

GURPSTM AUTODUELTM

Roleplaying in the world of Car Wars



Denis Loubet 85

STEVE JACKSON GAMES

GURPS[™] AUTODUEL[™]

A Science Fiction Game World for the Generic Universal RolePlaying System

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Introduction

Car Wars, as most of you know, is a game about vehicular combat and duelling in the 21st century.

It's a boardgame — and more. The original rules were boardgame rules, but the short notes about the game's setting seemed to fire roleplayers' imaginations.

Starting with the game's initial release in 1981, the buyers demanded more and more *Car Wars* material. They wanted rules for more vehicle types and gadgets, to be sure, but they also wanted descriptions of the world of the 2030s, adventures for fully fleshed-out characters, descriptions of cities and organizations and people. Though many just wanted to duke it out with armed vehicles, others wanted a full roleplaying game of the *Car Wars* universe.

Well, here it is. In *Car Wars*, characters were vehicle components — less important than a well-balanced vehicle design. In *Deluxe Car Wars*, the expanded game, they were more important, to be sure — but the cars still had top billing. Here, it's the characters who are most important — and the cars are the supporting players. With the release of *GURPS*, we can finally put together that full roleplaying supplement: *GURPS Autoduel* really *is* the world of the 2030s — seen this time from the perspective of the people.

What It's All About

Here's how *GURPS Autoduel* is set up:

The rulebook is in four main sections. *Autoduel America* explains the history and present state of society in 2036. *The Autoduellist* gives character creation rules, including special skills, and a complete list of deadly personal weapons and equipment. *Autoduelling* covers building, driving, and fighting all sorts of combat vehicles — cars, motorcycles, even trucks! And *The Autoduel Adventure* gives plenty of useful advice to prospective GMs, as well as descriptions of powerful organizations and non-player characters.

In the center of the book are not one, but *two* pullout sections. The first is a map of Autoduel America, showing the

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new political boundaries and the major cities and highways. On the back are the tables and lists of modifiers that will make vehicular combat and movement go much more smoothly.

The second pullout is an 8-page adventure section, with complete scenarios and a number of adventure ideas for the GM. Players *should not* read this section at all. The last page is a sheet of hex-grid paper suitable for photocopying and using for vehicular combats.

And on the back cover flap is a set of 12 *Cardboard Heroes*® figures for your autoduelling campaign, as well as vehicle counters, other counters you will need for vehicular combat, and two turning keys for movement. Just turn the page, and you're ready to go!

Where Credit Is Due

We didn't invent most of the material that's gone into *GURPS Autoduel*. The original *Car Wars* rules are by Steve Jackson and Chad Irby, and the game has been added to and expounded upon by numerous talented contributors since 1981. In the course of writing *GURPS Autoduel*, a lot what we've done has been to revise, adapt and coordinate the views of these contributors. To everyone who's contributed a *Road Atlas & Survival Guide* entry, an article detailing some aspect of the autoduelling world, a letter discussing the philosophy and background of the setting, or just talked to us at a convention: Thanks. We appreciate it.

And since these things are never solo efforts, we also want to thank those Steve Jackson Games staffers that contributed ideas, helped edit when the time got tight, and even ended up writing small (and not-so-small) parts of this book: W. G. Armintrout, Norman Banduch, Ray Greer, Steve Jackson, Warren Spector, and Allen Varney. And a special thank-you to the tireless production staff, Melissa Snell and Kyle Miller.

— Aaron Allston and Scott Haring

AUTODUEL AMERICA

1

Everybody, Game Master and players alike, should read this section. The GM has additional material on this world later in this book.

American History Since 1990

American (and world) history since the last decades of the 20th century is a story of chaos, collapse and gradual reconstruction.

Land of Milk and Honey

The decade of the 1980s is remembered as a “Golden Age” by people who have grown up on the stories of cheap oil and world domination. In reality, the era was not as idyllic as modern movies present it. However, the 1980s had many advantages over today.

For example, the strong US economy exerted considerable influence over the world. America was considered one of two “superpowers” whose whims could affect the entire planet (the Soviet Union was the other). Petroleum was still in good supply. And there had never been a nuclear exchange between warring nations.

