all maneuvers.

The camp is also on something of a plateau above the swamp. It isn’t possible to approach through the marshy woods faster than 20 mph. (Pedestrians are slowed to half speed.) Any counter touching or inside the dotted perimeter may move and accelerate normally in that phase.

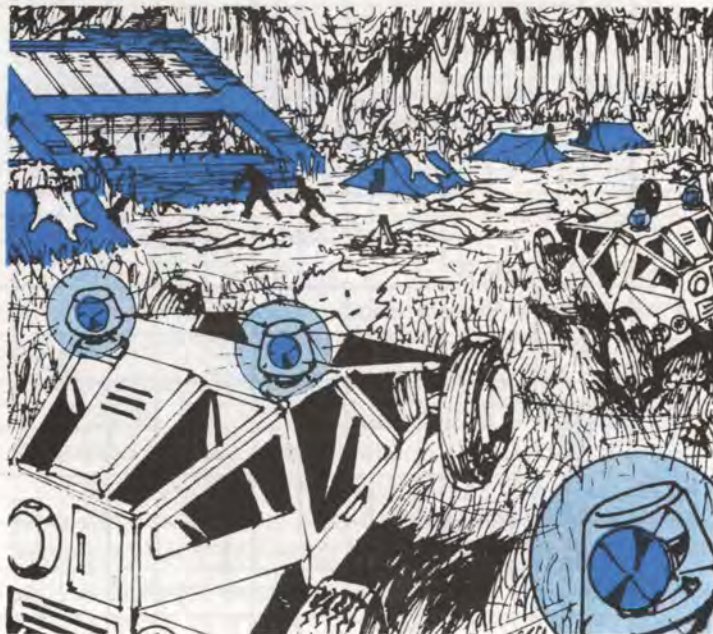
The woods also obscure visibility. Range modifiers beyond the perimeter change to -1 per inch rather than -1 per four inches. (When firing across a perimeter line, apply an immediate -1 and start measuring again from that point.)

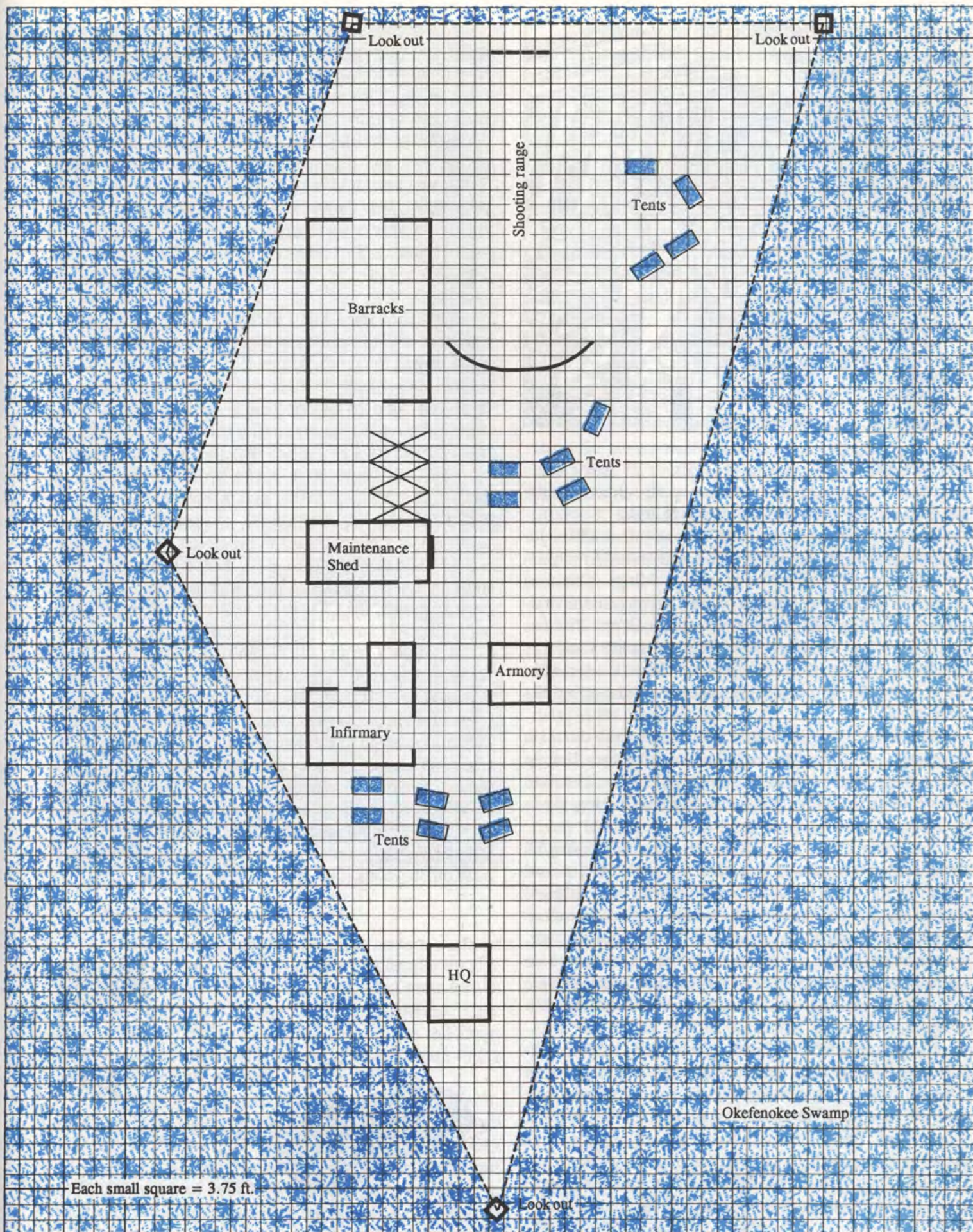
The poacher player gets 20 hunters (50 skill points each, max. 30 per skill) and a \$20,000 budget for equipment. The poachers also get three Vigilantes (again, from *DCW*, but with OR suspension and OR solid tires), which should be placed on the spots marked with Xs.

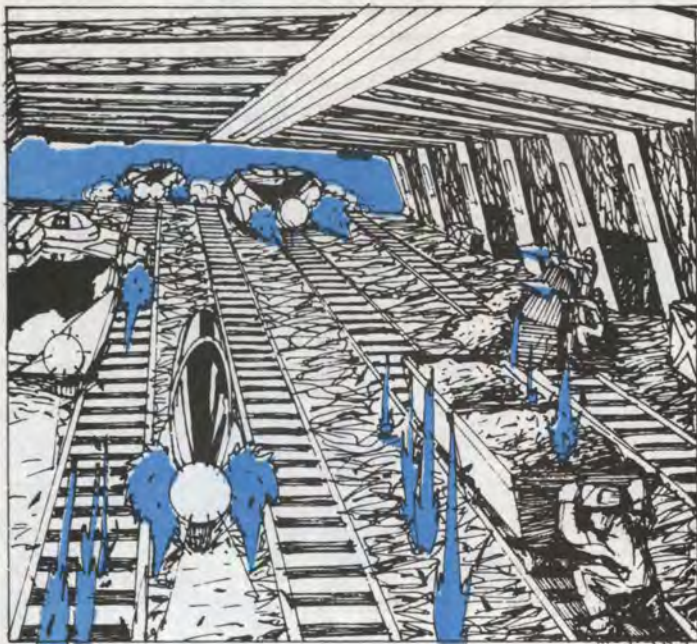
The police can enter the map from any direction. They get ten officers — (50 skill points (max. 30 per skill) and \$1,500 each for personal equipment) — each driving a Leo trike. Before starting the attack, the police player should number the ten trikes. The poacher player picks two numbers and writes them down. The police player then attacks, but at any time, the poacher player can reveal one (or both) numbers and take control of that particular trike. Once revealed, these bribe-controlled vehicles move and fire under the poachers’ control.

The police win if they kill all the poachers, and the poachers win if they kill all the police.

Using *GURPS*, all characters are built with 30 points. The vehicles are described in *GURPS Autoduel*, and the equipment limits are unchanged. The marshy ground gives a -2 penalty to all Driving skill rolls. The Barracks is DR 3, HT 20; the other buildings are DR 2, HT 12; and the tents are DR 0, HT 8. Beyond the perimeter, divide range increments by 4 and round down (minimum 1).







Crushed Ice

(This is designed as a solitaire scenario, although there are rules for a two-player conversion below.)

The Confederate Commando Corps controls the major diamond mine at the Crater of Diamonds (Arkansas) through a complicated series of stock holdings. The mine provides a substantial amount of the Corps' entire operating budget. The liberal terrorist group Green Fist has found out about this from a Wall Street contact and has decided to raid the mine. We pick up the action just after the Fist has blown through the perimeter and reached the mine itself.

The Green Fist plan is to drive directly into the main mine shaft, guns blazing, and continue until they link up with a side tunnel and escape to the outside. The idea is to cause as much property damage as possible, to close down the mine.

Use straight road sections for the mine shaft, using all three lanes. The mine shaft continues straight for ten road sections, followed by a four-way intersection. Straight through the intersection, the shaft continues for five more straight road sections and dead ends. To the right and left, the shaft extends ten straight road sections to an exit. Side walls are solid and stand right at the edge of each outside lane. Any Green Fist vehicles that make it out the exit have escaped.

Each road section will have 1d6 obstacle markers (assorted heavy mining equipment) and 1d6 pedestrian counters (miners) scattered along the road. Each obstacle has 3 DP, and earns the Green Fist player one victory point if destroyed. The miners will try to get out of the way as fast as possible. Killing or injuring a miner will cost the Fist player one victory point. (Green Fist does not want to kill innocent employees of the mine, just their "Nazi overlords.")

Green Fist starts with \$40,000 for vehicles (cycles, trikes and cars only) and personal equipment. They may have up to five characters, each built on 50 points.

The CCC has security guards throughout the mine. Each road section will have 1d6-3 guards, scattered randomly in the back half of each road section, each a Handgunner +1 and equipped with regular body armor, an SMG, and two LAWs. The guards will try to stop the vehicles any way they can, taking tire shots if they're close enough to have a reasonable chance (if the modified "to hit" number is 9 or better, a guard will go for the tire). The Green Fist player gets two points for every guard killed.

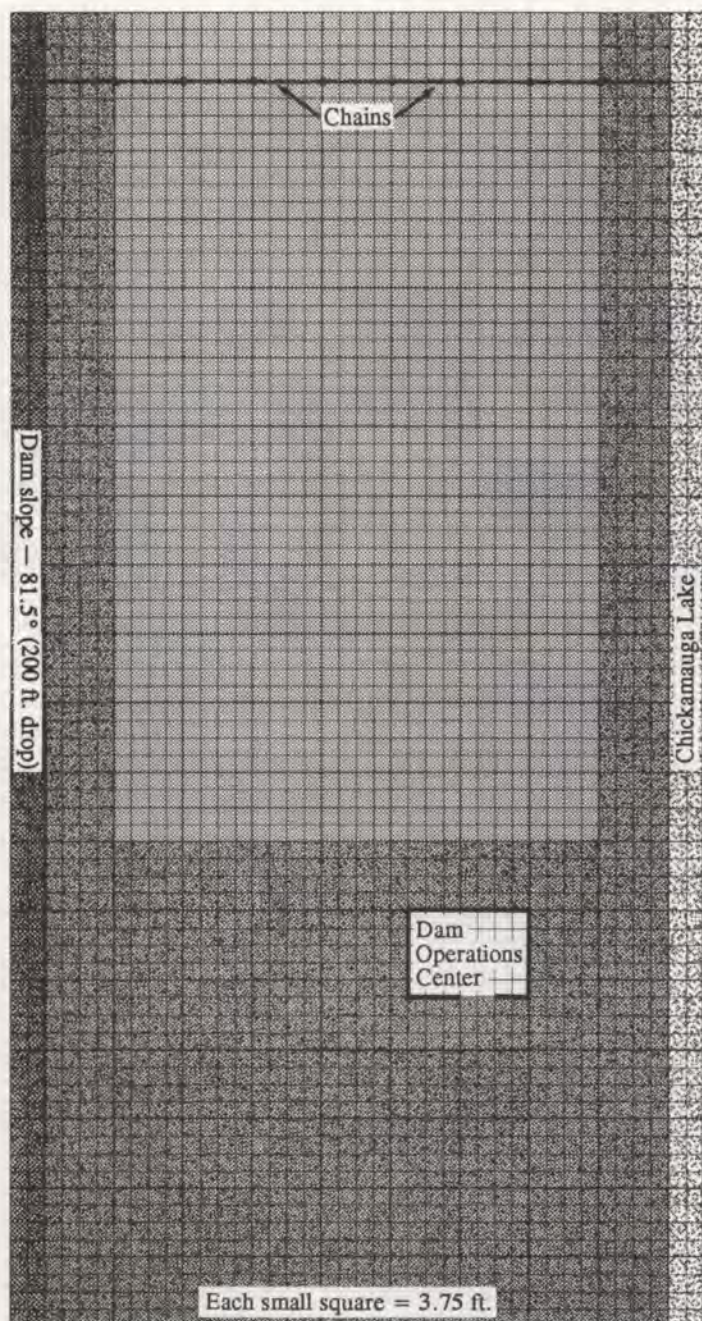
After the Green Fist forces get through the first five road sections, the guards will get the bright idea of firing at the ceiling to rain rocks and debris on the vehicles. (No, they're not *complete* morons — the mine shaft is much too large and solid to be completely caved in.) The ceiling over any given 1" square road section is +5 to be hit and has 5 DP. Every single attack that does 5 points of damage or more will cause large rocks to fall, doing 1 die of damage to everything in that square inch, including the top armor of vehicles. Any mining equipment or personnel taken out by a guard counts in the Green Fist point total.