The Oil Dries Up

As the 1990s drew to a close, continuous consumption of petroleum products finally depleted the world oil reserves.

The United States, desperate to control its remaining resources, nationalized its oil reserves. The move infuriated three of the major oil-producing states — Texas, Louisiana, and Oklahoma. They announced their independence and, working together under the name of the Free Oil States, fought the US in a bloody rebellion. America never reclaimed them. The loss of their oil production significantly harmed the US economy.

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

Death Sports

A major change in America’s entertainment preferences began to take place. *Death sports*, sporting events in which the participants risked — and often lost — their lives, became popular. Public pressure led to the legalization of sports-related manslaughter.

Psychologists concluded that death sports helped their audiences cope with their own deepening frustrations — with the worsening economy, with tightening government control, with the overall stress of modern living — by viewing these murderous sports and vicariously “murdering” every obstacle in their way. Vigilantism, too, was on the upswing in the 1990s.

But the cultural changes cited so far were relatively minor. Two other events of global importance brought today’s world into being.

The Grain Blight

In 2012, a microorganism appeared in grain fields in Nebraska and the Ukraine. The virus, called *The Blight*, destroyed the US and Soviet grain crops, including most stored grain. It then spread through North and South America, Europe, Asia, and Africa, leaving famine in its wake.

International Trends

(We reprint, by permission, extracts from John J. A. Belwether’s electronic news article “Where We’re Going,” *National Times Sunday Supplement*, July 27, 2036.)

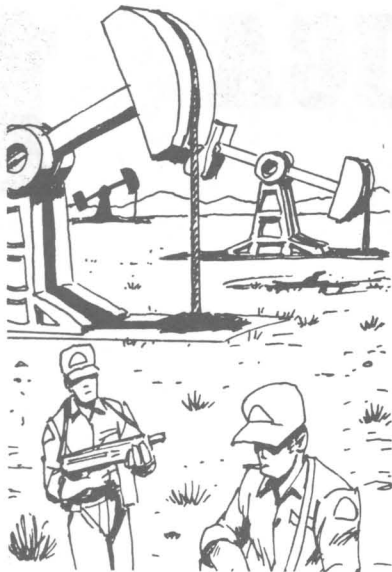
In considering the directions our society is moving in, we can make out several large-scale developments:

Civilization is returning. Each year the frontiers are pushed back. Each year, areas of the United States and North America are reclaimed from lawlessness. Each year, the national government recovers a little more, and regains the respect of a few more towns. Universities are returning to basic research; highway systems improve; food (including real beef!) is widely available in most cities; there is even talk of resurrecting the transcontinental railway network!

The reasons for the resurgence of organized government are many. But we may single out the development of a fleet of combat-ready vehicles as one important factor in stifling countryside crime and anarchy. It has often been said that an armed society is a polite society; it appears, too, that armed vehicles make for safe highways — in general. Cycle gang assaults have declined; the country is *open* again! Of course, duels over minor lane-change disputes are on the rise, proving that the autoduellists’ greatest enemies are often themselves.

We may now begin to look forward to our next great long-range goal, a return to those happy days when personal weapons were unnecessary.

(continued on next page)



International Trends (continued)

Terrorism is fading. Though our world remains a violent one, organized terrorist attacks grow less frequent each year. The Anarchist Relief Front, once Public Enemy #1, is in full retreat. Gary Stevenson's infamous "Crusade On Wheels" through the Louisiana backwoods hasn't been heard from for years. The Middle Eastern extremists seem finally to have killed each other off. Other assaults have been foiled when the would-be victims opened fire with hand weapons. Buildings continue to blow up, and murders are as common as ever, but now the targets are individuals, not governments.

In some measure, the decline is also because there are very few organized governments left to terrorize.

War threatens. The Free Oil States, noble and earnest experiments in self-government, have always squabbled among themselves. But tensions have increased, along with the small nations' ability to field armies. We may be embarking on a dismal era of continual internecine warfare among tiny nation-states, similar to the pointless struggles of the Holy Roman Empire in medieval times. After they have exhausted their resources and destroyed their armies, presumably the US Army will move in to pick up the pieces — or, more intelligently, the government will "offer" to take the wayward children back into the Union.