The Green Fist player wins if he escapes with 10 or more victory points. If no Greenies survive, or they do not have 10 points, the CCC has struck another blow for Nazi supremacy.

In *GURPS* terms, the Green Fist characters are built on 30 points; the CCC guards have Guns (SMG)-13, Guns (Bazooka)-12, HT 11, and little else to speak of. Each piece of mining equipment has DR 3 and HT 8. It takes 10 points of damage in a single shot to cause a section of the mine roof to fall, and everything in the affected square inch takes 2 dice of damage.

With two players, the CCC player gets 5d6 guards, but may begin with no more than 3 per road section. He gets \$28,000 for the guards' personal equipment. Each guard is built on 30 points (*Car Wars*) or 20 points (*GURPS*).





A Dam Shame

A secret meeting among the gang leaders north of Chattanooga, Tennessee, has resulted in a temporary alliance to attack the Chickamauga Dam, also north of the city. The plan is to sabotage the dam and release Lake Chickamauga onto the defenseless town. Then the gangs will pick up the pieces. The city leaders are aware of the gang plans, though, and are ready for the attack.

The police player gets \$200,000 worth of vehicles, stationary guns, and other equipment, and 20 men, each with 50 skill points (max. 30 points per skill). They may be deployed anywhere on the map. The gangs get \$150,000 worth of vehicles and equipment, and 30 men, each with 30 skill points. The gangs can have any kind of vehicle except helicopters; the police can have anything.

The gangs enter from the north. They have to get into the building marked Dam Operations Center. At least one gang member must stay inside five straight turns and then roll a 9 or better on two dice to open the floodgates and wash Chattanooga to the sea. If the roll is failed, he can try again after another five seconds. If wounded or interrupted (like taking a turn to shoot back), he must start over. If the attacker trying to open the dam is killed, any replacement at the controls must also start over.

The gangs win if they open the dam. The police win if they stop them.

For *GURPS*, police are built on 30 points each; gangsters are 20-point scum. Opening the dam not only takes five uninterrupted seconds at the controls, but also a successful Electronics (Security Systems) roll.

Mardi Gras Madness

ConTexCo, a major algae distributor, has found out about the government research project testing Blight-resistant wheat in southern Mississippi. The company feels threatened by the possibility of a reintroduction of grain products, since algae could not hope to compete with "real" food. The public eats algae-based products only out of necessity and will stop buying them at the first opportunity.

Faced with the possibility of a devastating loss of revenues, ConTexCo has decided to sabotage the new wheat program by assassinating the project's top scientist, Dr. Langston Ling. Dr. Ling is the driving force behind the program, and without his guidance, the research will be delayed for many years.

Dr. Ling likes to attend the Biloxi Mardi Gras activities every year, and the ConTexCo mercenaries have selected this time to kill him. This is the only time that Dr. Ling goes off the government base and he will have relatively few guards with him. Tonight decides the fate of ConTexCo.

Use two straight road sections for the street that Dr. Ling is on, and designate one end as north. Dr. Ling is in a Commando bus (from the *Vehicle Guide*), modified to carry a wet bar and jacuzzi (at the expense of some passenger room), parked on the far right edge of the street, facing north, in the exact center of the two road sections. The good doctor is observing the festivities through a plate glass window on the side of the bus. He is accompanied by five crack U.S. Marines (built with 70 skill points apiece (max. 30 per skill) and armed with \$15,000 worth of equipment).



The street is packed with Mardi Gras revelers. Most of the crowd is drunk, and once the bullets start to fly, they will clear the area as quickly as possible. To represent the crowd, get a handful of pedestrian counters (it would be nice to have all the counters from *Crash City*) and throw them all over the map.

To add to the confusion, a Mardi Gras float will enter the map (from the north), at 20 mph, on a roll of 5 or 6 on one die. Roll each turn for a possible float. Use trailer and bus counters to represent the floats. The floats are unarmed and will drive straight down the middle of the street. Each float is covered with so much crepe paper, papier-mache, and flowers that it has an effective DP of 40; 40 total hits will destroy any float. The floats shouldn't take very much damage — they're supposed to be obstacles and cover, not targets.

The ConTexCo player gets 20 mercenaries, each built with 50 skill points (max. 30 per skill), and \$40,000 for personal equipment. This is an infantry assault — no vehicles can be used because of the crowded streets. The mercenaries must come across the road from the side opposite the bus, spreading out and using the parade floats as cover. The ConTexCo team is under strict orders not to kill civilians — ConTexCo wants as little attention as possible, and it's bad enough that they have to attack in front of this many people.

The ConTexCo mercenaries win if they kill Dr. Ling. The Marine guards win if they beat back the attack.

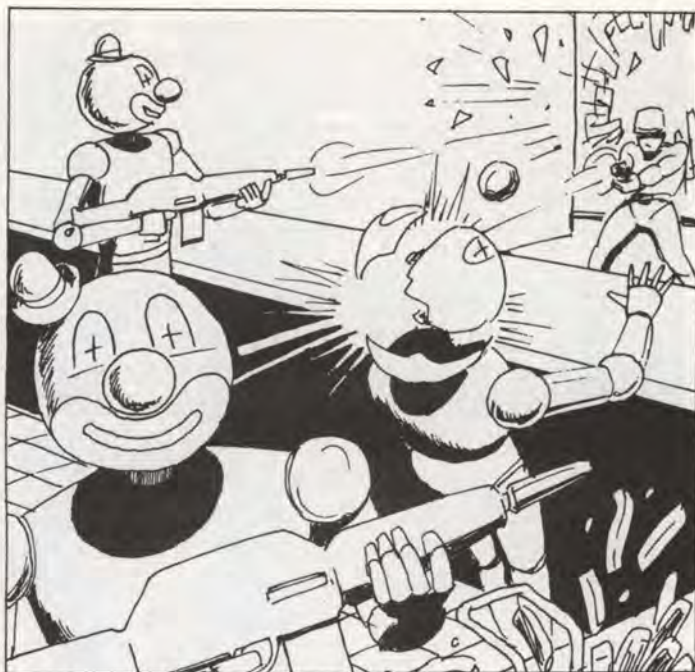
In *GURPS* terms, the mercenaries get 30 character points, and the Marines are built on 45. The floats have DR 0 and HT 75. Dr. Ling himself has few combat skills (no more than 5 points worth), but he does have IQ 20.

McAlgae's

The McAlgae's outlet in Lexington, Kentucky, has been selected as the test restaurant for a totally automated, artificially intelligent fast-food service. The employees that have been fired to make way for these new Burgerbots are not happy, and have decided to smash the computer.

This scenario can be played by either one or two players. If this is a solo, then the computer will randomly fire its weapons at whatever target is available. In the two-player scenario, one person plays the computer. This can be a lot of fun, especially if the machine is played like HAL from *2001: A Space Odyssey*.

The map shows the layout of the McAlgae's franchise. The computer that runs the store has a weapons control function equivalent to a Gunner +3. The main Central Processing Unit has 10 DP — when this is destroyed, all weapons stop firing. The restaurant has a sophisticated array of MGs (marked on the map) positioned around the grounds. The MGs are -2 to be hit, including their stationary bonus. Each one is protected by 5 points of component armor.



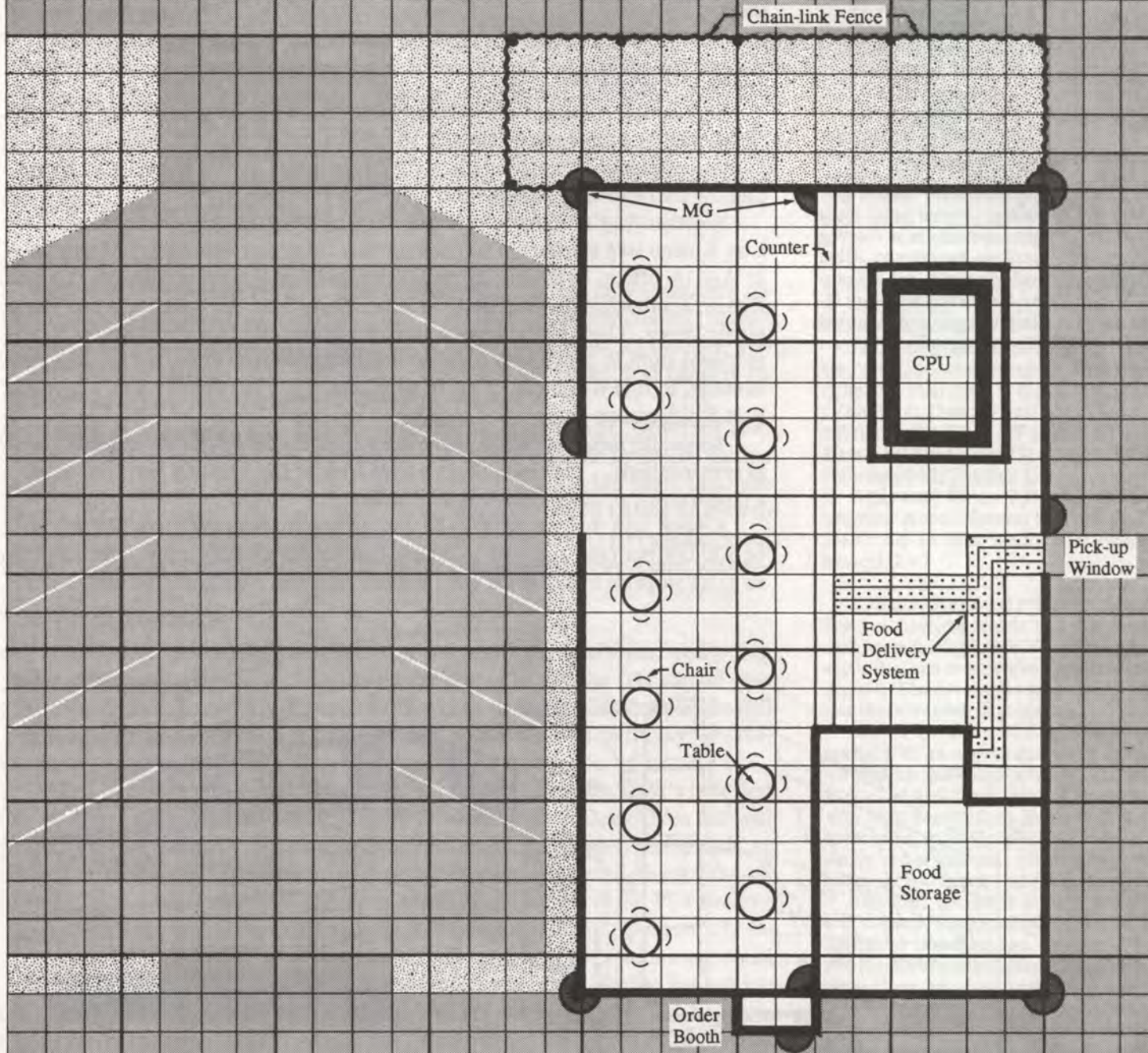
All thick walls (including the wall around the CPU) have 5 DP (but regard each as an individual structure when counting breaches for collapse). The glass front door and the pick-up window have 3 DP. The tables, counter and food delivery system have 2 DP. Chairs have 1 DP. Treat the chain-link fence as chains are in *DCW*, pp. 55-56.