Other trouble spots include the Mexican states and the perennial Quebec. South and Central America are, thankfully, quiescent; but even here in the US, there are pressure groups in individual states who argue for secession. It appears that with the return of "civilization" comes its very opposite, and we will not be free of war for the foreseeable future.

Millions died of starvation. Economies collapsed. Governments toppled. Nations invaded each other to capture the few remaining stores of food.

Both the US and the Soviet Union came to the conclusion that the other nation had bioengineered the Blight as bio-chemical warfare. The two powers, after weeks of accusation, mobilization, and threat, finally "pushed the button" and launched nuclear barrages at one another.

The 30-minute nuclear exchange, known as *The Russo-American War*, was almost completely countered by the two nations' sophisticated satellite defenses, with little damage to either side.

Realizing they had come to the brink of disaster, America and Russia turned their attentions to their domestic problems. There have been no further significant hostilities between them . . . so far.

The Food Riots

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

Around 2015, panic broke out as cities and whole states began to starve. *The Food Riots* began. Looting was widespread. Cities were abandoned. "Squatters" moved to unoccupied rural areas and started to farm, seizing land by force. Possession was indeed nine tenths of the law — and firearms were the only way for the average person to hold onto his homestead.

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

Farms survived only if they were too strong for the local gangs to crack or too weak for the gangs to bother. Cities fortified themselves, erecting perimeter walls, emplacing heavy weapons, and importing supplies in armed caravans. The term *Fortress Town* entered the national consciousness.

The national governments could no longer maintain even a semblance of order. State governments collapsed. Local governments and small communities were left entirely on their own . . .

Reconstruction

Even as the Food Riots were at their worst, bio-engineers developed a quick-growing and not too offensive-tasting algae food product. Within two years, the new synthesized foods largely replaced the lost grain production.

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

Today

Today, the Blight, the Russo-American War, and the Food Riots are nothing but bitter memories, natural forces that conspired to destroy the US and surrounding nations, and failed by inches.

In the 2030s, the United States and the world have weathered the worst of their crises, and are struggling to regain their pre-Blight levels of wealth and prestige. Few countries will succeed, but the American nations are in better shape than most.

The current status of North America is discussed in detail in the AADA Mini-Atlas.

International Timeline

Economies planetwide suffer from US recession. Oil reserves low. Terrorism increases, despite international diplomatic efforts.

United Kingdom: National decline accelerated by US recession.

A thermonuclear terrorist device destroys Beirut, Lebanon, killing 1.3 million. Special 86-nation summit conference on world terrorism convenes as result.

"Beirut Accords" signed, calling for massive economic sanctions against nations harboring and training terrorists. Many nations pay only lip service to them; pro-terrorist nations continue under tighter secrecy.

Middle East nations undergo revolution and collapse; new regimes launch oil embargo against US, reject Beirut Accords.

United Kingdom: Northern Ireland takes advantage of Britain's difficulties, declares independence; result is devastating war.

Australia: Australian armed forces help maintain order within British Commonwealth, fight in Northern Ireland. Australian cars burn ethanol fuels derived from Queensland sugar cane.

Worldwide fuel shortages end most international air travel.

United Kingdom: Mobile IRA rebel government remains impossible to find and destroy. War ruins economy of Northern Ireland; places enormous stress on damaged British economy.

United Nations disbands as international situation declines. Espionage agents worldwide abandon cyanide capsules; use small shaped charges imbedded in skull as only way to protect secrets if captured.

United Kingdom: Irish War in sixth year. Guerilla fighting, terrorist tactics standard on both sides.

Australia: Cane alcohol exported overseas in large quantities, particularly to Japan and US.

North America Timeline

After years of economic growth, US falls into recession. Economy falters, unemployment rises.

US Military begins switch to alcohol fuel due to oil shortage.

Extensive replay of first pro wrestling death on live TV shoots sports ratings through roof. Investigations fail to prove intentional murder.

"Eye for an eye" punishments levied against reckless drivers; most personal vehicles now electric. Regional power mostly from nuclear power plants; 45% of all homes have supplemental solar power systems.

US Government nationalizes oil and natural gas supplies to preserve resources. Texas, Louisiana, and Oklahoma secede; nationalize resources themselves. Civil war results in wholesale destruction of oil fields. US occupies California oil fields to prevent secession; Alaska remains loyal.

Mexico: National government collapses. US cycle gangs loot country.

Mexico: Towns and large estates fortify against American cycle-riding aggressors. Mexican defensive organizations form and operate effectively.

Shootout, a one-on-one Capture the Flag-type competition with live ammo, premieres. F.B.I. launches investigation to find competition site of illegal "death sport"; sports networks uncooperative.

Utah secedes from US to form Republic of Deseret. *Shootout*, the first "death sport," shut down by F.B.I. at competition site in Las Vegas (Nevada).

Free Oil States: "Texarkana Accord" ends hostilities between US and Free Oil States; US recognizes Texas, Oklahoma, Louisiana independence.

Mexico: Local chieftains (*jefes*) begin cooperating militarily; invading cycle gangs thrown off Mexican soil.

Science Timeline

Sandia Testing Arenas (New Mexico) develop first practical multiple fuel cell system. First electric automobiles appear, top speed 85 mph, range 150 miles.

Silicon Valley (California) researchers identify spot in brain where information from senses is compiled and stored. Electronic games use discovery to project players into 3-D interactive environments; first crude prototypes make fortune.

Electric cars attain 100 mph.

US Pentagon develops device to read images from brain's sensory compiler. Next step is device to allow persons to share memories and experiences brain-to-brain.

Harvard Medical School (Massachusetts) perfects technology for cloning mammals.

Tragic lab accident reveals that a powerful sensory-transfer device can "read" the brain of a corpse! Research continues, highly classified. Brains can be read up to 24 hours after death, or up to a week if brain is frozen immediately upon death.

Researchers at Texas A&M University develop "forced-growth" method to accelerate maturity of embryo. Cloned cattle forced to maturity in half normal time; no apparent adverse effects.

Several human clonings (some faked) announced. In *Ledsman vs Ledsman* decision, US Supreme Court rules human clones are "people" with all rights; individuals who arrange for cloning have parental responsibilities. Many childless couples arrange to raise clones of themselves.

International Timeline

North America Timeline

Science Timeline

Combat football and full-contact basketball debut; ratings climb. Most planes now military craft powered by rocket fuel; ships are nuclear-powered or wind-powered.

Republic of Deseret, after protracted negotiations, annuls articles of secession and reenters US as Deseret Autonomous Region.

Mexico: Reorganized into *Nuevos Estados Unidos de Mexico* (New United Mexican States), a loose confederation of independent chiefdoms with weak central government; individual chiefs attack one another, raid south Texas.

Canada: Quebec, upset by shifting political fortunes, secedes after brief but violent civil war.

Networks begin televising real wars as entertainment and sports.

Texas: Former president Daniel Reid, "Founding Father of the Republic," vanishes mysteriously. No body found; mystery unsolved.

Blight appears. America's stores of grain and excellent distribution network keep situation from seeming as serious as it is, despite warnings from TV and government analysts.

Mexico: Blight makes alcohol-powered vehicles prohibitively expensive to use; Mexican raids into Texas slow to trickle.

Congress abandons nuclear warfare appropriations. Oil available in trace amounts, grain alcohol fuel supplies depleted by mobilizations for war in 2012, Blight prevents military from storing more alcohol. First effective prototype of electric fuel-cell tank tested. First waves of Asian boat people arrive in America, Canada; Americans react with unorganized hostility.

Food shortages afflict US cities. Cycle gang attacks food distribution center in Madison, WI, killing 37 refugees and 12 Boy Scout volunteers, escaping with large food supplies. Massive Los Angeles earthquake (8.2 on Richter scale) causes great confusion and damage; Northern California takes opportunity to secede, becoming Free State of Northern California.