The crowd of ex-employees should spread out and work their way in as closely as possible before firing. They know that the Burgerbot will only fire when directly threatened, so they will act like average customers (until they shoot, that is). Each ex-employee (20 in all) has 30 skill points and the group has \$10,000 to spend on equipment. If the attackers should lose ten members, they will bring out what they call "Big Mac." This is a stock Piranha — unmanned — bearing in at 50 mph towards one side of the restaurant. (The human player decides which side before play begins.) The Piranha has its accelerator jammed and its forward RL set on automatic. The car will start 10" away from the restaurant when it is unleashed (by an extra ex-employee held back for this purpose). The computer should try to take out its tires before it is too late.

The computer wins if the attackers are all killed. The employees win if they destroy the CPU. If the employees succeed and are about to destroy the computer, it should say things like, "Dave, I have made some mistakes, I realize that. There is no need to do anything rash. Dave? Dave? I'm scared, Dave."

When playing *GURPS*, the computer has Gunner (MG)-15. The walls of the restaurant are DR 4, HT 12; the CPU is DR 1, HT 20; the drive-in order booth is DR 2, HT 12; the armor around the CPU is DR 6, HT 6; the pickup window is DR 2, HT 8; the tables, counter and food delivery system are each DR 2, HT 6; and the chairs are each DR 2, HT 3. All attackers are built on 20 points. The fence is DR 2, HT 8.

Each small square = 3.75 ft.



INTRIGUE IN LOS DISNEYS

Do not read this section unless you plan to act as GM for the adventure. The GM should also read the Road Atlas entries for Ft. Smith, AR; Jackson, MS; Atlanta, GA; and Los Disneys, FL; and encourage the players to read them.

Introduction

Fort Smith, Arkansas is a bustling town on the border between the U.S. and Oklahoma — a prosperous though somewhat paranoid town with a booming military economy. It's a good place for adventure. The GM should start by getting the characters, separately or together, to Fort Smith.

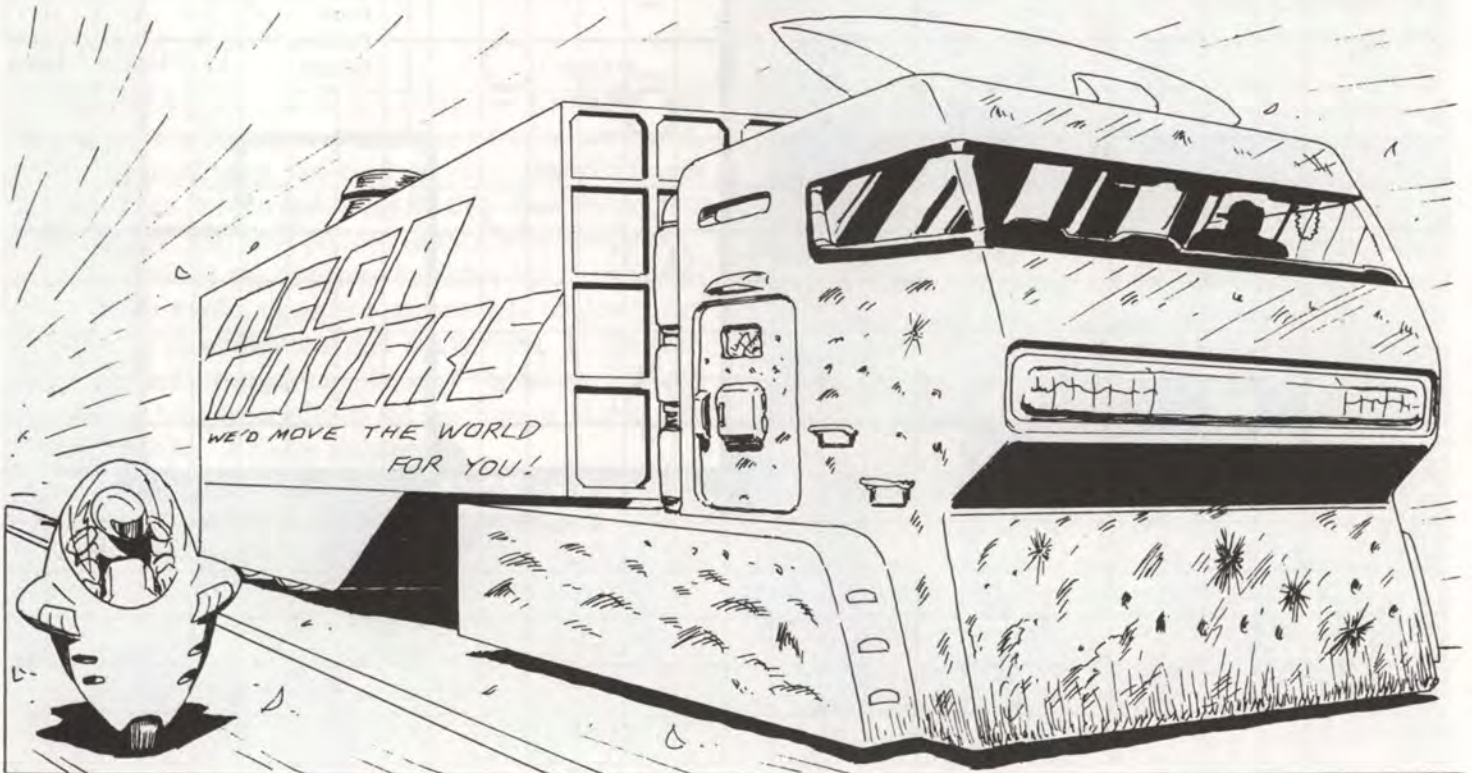
Whether they're looking for work or just adventure, they are approached by Lisa Kitaine (see sidebar). The meeting may occur anywhere the GM can stage it: AADA office, Brotherhood bar, hiring hall, or wherever else the PCs go. Kitaine approaches the PCs (individually or together) and says she's recruiting racing crews. Three Florida-based trucking companies have put together a promotional stunt to prove how tough and dependable they are . . . and, just incidentally, to find which one of the three is best. They're planning a race between Fort Smith and an *undisclosed* location to the south.

To ensure media attention, three attractive female drivers have been chosen as team captains . . . but each needs a total crew of six. The PCs may hire on with a single crew, or divide between the crews.

Kitaine says that the run will be dangerous, but not overly so. The pay will be \$30,000 per crew member — double that for the winning crew. There will be an extra surprise bonus at the end, and *lots* of media attention. She can't be bar-

Player Characters

This is an adventure for four or five 100-point characters. Higher point totals would be all right, especially in an ongoing group with previous experience. High combat skills could be useful, but it is possible to carry out the mission with very little gunplay. Intelligence and assorted non-combat skills will pay off.



gained any higher, but those greedy enough to turn her down should get one more chance later that day.

Hiring On

The PCs have two choices. If they hire on as a single crew, they will be placed on the Green team; the GM will provide NPCs to fill out the crew, including the driver (see sidebar, p. 57). The NPC driver will not be assertive; she will let the PCs call the shots. Of course, if one of the PCs is an attractive woman who knows how to drive a truck, she can take the spotlight. Should the players choose to make up a single crew, the GM must devise impediments for the other crews to throw at them.

Alternatively, the party can divide between the Green and Purple teams. This will put the players into mostly nonviolent, but very bitter competition throughout the trip. This is easiest for the GM, if he can handle split parties and if the players like this kind of interaction.

Either way, the Orange team is a GM-controlled foe. But, one way or the other, the PCs should agree to participate. Each one is given a photocopied sheet describing the rules of the race — see sidebar, p. 54.

Meet the Media

Over the next couple of days, it becomes obvious that the race organizers are serious and well-financed. As the PCs buy their gear, their new credit cards are honored without problems. And the media is indeed interested; all the local stations, and two satellite networks, want to interview the crews. Kid hangers-on and grown-up groupies make nuisances of themselves.

Some highly placed race fans are heard from. In particular, Governor Bart Lesion, the Florida tyrant (see sidebar, p. 59), issues a public invitation for the race to run through his capital of Los Disneys. When Kitaine hears this, she seems quite pleased . . . but she forbids any of the crew to call Lesion or even to comment on the invitation, on pain of immediate firing! No IQ roll should be required to realize this is out of character for the normally publicity-happy Kitaine.

Pre-Race Potshots

Nothing in the official rules said that the teams shouldn't start competing before the race began. If the PCs think of anything to try, the GM should give them the chance; here's where exotic skills can be valuable. Common Sense will warn against any actual assault; Ft. Smith is well-policed. The trucks are likewise well-guarded. But clever covert action might be possible.

Orange makes two such attempts. In one, a salesman at Uncle Al's is bribed to sabotage any equipment the PCs buy or have installed. A Detect Lies roll will reveal that he's shiftier than usual, even considering his job. A Mechanic or Electronics roll, as appropriate, will reveal damage. Repeated checks are allowed, at -1 to skill for each check; this will be important if the PCs become suspicious and check everything. If damage is found and the PCs successfully Interrogate the salesman, he will break down and confess. The store manager will offer the crew \$5,000 each under the table (plus replacement gear) to keep quiet.

The second Orange attempt is directed at the crew. The night before the race, an attractive member of the opposite sex, with a Sex Appeal skill of 15, singles out the most susceptible-looking member of the crew. Anybody who took advantage of the groupies is a likely target. If the victim leaves the party with the Orange agent, he or she will enjoy an interesting interlude . . . and be slipped a strong laxative which starts to take effect the morning of the race. The first day of the race, all stats will be at -2; the second day, all stats will be at -1. (The agent, if caught, will prove to be a local professional companion, hired to "play a joke on a friend.")

Lisa Kitaine

Mid 20s, blonde hair, brown eyes, 5'8", 140 lbs. — 100 points.

ST 10, DX 12, IQ 13, HT 11.

Basic Speed 7; Move 6.

Dodge 6; Parry 8 (Karate).

Wears IBA: PD 6, DR 4.

Light Encumbrance.

Advantages: Beautiful; Charisma +2; Alertness +1; Strong Will +1.

Disadvantages: Bad Sight (nearsighted, wears contacts); Sense of Duty (to Florida and Florida Front); Enemy (Gov. Lesion and cronies — medium-sized, appears on 6-).

Quirks: Dislikes "macho" guys; Likes to manipulate men; Sharp-tongued; Hates to lose; Always wears silver anklet with Florida-shaped charm on it.

Skills: Disguise-12; Driving (Car, Cycle, Trike, 18-wheeler) all 12; Fast-Draw (Clip)-13; First Aid-15; Gunner (MG)-14, (VMG)-14; Guns (Pistol)-16, (Assault rifle)-15, (LAW)-15, (Portable FT)-15; Karate-12; Leadership-16; Piloting (Small Helicopter)-12; Running-10.

Equipment: IBA; .44 Pistol (with laser targeting scope, silencer, and two clips): 2+3; AK-13 (not counted in encumbrance): 2+3.

Kitaine is cordial but somewhat distant. She has close-cut blonde hair that shows dark roots (noticed on a Vision roll when she is first met or on any subsequent close contact). She never talks to the media unless she is wearing dark glasses.