Mexico and Texas: Mexican economy recovers. Raids into Texas (using methane-powered vehicles) resume, but are halted by Texas Rangers at decisive Battle of Del Rio. Texans begin punitive raids into Mexico.

Grain Blight begins. Crops fail simultaneously in Nebraska and Ukraine; Blight spreads throughout North America, Europe, Asia, and Africa, destroying both living and stored grains. Preservatives are only protection against Blight in stored grains.

Russia and America accuse each other of biological warfare. Nuclear missiles launch from US and USSR. Satellite defenses destroy almost every missile launched; little disturbance on planet.

United Kingdom: Britain withdraws all forces; Northern Ireland unoccupied by British military forces, under Northern Irish rule.

Asia: Horrifying death toll from Blight. Rice failure in China results in starvation deaths numbering hundreds of millions. 50% population drop within year; massive boat flotillas cross Pacific looking for refuge.

Africa, South America: Countries fragment into small independent regions, kingdoms, and military dictatorships as crop failures mount.

Australia: Strict quarantine restrictions keep Blight out.

Soviet Union: Faced with loss of grain production and massive influx of Chinese refugees, Communist government collapses. Soviet satellite nations starve. Soviet military government maintains reduced army, occupies wide zone from Leningrad through Moscow to Gulf of Azov; anarchy throughout rest of country.

2010

Cloning technology turns to problem of food; algae food products look promising.

2015

Dr. Richard Sardusky of U. Cal. Berkeley cultures clone embryo from own cells, uses quick-growth techniques to grow it to adulthood in 16 months. Clone body perfectly developed but mindless; Sardusky jailed for child abuse.

International Timeline

United Kingdom: Emergency measures keep Food Riots from breaking out; government imposes strict food and fuel rationing. Order is maintained.

Australia: Refugees pour into unBlighted "Lucky Country."

Australia: Royal Australian Navy patrols coastal waters, turning back Asian boat people — prevents vigilantes from sinking and looting refugees.

United Kingdom: Emergency measures now in fifth year. Britain confiscates all privately-owned firearms, with capital punishment for offenders; late in year bans carrying of any weapon.

Soviet Union: Scientists announce version of clone-grown algae ready to distribute throughout country. Government reasserts control over nation, using food as leash.

United Kingdom: Car-makers produce armed cars for US market. Illegal on British roads, promise of financial reward leads to U.K. car-makers receiving special permission to construct armed vehicles for export only.

North America Timeline

Food Riots break out across US. National Guard units unable to keep order, lack federal assistance, abandoned in field; many disband, turn outlaw, or join state governments. Looting widespread, citizens arm, Fortress Towns develop. Controversy as renegade scout troops train members for combat and paramilitary operations. Minnesota secedes; fighting occurs.

Treaty of Oakland returns Northern California to US. Food Riots continue, order continues to break down, US teeters on brink of disaster. Food Riots spread to Canada. Hudson Treaty brings Minnesota back into Union.

Except for fortress towns, cycle gangs rule most territory. Country real estate worthless — undefendable. ConTexCo distribution of clone-algae ends danger of US starvation.

American cycle gangs invade Canada.

US Government, recovering economically, votes huge appropriations to restore currently ineffective army.

United States: Many large cities almost totally abandoned. National government regains authority; enforcement largely decentralized. Economy stable but weak, food rationing, unemployment at 37%. New army settles on mobile "Armored Infantry" organization, based on successful Texas Ranger arrangement.

Texas and Mexico: Republic of Texas and United Mexican States sign peace treaty. Mexican jefes still raid New Mexico, Arizona, southern California.

US Supreme Court decriminalizes manslaughter in arena sports, thus legalizing death sports.

Canadian government reestablishes control, but regional and territorial governments are much stronger than before.

Scout Commando Corps, break-off from the Boy Scouts of America, formed; unlike BSA, the SCC features para-military merit badges.

Death sports legalized in Canada.

Science Timeline

Quick-grown algae product developed and hurriedly approved by US FDA; ConTexCo, Texas-based company, successfully bids for development of growth plants and distribution of food product.

Dr. Sardusky's clone remains a vegetable; on appeal, US Supreme Court rules clone is not a person at all, but "experimental material." Sardusky freed, hired by Amalgamated Meditech Ltd.

Secret Amalgamated Meditech experiments show clone can be quick-grown and implanted with memories of person through sensory-input technology; result is clone with memories and personality of sensory-input donor. Amalgamated Meditech announces cloning division, Gold Cross.

Amalgamated Meditech makes fortune as wealthy persons from all over globe arrange to be cloned and "resurrected" after death. Soon every human being who can afford it has a clone stashed away — businessmen, media stars, political figures are Gold Cross's best customers.

US Supreme Court rules that, following death of person, clone programmed with knowledge and memories of individual legally becomes that individual; does not deal with question of what occurs when two clones, or a clone and an original, have same memory set; North American states pass strict laws to prevent this from occurring.

Autoduelling Timeline

Official origin of autoduelling. "Crazy Joe" Harshman wins Fresno destruction derby by mounting surplus .50-caliber machine gun in Chevy. "Autoduelling," combat sport between opponents using armored vehicles with vehicular-mounted weaponry, has begun.

By year's end, first autoduel broadcasts begin from Armadillo Autoduel Arena, Austin (Texas).

Autoduelling now the highest-rated TV sport, outrating combat football and private wars.

American Autoduelling Association (AADA), service organization devoted to promotion of the sport, formed. Kane Motors releases first mass-produced duelling automobile, the Sargasso.

Autoduelling begins in Canada.

2020

2025

International Timeline

North America Timeline

Autoduelling Timeline

Louisiana: Expansion across Texas border provokes Texas Ranger retaliation. War between nations continues intermittently until Louisiana President-For-Life Gary "The Weasel" Stevenson imprisoned in 2027.

Australia: Autoduelling on country roads legal in New South Wales, Victoria, and Western Australia; tolerated elsewhere.

US Army fully reorganized and equipped. Mexican forces invade southern California, get as far north as Anaheim; met by US Army and repulsed within two weeks.

Australia: Industry begins production of American-style high-performance power plants.

Citizen autoduellists, tolerated by police forces, seriously reduce criminal cycle gangs; surviving gangs very strong, generally stronger than regional police. Value of country real estate rises.

Mexican border hostilities almost at end; US Army relocated around country, concentrating on anti-terrorist activities and breaking up criminal strongholds.

Ohio: Last great attack of the cycle gang era occurs in Midville in July; Crusader gang attacks and is beaten with heavy losses on both sides.

United Kingdom: Lawmakers notice upswing in theft of armed vehicles slated for export to North America. Stolen cars, fitted with camouflage gear to appear normal, used in spectacular robberies and other criminal activities.

United Kingdom: Britain forced to introduce combat automobile division to police force to counter armed vehicle crimes.

Public viewing taste shifts to real-life combat — live broadcasts of non-staged, non-promotional highway duels and grudge matches.

International terrorism in decline.

Boston militia thwart major attack by Anarchist Relief Front, a terrorist group. ARFs severely hurt; thrown into disarray.

Free Oil States: President of Louisiana and daughter kidnapped by Oklahoma oil baron in attempted coup. Rescue mission succeeds, but tensions among Free Oil States continue.

Armadillo Autoduel Arena (Texas) hosts first autoduelling national championship tournament under AADA sanction.

Jacques LeBlanc, Quebec autoduellist, wins first AADA World Championship in Fresno, CA; celebration turns into riot, killing 483 celebrants.

Autoduelling legalized in Canada.

Combat equipment included as standard options on factory automobiles.

Anti-duelling lobby leads to creation of Eastern Driving Safety Enforcement League (EDSEL); six New England states and Virginia have anti-duelling statutes.

Car Wars, autoduelling simulation game, released to public; immediate hit with duelling fans, game is scorned by real-life duellists.

Anti-duelling lobby gains strength. Duelling legalized in Virginia, outlawed in South Carolina. EDSEL moves into Ohio and Indiana, establishing and enforcing anti-duelling ban by use of heavily-armed helicopters and cars.

Ohio duellists negotiate temporary truce among themselves, unite against EDSEL invaders, some of whom escape alive to Indiana.