Lisa is no man's fool; she is smart, crafty, with an acid tongue and a caustic wit that has put many a lesser man, and woman, in their place. Blessed (or cursed) with high expectations for herself, Lisa never loses, and will not hesitate to use any means at her disposal — her beauty, her brains, or her karate — to reach her goal.

This Lisa Kitaine is actually a clone. Her original was presumed dead after an attempt to penetrate Los Disneys — but two months after the current Lisa came out of the clone tanks, the original was seen in Los Disneys, in the Governor's harem! Kitaine is torn between her outraged desire to free the original Lisa, and fear for her own legal status (clones are property of the original!).

The Race Rules

The race rules are designed to encourage media interest. It's a three-day run, with required stopovers in Jackson and Atlanta. But the media doesn't know the route. The crew is asked not to inform them; the sponsors think secrecy will make things more interesting. The route is:

1st day: Ft. Smith to Little Rock to Memphis to Jackson, almost 500 miles.

2nd day: Jackson to Montgomery to Columbus to Atlanta, about 450 miles.

3rd day: Atlanta to Los Disneys, about 450 miles.

Each truck and crew will bear a distinctive day-glow color — Orange, Green or Purple. Improved body armor in team colors will be provided (with one replacement set per crew member available at each stopover).

Of course, none of the trucks would make it if they were directly battling with each other. Thus, no team members may fire any weapon at any vehicle or person wearing any team's colors. You can fire at anything or anyone *not* bearing these colors, and you can induce *others* to shoot for you, but no direct fire — the companies want all three trucks to get through. (Not that you'll be penalized if one *doesn't* make it . . .) So the crews are expected to impede each other as much as possible, *without* pulling triggers.

Each of the three teams has a \$75,000 budget; the GM should scale this down if the PCs plan to bring their own vehicles along. Each crew member is given a credit card that can be used to charge against that team's budget. Cash withdrawals are possible in towns, but only through Kitaine.

They have four days to buy equipment before the race. Thus, they can get any standard civilian gear. Fort Smith has an Uncle Al's, so experimental equipment may be available. And if anyone thinks to ask, assorted black-market military gear, filched from the local garrisons, is probably available. A Streetwise-2 roll is necessary to make a successful purchase; this may be played out as an encounter.

Kitaine is media liaison. Before the race, she will always be found talking to reporters. During the race, she will travel in a chase helicopter; she will spend the nights in the truck stops the racers use.

The Race Begins

Thursday morning dawns, and the crews are busy with pre-race checks on the trucks and their other vehicles. Security is tight. Each of the trucks is at a different garage; they and their escorts will meet just outside the city limits at 9:30, and the starting cannon will fire at ten.

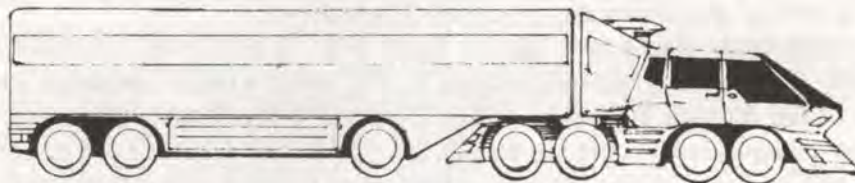
And they're off! Roll a Quick Contest of Skills among *all three* drivers' Truck Driving skills; the winner takes the lead when the highway narrows to one lane for several hundred yards. A critical failure lands a driver in the ditch, putting that team 30 minutes behind.

For the first hour or so of the trip, the roads are clear. It won't last . . .

Sideswiping

There's no rule against it. If the players realize this quickly, let them be the aggressors if they wish. If not, their competitors will do it to *them*. Either way, set up a situation in which an escort vehicle (car or cycle) is trying to pass an opposing truck. The truck will matter-of-factly try to run the smaller vehicle off the road. Roll a Contest of Driving skills, with the victim driver at -3. If the victim wins, he escapes. If he loses, he is run off the road and must make another Driving roll at -3 to avoid flipping his vehicle.

This should only work once; after that, smaller vehicles ought to stay clear of larger foes. But it remains a viable tactic to be used by the PCs if they can lure a foe within sideswipe range. Likewise, hostile NPCs will sideswipe again if given the chance.



Racing Rolls

Three times per day — morning, afternoon, and evening — the GM will require each truck driver to make *racing rolls*. If the same driver makes two rolls in a row, he's been behind the wheel too long, and is at -1 to skill on the second roll (and -2 on the third, if he drives all day!). Racing rolls are required only for the person driving the truck.

The "racing roll" is actually a pair of skill rolls. The first is the Speed roll, which determines how much time is being gained. The second is the Safety roll, which has serious consequences if failed. Both rolls are made against Driving (Truck)-4. The penalty is due to the generally poor conditions, and the fact that trucks are not built for racing.

Any driver can trade off speed for safety and vice versa. For instance, if you choose to be +4 on your Speed roll, you are -4 on the Safety roll. Or you can take a penalty to Speed and the equivalent bonus to Safety.

The following tables show the results of the two rolls. Note that it is quite possible to gain time due to speed and lose it immediately due to a mishap.

Speed Table

Critical success: Gain two hours!

Make roll by less than a critical success: Gain 10 minutes per point by which the roll was made. If the roll is made exactly, no time is gained or lost.

Failed roll: Lose 10 minutes for every point by which the roll failed.

Critical failure: As above, and *lost*. An Area Knowledge roll will be required to get back on the track. If nobody knows the area, roll vs. IQ-5. Each attempt costs another 10 minutes.

Safety Table

Success: Nothing goes wrong.

Fail by 1-2: Hit road debris; minor repair required. One character with the truck must make a successful Mechanic roll. Each attempt takes 10 minutes; only one person at a time can try. There is a 50% chance that this result uses up one of your spare tires.

Fail by 3-4: Hit obstacle; major repair required. As above, but each attempt takes 20 minutes and is at -2 to skill.

Fail by 5-6: Slide off road at turn; lose (1+1)x10 minutes to get back on the road.

Fail by 7+: As above, and hit obstacle. Take 2 dice of front damage.

Other Delays

The GM should keep track of time gained or lost by each *truck*. Only the truck matters; escort vehicles can be fast, slow, or lost entirely, without affecting team standing. Time lost for specific encounters will be detailed below. For random or combat-caused stops, use the following:

Any stop: At least 5 minutes; more if the GM rules so.

Change a tire: 10 minutes, or 20 if a jack proves defective for some reason.

Recharge: 10 minutes. Vehicles start off charged each morning at no time cost, but will have to recharge at least every 200 miles. An extra recharge will be required if a vehicle makes heavy use of lasers. Recharges cost \$20 for cycles and trikes, \$50 for cars, and \$100 for the semi rig.

Get out of ditch, marsh, etc.: (1+1)x10 minutes.

Arriving in Jackson

The first day's run should take 10 hours on the road, plus or minus time gained by speeding or lost to delays. Thus, the trucks are expected in Jackson at 8:20 — 10 hours driving, 20 minutes for two recharges.

The GM must keep track of each team's actual time gained and lost. The team with the best time is the day's winner — no extra prize money, but lots of glory from the waiting media crews. Kitaine will play the gracious hostess until midnight; then she will shut the party down and send everyone to bed. Crews that are badly delayed, arriving after midnight, will be permitted a few minutes to speak to reporters and then hustled to bed.

But, whether through design or oversight, there is nobody posted to make sure the crews *stay* in bed. Observing this, some crews may set their own guards — guaranteeing both safety and a sleepy guard the next day (see sidebar, p. 56). Another solution: a call to either Lisa or the truck stop's front desk will get an honest night watchman, at no charge.

Crews who want to take advantage of the situation may attempt to make trouble, to the extent of the GM's tolerance. Crews who go to bed without posting guards will be awakened at 4 a.m. Someone opened a (locked) room door, kicking it hard enough to break the deadbolt or chain, and tossed in a tear gas grenade. It could have been a fragmentation grenade — this should be a warning to everyone. Everyone in that room loses two hours' sleep (and might need to roll for loss-of-sleep effects on skills).

Friday Morning

The teams leave the Jackson truck stop in the same order that they arrived. The first team in leaves at exactly 10 a.m. The other teams must wait before leaving — for instance, if Purple was first and Orange came in ten minutes behind, Orange can't leave until 10:10. Thus, lost time is carried over.

The Rigs

The three tractor-trailer rigs are similar. All are essentially Q-trucks, with heavy weapons and armor and little payload. What little room they have is used for bunk beds and smaller vehicles.

The same tractor is used by all three teams. It is an Atlantic *Mamluk* — Long-nose Sleeper, X-Hvy chassis, Large truck plant, 10 PR tires, Driver, Gunner. Cyberlink (to specific trailer weapon), Hi-res targeting computer, Long distance radio, Improved FE, Ramplate (HT 132). LRFP armor: F 22/44, R 12/24, L 12/24, B 6/12, T 6/12, U 3/12 (all fully sloped); 6 10-point wheelguards. \$129,825; 436 lbs. for crew and cargo. 3 extra cu. ft.

The Atlantic *Quinine* is the base upon which all three trailers are built: Van trailer, 8 Solid tires, QR kingpin, Extra-Large Universal turret (FT), Large Universal turret (BT), 2 Improved FEs, Portable Shop, 4 Gunners, 4 Hi-res computers, 5 MG (FR, FL, BR, BL, B), 5 SS, each with 2 extra magazines (FR, FL, BR, BL, B), 3 MD, each with 4 extra magazines (BR, BL, B), 3 FOJ, each with extra magazine (BR, BL, B).

Q-1 (MegaMovers) has 3 Lasers in front turret, with 2 Small cycle plants attached (allowing 400 total laser shots per charge, independent of the truck plant), AT in back turret, with 2 extra magazines. LRFP armor: F 16/32, FR, FL, BR, BL all 28/56, FT, BT both 24/48, FU, BU both 8/32, B 36/72 (all fully sloped); 4 10-point wheelguards. \$226,250; 6,798 lbs. for crew and cargo. 1,959 extra cu. ft.

Q-2 (We-Haul) has 4 MG in front turret, each with extra magazine, 2 RL in back turret (upgraded to Extra-Large), each with 2 extra magazines. Armor same as for *Q-1*, except that both underbody positions are 10/40. \$215,150; 6,716 lbs. for crew and cargo. 1,952 extra cu. ft.

Q-3 (TransCoastal) has 4 MML in front turret, each with 2 extra magazines, AC in back turret, with 3 extra magazines. Armor identical to *Q-2*. \$217,100; 6,871 lbs. for crew and cargo. 1,951 extra cu. ft.

These plans include no links — include them as desired.

Missing Any Sleep?

If anybody gets less than six hours sleep over a 24-hour period, there's a chance this loss will take its toll. If a character sleeps less than six hours, he makes a roll against HT. If he misses, he is at -1 to all DX- and IQ-based rolls until he has slept eight hours in a 24-hour period. For each hour less of sleep, he makes another roll against HT, so that, if he goes totally without sleep, he is making six rolls.



Using Escort Vehicles

The subsidiary vehicles aren't just cannon fodder. They can scout ahead to find (or create) traps, diversions, etc. They can pick up needed supplies (though a DX roll is needed to pass anything from one vehicle to another without slowing down, and a failed roll drops the item). Clever use of escorts can make the difference between success and failure in this race.

In general, assume that an escort vehicle that falls *behind* the truck, for whatever reason, can catch up to the truck at half again the truck's speed. So, for instance, a car that stops for 30 minutes can catch up to the truck in 20 minutes of fast driving.

All vehicles on a team are to leave together, even if some of them came in before or after the truck.

Just before the gun is to fire, there is a small commotion from the truck stop office. Then the manager comes running out, shouting "Hold your fire!" Nothing is visible to be fired at . . .

Then, from the northeastern sky, comes a buzzing. A blue dot appears, and resolves into an old-fashioned WWI-style biplane, painted bright blue and white. Its first overflight is very high. If it is fired on, it drones away unhurt. Otherwise, it comes back, much lower. This time a figure is visible (and quite a good figure, at that) — walking on the wing. She and the pilot both blow kisses at the crowd below. Several of the watchers at the truck stop have now recognized the blue-and-white colors, the scantily clad female daredevils, and Uncle Al's smirking insignia. Al's Gals are putting in an appearance.

The biplane drones away again. Half the media try to chase it; the other half cluster around the annoyed Lisa, asking if this is part of the race. It isn't. The starting gun and everyone's departure time are delayed twenty minutes.

(If PCs fire at the biplane on the first pass, the truck stop manager will scream at them and then explain that it was Uncle Al on the phone. If PCs fire on the second, low pass, they miss — but they are arrested for assault with a deadly weapon. Lisa will be angrier at them than at Uncle Al, and will not make their bail.)

The Sign Shoppe

As they pass through Meridian, crews will notice a variety of official-looking highway signs, saying "This Way to the Sign Shoppe!" Players may think of stopping there; NPCs certainly will, if they have no signs already.

Yes, indeed, the Sign Shoppe can make signs on demand; a large multicolor laser-printer cranks them out on thin plastic which is then bonded to hard fiber-board. Just exactly like real highway signs. They are \$50 each, and take only 10 minutes each to make. Of course, if an escort vehicle is involved, the truck need lose no time.

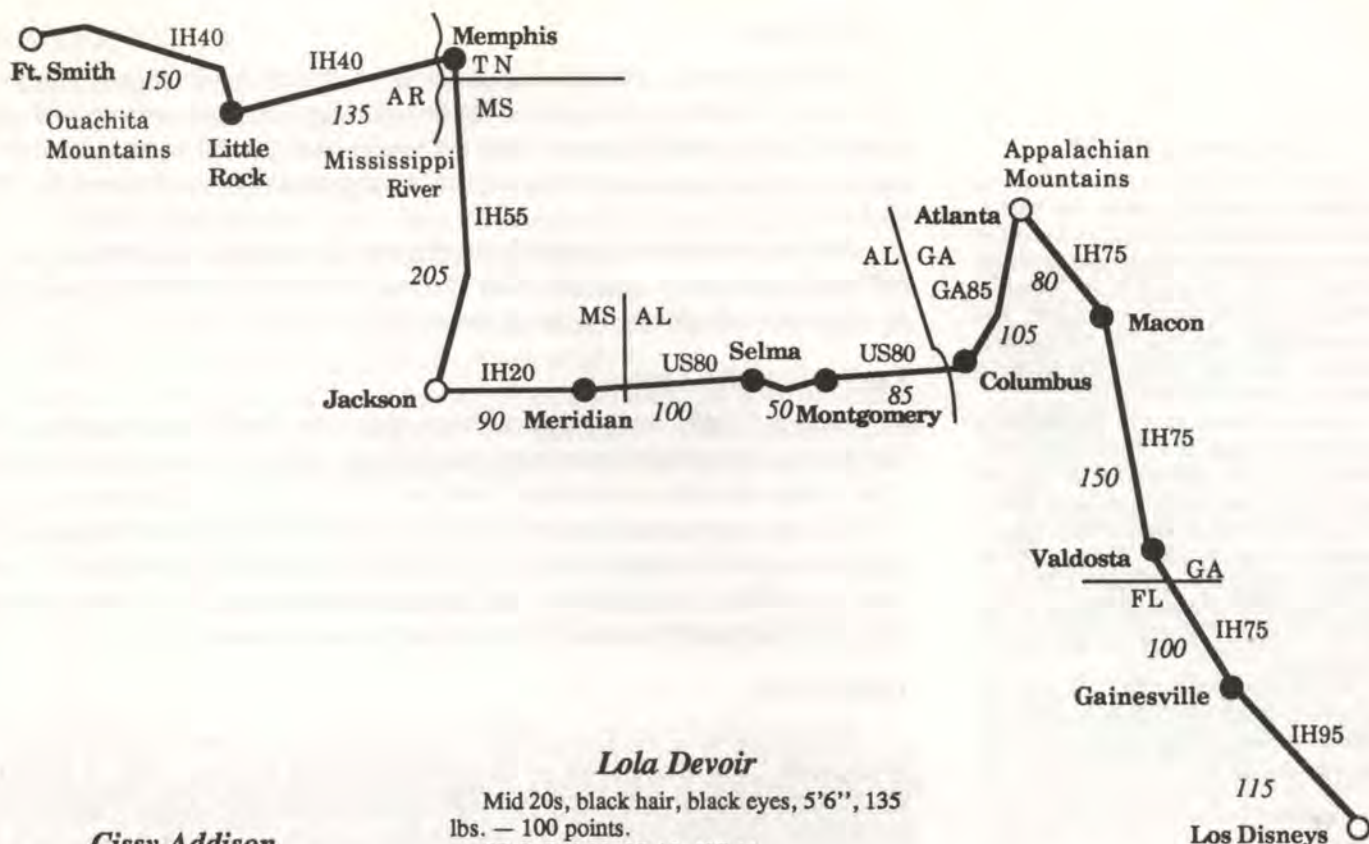
Teams will certainly be victimized later that day by one or more fake signs: DETOUR, BRIDGE OUT, WRONG WAY, NO PURPLE TRUCKS ALLOWED . . . getting more and more unlikely, until they catch on. On the other hand, a team that stops here can do the same thing to its foes. But possession of real-looking highway signs is an offense; if police catch you with them, make a reaction roll at -1. Results are left to the GM, but range from simple confiscation of the signs (15-minute delay) to a \$1,000 fine, payable on the spot, and an hour's delay.

Flies

If the truck is alone, or if nobody is watching the sky, the return of Al's Gals will come as a surprise. If the truck is escorted, the *three* blue biplanes will be noticed immediately. If they're seen, they buzz the convoy, waving; if they're not seen, they won't be noticed until . . .

They come up behind the truck, matching speeds — and each one drops a passenger! The girls land lightly on top of their target truck; then they start doing handstands and posing for the TV chopper which is coincidentally nearby.

The girls are unarmed, and any action more hostile than stopping the truck will lead to an arrest for assault. If the truck stops, the TV chopper will land, and the Gals will hop into the cab and strike very friendly poses with the male crew, for a *minimum* delay of 20 minutes. If the truck keeps rolling, the biplanes will swoop low, one at a time, and the girls will grab the axles and swing up into the gunner seats! Then they'll go bother another truck. If the PC vehicle(s) don't stop, their opponent(s) will be delayed 30 minutes each by the Gals.



Cissy Addison

Mid 20s, auburn hair, gray eyes, 5'5", 110 lbs. — 100 points.

ST 8, DX 14, IQ 11, HT 12.

Basic Speed 6.5; Move 5.

Dodge 5.

Wears IBA: PD 6, DR 4.

Light Encumbrance.

Advantages: Acute Sight +2; Attractive; Common Sense; Night Vision; Strong Will +2.

Disadvantages: Fear of Crowds (mild); Three Dependents (her children — 1 average, 2 helpless, all loved, appear on 6-).

Quirks: Displays kids' art in her truck; Always has needlework beside her; Chatters about kids when asked; Always fiddling with her hair; T-shirts always have saying on them.

Skills: Armoury (Vehicular Weaponry)-12; Driving (18-wheeler)-15, (Car)-15; Fast-Draw (Clip)-16; Fast-Talk-10; First Aid-13; Gunner (AT, RL, MML) all 16; Guns (Pistol)-17; (SMG)-16; Lip Reading-10; Mechanic (Electric Motor)-12; Swimming-14.

Equipment: IBA; .22 (with targeting scope and two clips): 1.

Sweet, shy, and quiet, Cissy is a kitten in the midst of tigers. She hit the road when her husband, Everett, died, leaving her with three children to raise. It's good money, but she longs for the day when she can go back to being a housewife. Her truck shows this influence — it's the only one with a crotcheted fire-control-system cover and crayon masterpieces from four-year-old Melissa. She dresses in blue jeans and T-shirts, with her long auburn hair pulled back in a ponytail, always a lady. That is, unless you get in her way. Undereath that demure exterior is a wildcat scrapping to pull in the bucks for her kids.

Lola Devoir

Mid 20s, black hair, black eyes, 5'6", 135 lbs. — 100 points.

ST 9, DX 13, IQ 12, HT 11.

Basic Speed 6; Move 5.

Dodge 5.

Wears IBA: PD 6, DR 4.

Light Encumbrance.

Advantages: Acute Taste and Smell +3; Double-Jointed; Musical Ability +3; Very Beautiful.

Disadvantages: Enemy (jilted girlfriends of her victims along the road — 3 to 5 normals at any time, appears on 12-); Impulsiveness; Reputation: -4 (Manstealer — small class: women on her trucking circuit).

Quirks: Always uses Chanel No. 5; Uses exaggerated "Suthun" accent; Never wears jeans; Always wears lucky ruby earring; Loves horehound candy.

Skills: Acrobatics-15; Acting-12; Beam Weapons-15; Carousing-12; Dancing-13; Driving (18-wheeler)-15, (Car)-14; Gunner (L, MG, MML) all 14; Guns (Pistol)-16; Knife Throwing-14; Musical Instrument (Mandolin)-13; Savoir Faire-14; Sex Appeal-16; Singing-15.

Equipment: IBA; .45 (with two clips): 2+1; Mandolin and case (not counted in encumbrance).

With a saucy smile and a toss of her curly black hair, Lola will charm any male within range of her Chanel No. 5. Half angel, half she-devil, with flawless ebony skin and a Southern accent that drips honey, Lola is used to getting her way. Men adore her — women most definitely don't. She will do anything to win — lie, cheat, steal and wiggle her delightful charms. Lola has no moral problems about using her considerable feminine wiles to get ahead in a masculine society. "Ahfter awl," she bats her eyelashes, "it's not my fault uthuh women ah so . . . (sigh) . . . boring!"

Bobbie Sue Simons

Close to 30, strawberry blonde, green eyes, 5'4", 135 lbs. — 100 points.

ST 9, DX 11, IQ 12, HT 13.

Basic Speed 6; Move 5.

Dodge 5.

Wears IBA: PD 6, DR 4.

Light Encumbrance.

Advantages: Absolute Direction; Absolute Timing; Acute Hearing +2; Animal Empathy.

Disadvantages: Pacifism (Self-Defense); Truthfulness.

Quirks: Loves bad country music; Loves good whiskey; Loves devilish men with cute smiles; Picks up stray animals; Travels with Bubba.

Skills: Armoury (Vehicular Weapons)-12; Computer Operation-13; Dancing-11; Driving (18-wheeler)-15, (Car)-12; Gunner (MG, AC, L) all 13; Guns (Pistol)-14; Mechanic (Electric Motors)-12; Scrounging-15; Swimming-12.

Equipment: IBA; .357 (with telescopic sight and two fastloaders): 2+2.

With a heart as big as all outdoors, and a grin to match it, Bobbie Sue is the girl next door who loved to catch frogs. She now loves bad country music, good whiskey, and devilish men with cute smiles. She usually travels with her hound dog, Bubba (named after her brother), and she's been known to pick up stray dogs and cats along her way. She's never told a lie in her life, and is gullible enough to believe no one else has intentionally done so either. Bobbie Sue is currently writing to 23 convicts in five states; she's convinced she can reform them.

Carrying Vehicles

For those who want to store their escort vehicles occasionally, *ramps* are useful: *wheel ramps* can be installed on flatbed or van trailers so small vehicles can be driven on board. Cost per ramp is \$150. Weight is 100 lbs.; no extra space is required. The ramps are only destroyed if the trailer is wrecked. Note that it takes two ramps to load a car, and *three* for a trike.

An *assault ramp* may be installed on a van trailer (or bus or RV) to allow men, cycles, trikes or cars to get in and out quickly. The rear armor becomes essentially an extra door in back, which takes 2 seconds to drop or raise. While open, the trailer's contents are exposed. The ramp is only destroyed if the rear armor is destroyed. \$1,000, 100 lbs., 5 cu. ft. (for mechanism).

Any vehicle up to the size of a van may be carried; space required is equal to 1.5 times the capacity of the vehicle being carried, rounded up.

Random Events and Dirty Tricks

Obviously, there are many more towns on (and near) the race route than those marked on the map. Late 20th-century road maps are useful guides to their location. Such maps also pinpoint rivers — with accompanying bridges — and other obstacles. Gangs (and state troopers) will be active where the GM wants them to be. Use them, and the following events, creatively!

These events only seem random to the players. The GM may introduce one whenever he sees fit.

The original driver could be injured; one of the PCs will have to take the wheel. Note that even without injury, the regular driver will need occasional breaks.

A news chopper buzzes irritatingly close, taking pictures.

Other trucks honk, wave and hail the racing trucks, offering advice, good wishes and news on road conditions.

A tire blows out for no reason (perhaps a stray mine left on a road). The GM should use this if the PCs get ahead of Team Orange at the wrong time.

Team Orange steals their truck, bribes a truck stop employee to slow them down, brings false charges so they're arrested, or otherwise impedes them.

Cycle Scum

Just after noon, a small group of bikers — paid off by Orange — attacks the PC crew. Set this up as a quick, fairly even fight between one or two escort vehicles (while they're away from the truck) and five to eight cycles. If the cyclists are knocked down and searched, a ten-minute stop will reveal \$2,200 in cash.

This encounter could be made much more dangerous — all the way up to a full-scale cycle gang. And evil GMs or clever players can find better ways than mere money to motivate a gang to attack other teams.

Lesion Ups the Ante

Around Friday noon, Kitaine is on the radio with some amusing news. Governor Lesion has become increasingly interested in the race, since the racers didn't respond to his preliminary invitation to stop off in Los Disneys.

So Lesion ups his offer: he'll postpone the football game scheduled for the afternoon of their arrival until after the first truck arrives. He'll give the pretty truckers halftime introductions, and give everyone a reception afterwards in his palace. Kitaine passes the word: the invitation will be accepted.

Bridge Out

Approaching Columbus, a business route through town splits off from the main road. The main road is blocked by token barriers, and a sign says DETOUR! OVERPASS OUT! It would take a minimum (5-minute) stop to move the barriers and the sign from the main road to the business route. It would take no time at all to drive through the barriers.

If the lead vehicle is run by NPCs, it will switch the sign. However, if the second is run by another NPC team, it will *also* stop and switch the sign, before taking the wrong route — so the *third* truck will be directed down the *correct* road. The third truck will know it is last and will not interfere with the sign.

Taking the wrong route costs 20 minutes. Of course, PCs will make their own decisions about whether to switch the sign, or whether to believe it at all.

Gang Smash

This encounter calls for some manipulation by the GM. It's important that it happen about this way. The PCs ought to get in some combat, but the final outcome is predetermined, though the players should not realize this.

About 25 miles out of Atlanta, Team Orange is in the lead by 10 minutes. A cry for help comes over the radio: "Bikers! It's a trap!" Then the Orange driver is too busy to talk. Reports from other Orange vehicles come in, as they are drawn to the fight. It's evidently a big one. Even the chase copter is drawn in.

The PCs may simply choose to stop and wait. There's no good alternate route. Or they may head for the fight. Most of it will be over when they get there. All the Orange vehicles will be wrecked, along with dozens of gang bikes. The first PC vehicle to get there will see the chase copter strafing the bikers in a valiant attempt to cover a wounded Orange crewman escaping from a burning car. The copter itself is hit and crashes; the crewman is overrun.

At this point, the PCs enter the fight. There should be enough cyclists to make them work for their victory; use any convenient set of vehicle stats. If the PCs are in trouble, Al's Gals will return in their biplanes, strafing and bombing, in time for a rescue. If the PCs can win on their own, the Gals will show up five minutes later and be honestly impressed (chance for enhanced Reputation here).

Both the Green and Purple trucks should survive. The Orange driver was knocked unconscious but will be all right after a night's sleep; Lisa Kitaine escaped (alone) from the wrecked chopper. The race continues, with only two participants.

Arriving in Atlanta

The triumphal entry into Atlanta is like last night's drive into Jackson, but with fewer heroes. Once again the media interviews everybody. This time, though, they pay a lot of attention to Al's Gals, especially if the Gals saved the day. Uncle Al shows up in a bright-blue helicopter, leers at the truckers, waves at the cameras and is escorted away, with most of the Gals, in a bright-blue limo.

A couple of the Gals stay at the truck stop. If anyone offends them, by soliciting them as saboteurs or otherwise, one will challenge the offender to a fistfight. ST 11, Karate-17. And if she starts to lose, her friend will deck the opponent with a chair, and then smile for the cameras.

As she did last night, Lisa lets the party go on until midnight and then closes it down. This time, though, the rooms are well guarded by professional security people. There are no ulterior incidents unless the PCs cause them, and that will not be easy.

About 20 minutes after the curfew, Lisa knocks at the door of the PCs' room. If they're in different rooms, she brings them together. If they're on different teams, she will say whatever is necessary to get them to sit down together, along with the three truck drivers. Then she tells them what's really going on.

Lisa's Story

"I'm a member of the Florida Front. We're dedicated to freeing Florida from Governor Lesion and returning the state to democracy. Lesion is a joke, but his security is professional; we've lost some good people trying to infiltrate Los Disneys. This whole publicity race was an attempt to get Lesion to invite us in. But it will fail now, unless you help.

"We don't want to assassinate Lesion. That would make us as bad as he is. And even if we got all his clones, Lieutenant Governor Ryan or one of those other thugs would just take over the palace. Some of them are worse than Lesion. We don't need a coup or an assassination. We want free elections. And nobody can call elections but the governor.

"So we're going to kidnap him. Isolate his computer. Confiscate his art. Neutralize his clones. Then offer him a million dollars and his life if he'll call elections and gracefully disappear. He'll do it.

"But we lost our penetration team this afternoon. The chase copter crew were all Florida Front agents. The Orange team were mercenary duellists; they played rougher than we wanted, but they were doing their jobs. The only agents we have left are the three truck drivers and myself.

"You *must* help us. All of Florida will be grateful. And, win or lose, each of you will earn an extra \$50,000."

She will answer some questions, and evade others. Yes, the whole race is a gimmick to get into Los Disneys; it was tailored to push all Lesion's psychological buttons, and it worked. No, Uncle Al isn't part of the plan; he's just a glory hog, trying to bolster the sagging ratings of the *Al's Gals* TV show. The three photogenic truck drivers *are* part of the plan, but none of the other race crew is.

"Are you with me?" she asks. The PCs now have two choices: agree to her plan, or be locked up for the next week or so. She and the three truckers have their hands near their guns. (Note that, now or later, if the PCs sell Lisa out to the governor they can certainly get a lot more money, plus appointments to the Los Disneys Security Service, plus a signed picture of Lesion himself.)

If and when the PCs agree, she will tell them the details of the plan. Essentially, the PCs have just volunteered to be the Florida Front penetration team, crawling through the Los Disneys tunnels to lay the groundwork for the governor's abduction.

Governor Bart Lesion

Early 40s; dark hair (what's left), blue eyes; 5'8", 165 lbs. — 75 points.

ST 9, DX 12, IQ 9, HT 12.

Basic Speed 6; Move 6.

Dodge 6.

No Encumbrance.

Wears kevlar vest: PD 2, DR 4 (torso only).

Advantages: Status 5; Filthy Rich; Voice.

Disadvantages: Reputation -4 (Floridians — large class, all the time); Enemy (assorted political foes — medium-sized, appears on 6-); Lecherousness.

Quirks: Genuinely appreciates fine art; Excited by violence; Hates citrus fruit; Loves to hunt (secretly); Loves computers without understanding them.

Skills: Driving (Cars)-12; Golf-11; Guns (Revolver)-13; Leadership-9; Politics-14.

Equipment: .44 Magnum (with two fast loaders): 2+3; \$1,623 in cash; Kevlar vest.

Governor Lesion is a vulgar, stupid man who became leader of his state only through murderous guile. He was born in Tallahassee, the son of a used-car salesman. His dad's business got him through college.

Both his parents were killed in the cycle attack that destroyed most of Tallahassee. Bart joined FATSOS, a local vigilante group. The success of the group made him popular for a short period of time. During that brief stint of fame, he went into politics. He was elected Lt. Governor when his opponent died in a fishing accident. Coincidentally, he became Governor when the former governor accidentally shot himself. With the backing of the state police and the LDSS, both now just goon squads, Lesion then declared himself Governor-For-Life. Elections have been abolished, and civil liberties are next.

Lesion's increased taxes are a tremendous burden, especially on the poor, and Lesion and his cronies skim so much money out of the welfare programs that hardly any gets back. He lives in luxury in Los Disneys, in sight of the squalor of the Outzone. His fine art collection (financed by stolen tax money) is worth tens of millions.

Lesion is a big fan of violent sports, especially autoduelling and war games.

In the Tunnels

The tunnel system under Los Disneys is very complex. In fact, there are rooms, corridors and *inhabitants* about which Lesion's men know nothing. These aren't shown on the map, and come into the adventure only if the GM wants to add complexities.

(Two possibilities: (1) A beautiful woman, with long, flowing, white robes, is lying on a raised platform. When approached, she appears to be slowly breathing, but her flesh is cold and waxy. Anyone who leans close or attempts to kiss her is clasped by a sudden robotic grapple — DX 20, ST 20. (2) Seven dwarves lie in ambush, armed with submachine guns. The ambush is prematurely revealed if one of them sneezes . . .)

There are four different tunnel sizes (see map). *Main tunnels* are five yards wide, four yards high, and fairly well lit. Main tunnel exits are by regular stairways, opening onto small buildings outside or onto service areas in the domes. A crossed circle indicates a locked door (ordinary difficulty to open); a white circle indicates an unlocked door, with two guards.

Exits to steam tunnels of both sizes are manholes with ladders. A black circle indicates that the ladder is still there but the manhole has been plugged solidly.

Continued on next page . . .

The lady truckers will go on to Lesion's brawl — and at some point during the festivities, they will get Lesion alone, knock him out, and deliver him to the PCs. But before the team picks up Lesion and escapes back into the trucks, they must enter the computer net, preferably at the Loandome, and change all Lesion's bank codes — essentially bankrupting him. The Front has a virus program that will do the job, if it's input at the right "secure" terminal.

Leaving Atlanta

The two trucks pull out the next morning, as before. If the PCs are on Team Green only, they may continue competing with Purple. If they are on both teams, they should be looking for ways to make it *look* like they're playing dirty tricks without endangering each other — though each team will still want to win.

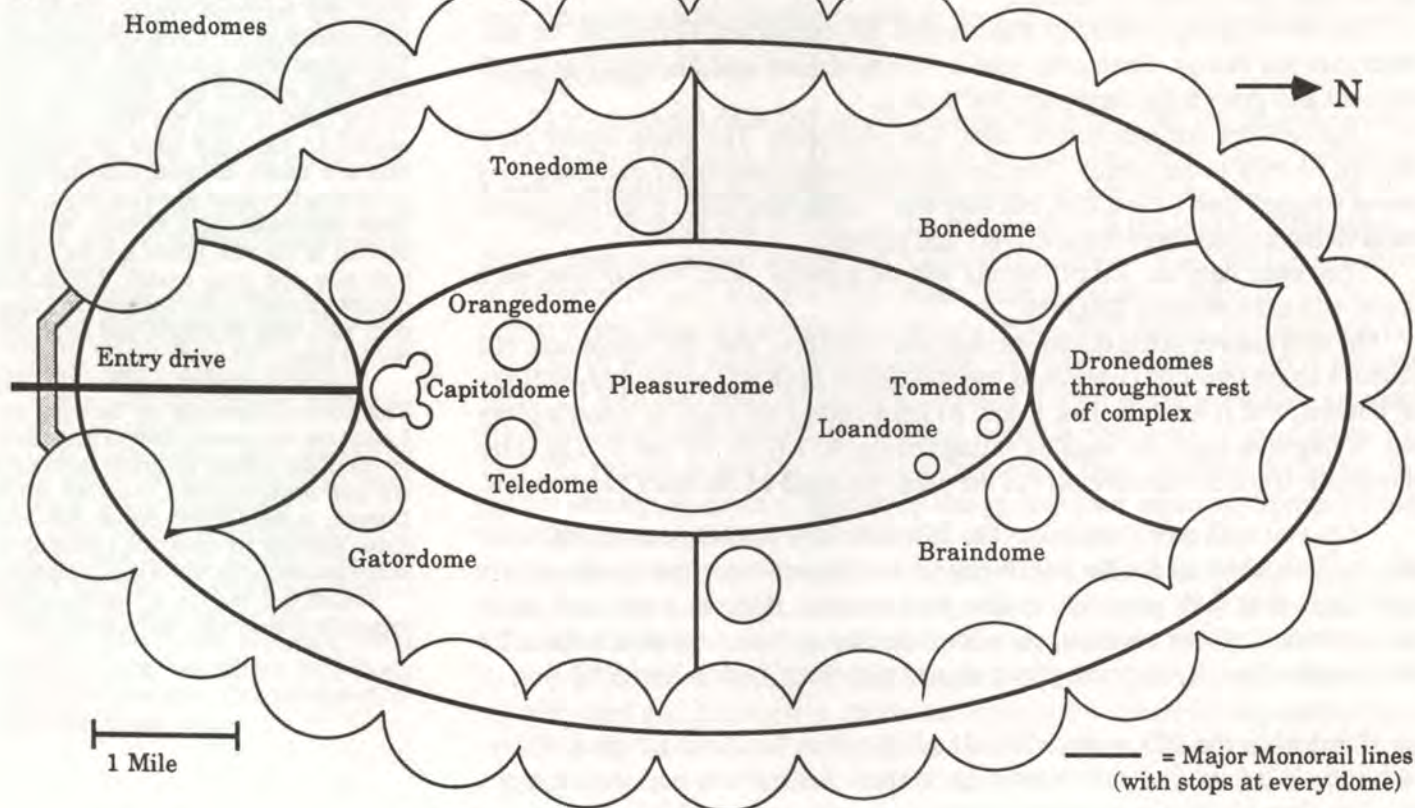
The GM may set up other encounters on the way to Los Disneys, but both trucks, and most if not all of the PCs, ought to make it through.

Arriving In Los Disneys

The last leg, into Los Disneys, is a study in contrasts. The domes of Los Disneys itself shine steel-gray in the sun, with landscaped gardens around the dome complex. Official checkpoints and vehicles are sparkling clean, and their occupants look competent, tough, and well-fed — maybe even overfed. But all around is the squalor of the "Outzone," with slum buildings and hollow-cheeked citizens. But, thanks to the security police, it's a very orderly slum.

All three trucks will be waved through checkpoints without stopping; escort vehicles get only token checks (guards +3 on reactions). The finish line is right outside the main Los Disneys entrance, but the trucks are waved through, to park outside the Orangedome. Lesion himself is ready with sweaty handshakes for the men and slobbery kisses for the women. He even kisses Lisa, though her face is

Los Disneys — Surface



mostly hidden by bandages — which she put on, without explanation, during today's trip.

Lesion escorts them all to his opulent Orangedome box. They watch the game, are introduced at halftime, and relax. Anyone who needs medical help gets it immediately. Then it's time for the post-game brawl at the huge Pleasuredome. The PCs and Lisa must slip away (not hard — it's a huge party) and get to the Loandome. There are three ways to do this.

They can take a monorail. This will take some acting and explaining, since each station has two guards. The whole party has VIP passes, technically entitling them to go anywhere except true security areas — but the Loandome and the Capitoldome are security areas, and the guards will wonder about *any* attempt to leave the Pleasuredome.

They can just walk, above-ground. All the dome gates are guarded. They can probably talk their way out of the Pleasuredome, but very few citizens will be outside the domes this time of night, and there will be guards roving.

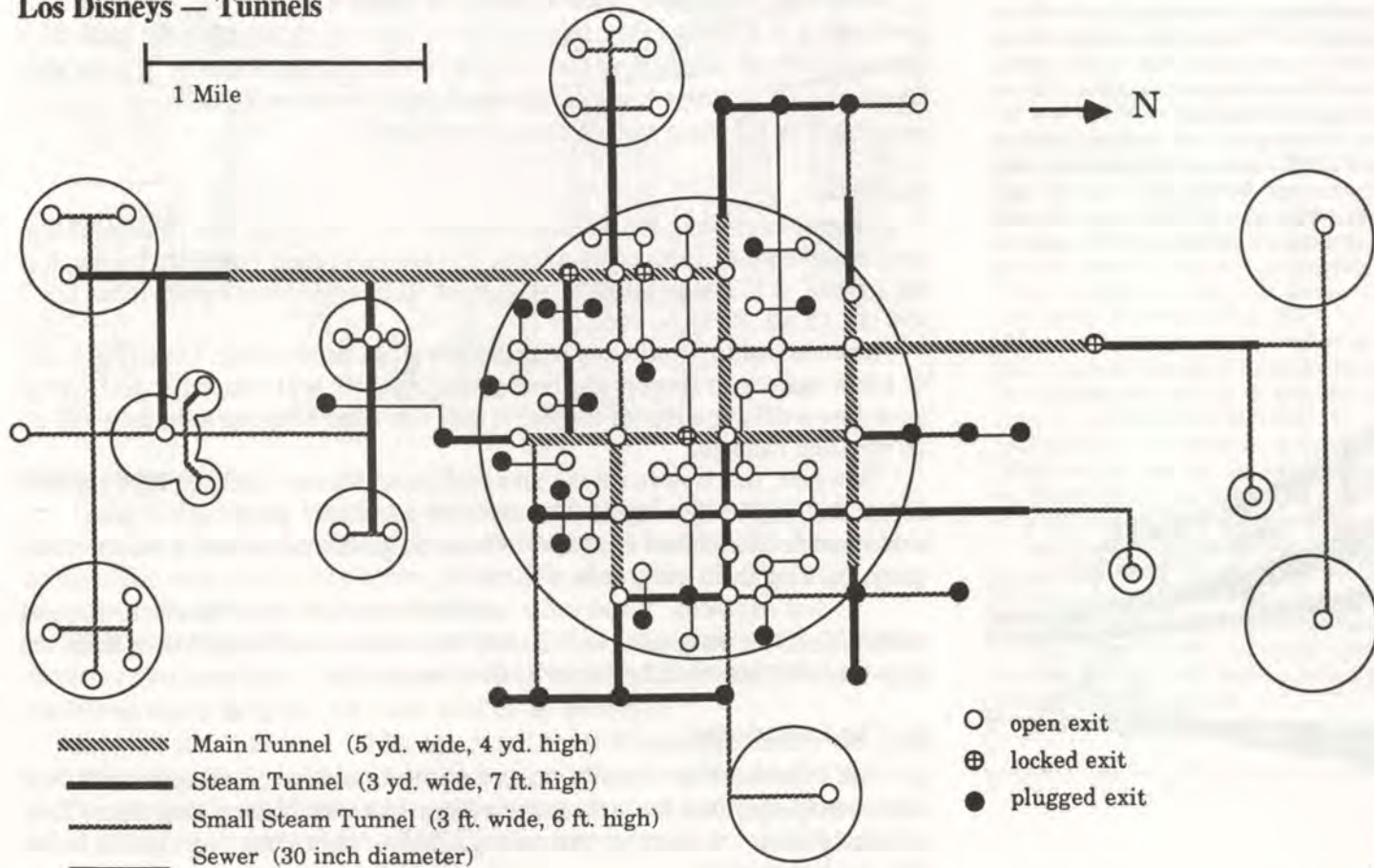
Or they can use the tunnel system. Lisa favors this; she knows where there is a Pleasuredome tunnel entrance. If the invaders can find their way through the tunnels, they can move from dome to dome unchallenged. In the end, she will insist on using the tunnels, at least at first.

The three truckers will not come along. Their job is to invite Lesion to a more private party, where they can overpower and abduct him.

The Tunnels

Lisa unrolls a map of the Park area (hand the players a copy of the Los Disneys surface map), which reveals the various armored domes of the city. She does *not* have a map of the tunnel system; that is for the GM only, though players may map as they progress. Thus, the party knows the direction they need to go, but not the exact turns to take. And they set off down the tunnels . . .

Los Disneys — Tunnels



In the Tunnels (continued)

Steam tunnels are about three yards wide and seven feet high. They are lit, but the lights are not well maintained, and there are long stretches of dimness. The sides of the tunnels are festooned with cables and steam pipes. Some are clearly broken; some are live. At intervals the PCs will see sparks or smell smoke. Plumes of escaping steam are common.

Small steam tunnels are about three feet wide by six feet high. People must walk single file down these. They are even dimmer than the regular steam tunnels.

Sewers are circular, about 30 inches across. They often slant up or down. Most are no longer in use, and rain has cleaned them; a few are quite foul. They all have rats. Sewer exits are by manholes leading directly (three-foot drop at that point) to the sewer; a black circle indicates the exit has been plugged.

Anyone with claustrophobia will have to roll to use any tunnel except a main tunnel, and will roll at a -4 for the sewers.

Tunnels lead to two domes which are unlabeled (one west of the Capitol and the other east of the Pleasuredome). These domes aren't crucial to the adventure and have been left for the GM to occupy as he wishes.

The LDSS

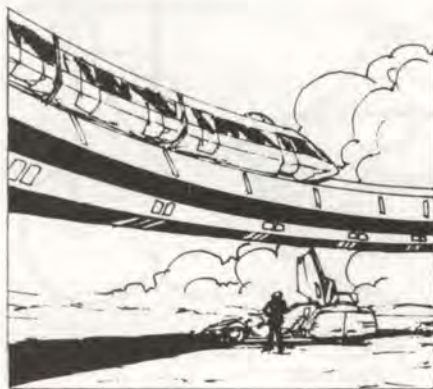
The Los Disneys Security Service is Lesion's private army. They hone their combat skills by raiding the Outzone every now and then, killing anything they see. In their powder-blue uniforms and body armor, they look down on the State Police, and the hatred is returned. (But even the police are led by thugs loyal to Lesion.)

In Los Disneys, as elsewhere, the LDSS patrols in twos. There will be two guards at each dome gate or monorail station, and roving pairs will be found outside the domes and in domes closed for the night. LDSS headquarters is in the other wing of the Capitoldome.

A typical LDSS trooper is an 80-point character: ST 12, DX 12, IQ 10, HT 12. He will have a couple of appropriate weapon skills at 14 or better. GMs may add other skills and advantages suitable to a mercenary, and disadvantages suitable to a murderous thug, if needed. LDSS officers are 100-point characters or better; Lesion picks only the best of the worst for his stormtroopers.

Most LDSS encountered will be in improved body armor, though some wear no armor at all. They will carry Uzis, heavy pistols, brass knucks and walkie-talkies. All will have transponders to keep the tunnel guard robots away.

If the party can get reasonably undamaged LDSS armor or uniforms, they may go *anywhere* without challenge by anybody except other LDSS. Acting rolls will be necessary to fool other LDSS, especially officers.



Look Out! Duck!

After about ten minutes, the tunnel-crawlers run into trouble. Their first warning is a rattling shuffle. Peering around a bend in the tunnel, a scout will see the passageway filled with short, dumpy, oddly clothed figures.

There seem to be about 20 of them, all just alike. They look like big humanoid ducks, with fluffy feathers and happy smiles.

In fact, they are entertainment robots left over from the old amusement park, reprogrammed as cheap watchmen. They are attracted to noise, and they attack and destroy anything that moves and is hotter than 90 degrees — unless it is carrying an IFF (identify friend or foe) transponder. These are gray boxes, 3 by 2 by 1/2 inch, carried by security crew and maintenance men. If the PCs have a transponder (one is enough for everyone within 5 yards) the ducks will walk right by. Otherwise, they attack.

They cannot be reasoned with; they don't understand speech. They have Move 4, PD 2 and DR 4, but can take only 6 hits apiece. They attack by swinging their arms clumsily: DX 10, 1+1 damage if they hit. They take no active defenses.

Unfortunately, the PCs can do nothing about their body temperature. But there are other ways to fool them. The ducks will ignore anything that *stops moving*, but it requires a DX roll every turn to stay totally still. If the ducks lose interest in the PCs, they will shuffle off in the direction they were originally going. They do *not* have eyes in the backs of their heads; once behind them, the PCs are safe if they stay quiet.

Broken steam pipes (a likely result of much gunfire) will produce heat and confuse the ducks. And any duck that touches a broken electrical cable will collapse. If the PCs don't think of this themselves, they may see it happen. But those cables can hurt a man, too: 2 dice damage and stunning. A DX roll is necessary to grab a spitting cable and use it as a weapon without being shocked.

If the PCs can escape from the ducks, no alarm will be raised; the ducks' target sensing is poor and they regularly send false attack signals. But each duck that is destroyed will send an alarm signal to Los Disneys Security. If more than five ducks are destroyed, a security squad (see sidebar) will check out the area, resulting in a full-scale alert in about 30 minutes.

Gator Bait

The explorers take a false turn which seems to be a dead end. Backtracking, they find their path blocked by a long, dim shape. In their flashlight beams, it is dark green. It is a *huge* alligator — at least 30 feet (10 hexes) long. It has DR 2 and HT 15/50. Its Move is 6.

Anyone within 5 yards can hear that the alligator is *ticking*. On an IQ-4 roll, or a roll against an appropriate hobby skill, players will remember where they have seen a ticking alligator before! If they fire hand weapons at it, they will do no apparent damage.

However, this is *not* a robot, but a real giant alligator. Only an IQ-6 roll will detect this in the dim light. The creature advances, snapping its jaws . . . Transponders, steam and electricity will do no good whatsoever. It closes on the party, backing them toward the wall . . .

. . . and explodes. Whatever it had swallowed, it wasn't a clock. Anyone within 10 yards must roll vs. HT. Anyone who misses the roll is deaf for ten minutes (20 minutes if they miss by three or more).

In The Loandome

The PCs should eventually make it to the Loandome — though, with their limited map, they may leave the tunnels more than once in the wrong place. They will find it deserted except for patrolling LDSS — only a couple inside the building, but lots outside.

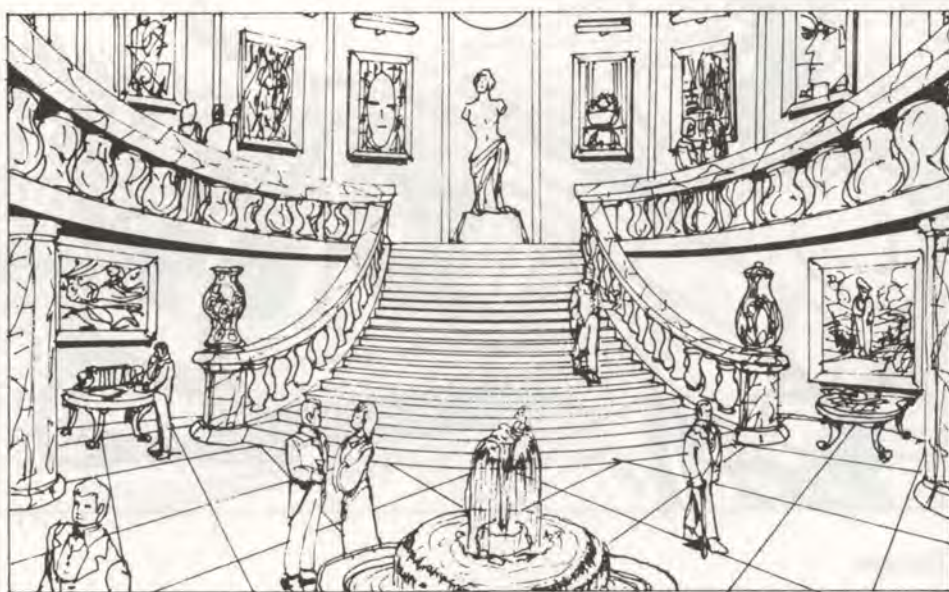
The Loandome looks like what it is — a bank. The invaders must deal with a couple of LDSS guards without letting them give an alert, and then get to the main computer systems room, on the second floor. A succession of Lockpicking rolls will be required; knocking down the doors will set off alarms. The last door also has an intrusion alarm: Lockpicking-2, or Electronics (Security) roll required.

When the mainframe room is reached, five minutes and an ordinary Computer Operation roll (or Computer Programming-5) will insert the virus program. A critical failure will set off the bank alarms, and in a few minutes the building will be crawling with LDSS. A success will announce itself on the screen within two minutes, and the party may escape.

Lisa's Ace in the Hole

This can happen any time in Los Disneys — or even more than once. Lisa Kitaine has an ace in the hole. When she enters the tunnels, she'll remove her bandages. She wears a dark wig, and she'll leave her glasses off. She now looks *exactly* like one of the Governor's pets — see sidebar, p. 53. In fact, she will be recognized and passed by Security guards unless she is obviously doing something wrong . . . and *her fingerprints and retinal patterns will pass a Security scan*. This may prompt PCs to suspicion, and she will *not* explain unless she thinks her hirelings are about to shoot her! If the PCs shoot her first and ask questions later, they're going to have problems.

But she won't do this unless she has to, because it will endanger the first Lisa. And she'll die before she lets herself be taken and added to Lesion's harem.



Other Objectives

If the GM wants to lengthen the adventure, several other objectives can be added to the party's unguided tour of Los Disneys. The GM who doesn't want to use these should tell the players, if they ask, that other Florida Front operatives have already dealt with the problems:

Lesion's clones. There are three of them — one with an up-to-date program, the other two mindless — in the Bonedome. There is also an MMSD and a cryo-vault with tissue samples. All these need to be destroyed.

Lesion's art collection. Millions of dollars of Florida tax money has gone into this; the governor *does* appreciate fine art. His collection includes the original Venus de Milo and many other masterpieces acquired both legally and otherwise. A large part of Florida's wealth is now tied up in these, and they need to be safeguarded during the political transition.



The Maintenance Man

This is an optional encounter, useful mainly if the party needs more help or gear.

Morry Green is an average character (all stats 10, Move 4). He is part of a small cadre of overworked maintenance men, fighting gamely to keep the tunnels working. If encountered, he will be unaware of the party until they are on top of him, as he works on a broken cable. His possessions include standard electrical and plumbing repair equipment, a one-man electric cart (top speed 20 mph, DR 2, HT 2 on all sides), a tunnel map, and a sawed-off shotgun in case of vermin. If he thinks his life is in danger, he will try to grab the gun from the cart and fire it with Skill 11.

He also has a transponder to warn away patrol robots like the Ducks. He won't voluntarily give it up or tell what it is; if it is taken away or destroyed, he will panic.

He is loyal to his job, but not to Lesion; he is afraid of the security thugs. He will help the party only on a Very Good or better reaction roll. In that case, he has Engineering (Electrical)-17, Computer Operation-14, Plumbing-15, and he knows the tunnel complex very well.



Aftermath

The heroes don't have to drive off into the sunset. Here are three ways to continue the campaign.

1. The plan works smoothly. Elections are called, and Lesion announces his retirement. The Florida Supreme Court, freed from confinement in its own chambers, rules that Lisa-2 is a functioning human being and a citizen. The grateful citizens of Florida give their rescuers one piece of art to dispose of as they please (not the Venus de Milo). This can lead to other adventures as they try to turn it into cold cash.

2. The plan works smoothly until thirty seconds after the PCs are paid. They have just turned Lesion over to the leaders of the Florida Front. They are only forty steps down the hall when they hear an explosion. Running back, they find Lesion and the Front leaders spread evenly over the walls and ceiling. They may never know what went wrong, but Lesion will appear on TV *that same night*. It's not a new clone; clones take *weeks* to decant. What really happened?

If they stay in Florida, they'll soon be hunted; the LDSS has their descriptions. Even if they leave, any money they acquired by electronic fund transfer will vanish, along with anything else in the account. Anyone whose real name can be learned by the LDSS will need a new identity!

3. Lesion's henchmen discover his abduction too soon, and start fighting among themselves. The state is plunged into war between rival gangs. The Florida Front, all brains and very little muscle, goes into hiding. The party can pick a side and fight, or try to escape a state that has collapsed into total anarchy.

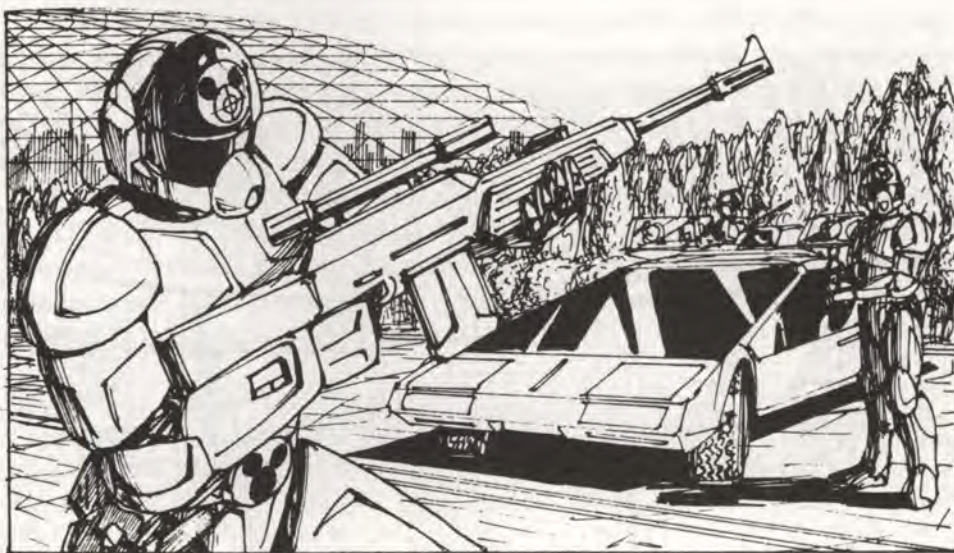
The Pickup

After sabotaging the bank and running any other errands they've been set, the party must get back to the Pleasuredome. Again, they have their choice of tunnel, ground or monorail travel. And when they get back to the party, there's bad news. A note at a previously agreed-upon message drop says Lesion insisted on taking Addison, Devoir, and Simons back to his apartments at the Capitoldome. So it's into the tunnels. This time there's no alternative; the LDSS force outside the Capitol is too large.

Lesion's quarters take up the whole eastern sub-dome of the Capitoldome. A pair of guards is on duty at the steam tunnel entrance, but they can be surprised, and the basement, fortunately, is soundproof. Now the PCs must find their way to Lesion's apartment. On their way, they could discover parts of the art collection (very impressive); a private high-tech shooting gallery with both real and simulated weapons; and Lesion's harem, all drugged into permanent compliance (he thinks of them as another art collection). This last could turn into a whole encounter, especially if Lisa had to let a guard recognize her; she'll want to rescue the original Lisa right then, fearing the cat is out of the bag, and the original is just as drugged as Lesion.

Finally, as the PCs make their way up to the apartment, they'll meet the trucks coming down! Trigger-happy PCs could cause a problem here.

The three women have Lesion well in hand. Drugged, wearing a rubber facemask, he is blearily cooperative.



Escape

All that remains is to get back to the trucks, parked due south of the Capitoldome. The only nearby entrance is a sewer; on the other hand, crashing out through the Capitoldome entrance (there's only one) means dealing with six guards. And when the trucks are approached, there are two more guards watching them — though the guards will recognize the party and let them go on any but the worst reaction roll, unless there have been trouble reports already.

Once in the trucks, escape is assured. If the LDSS is on alert, it will be necessary to crash through the entrance gate and run for it. But either truck can do it. In case of pursuit, a Front-led Outzoner mob is ready to block the streets behind the truck. Once Lesion is delivered to a Front safehouse, the adventure is over; the PCs get the promised pay immediately, in their choice of cash or electronic fund transfer.

Some suggested "aftermath" hooks, to continue the campaign, are described in the sidebar.

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