Royal Autoduelling Association of Australia (RADAA), sister chapter of US AADA with fully reciprocal rights and benefits, formed.

BLUD (Big League Unlimited Duelling), maverick duellists who left AADA due to stringent safety regulations, attack AADA chapter meetings.

Dueltrack, supplement to *Car Wars*, released.

THE 2036 MINI-ATLAS OF NORTH AMERICA (EUROPEAN EDITION)

This AADA special publication covers the following social and geographical regions:

United States of America: The East Coast, the South, the Northwest, the Midwest, the Pacific Coast, the Deseret Autonomous Region, the Southwest, Alaska, and Hawaii

The Free Oil States: Louisiana, Oklahoma, and Texas

Canada

Quebec

The United Mexican States

The map in the center pull-out section details North America, featuring the United States of America and the Free Oil States, and including portions of Canada, Quebec, and Mexico.

Since these areas share similar customs regarding operation of armed vehicles, autoduelling, and road and weapons courtesy, we first present a primer on driving customs in North America.

DRIVING CUSTOMS

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

THE POLICE

Police funding and methods of operations vary widely, and may be diametrically opposed in cities mere miles apart.

When travelling, find out the disposition of law enforcement authorities on the roads you will be travelling. Questioning the operators and patrons of truck and car stops along your route is the most efficient method.

SPEED LIMITS AND TRAFFIC LAWS

Most interstate and intercity highways have no speed limits. Most cities do have limits, usually 20 mph in residential areas and 40 mph on major thoroughfares.

Where speed limits and traffic requirements are posted, obey them. Some police departments look upon infractions as misdemeanors, resulting in citations and fines. Others look upon them as capital crimes, and kill offenders.

WEAPON LAWS

Except in the regions and states otherwise indicated, citizens are permitted to carry personal weapons (exposed or concealed), and to operate vehicles (bearing concealed or exposed armaments) inside and outside city limits.

It is usually illegal to duel, either in person or by vehicle, within city limits. Even in cities where duelling is legal, participants are likely to be held responsible for any property damage that results from combat. Except in the states noted below where duelling is entirely illegal, duels outside city limits are perfectly acceptable.

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

WEAPON COURTESY

It is considered discourteous to point a weapon at anyone who is not approaching you in a threatening manner or under unusual circumstances. Do not "cover" vehicles passing you on the road. This is an insult and will often provoke a duel.

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

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

BASIC TRAFFIC CUSTOMS AND LAWS

Vehicle licenses are acquired from the state police (or national police, in the cases of Texas, Louisiana, Oklahoma, and Quebec). The United States, Canada, Quebec, and the Free Oil States all recognize each others'

licenses. Visitors to North America from other countries must acquire a temporary license for their vehicle (dated to expire with the visa) from the state or national police.

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

ROAD CONDITIONS

The map of North America included with this mini-atlas shows all interstate roads still in usable condition. State and local roads are not shown. The roads are graded *good*, *fair*, or *poor*; occasionally roads are described as *excellent* or, when unexpectedly absent, *off-road*.

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

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

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

The map also indicates *Toll Roads*. These highways are the best maintained, most heavily patrolled, and safest on the continent. Their upkeep is paid by the exorbitant tolls charged to every motorist by the private owners. Expect to pay \$100–300 (US) to use these stretches of road. Don't even think about trying to bypass or crash the toll booths. This has never worked yet.

THE UNITED STATES OF AMERICA THE EAST COAST

Though hard-hit by the unpleasantness of past decades, the eastern United States has recovered quite well overall. Indeed, parts of New England are as civilized as they ever were before the Food Riots, and vehicular combat is virtually unknown outside the arenas in many major cities.

In the Northeast the winters are severe. From November to March, motorists are advised to carry chains and/or snow tires, long-range radios, and two days' supply of food.

CONNECTICUT

Lowest highway combat fatality rate in nation; you're quite safe here if you don't annoy the police. In Hartford visit the birthplaces of David Kitchener, world-famous duellist, and author Mark Twain.

Roads: Fair to Good. Heavy patrol by state police.

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

DELAWARE

Dover Downs International Speedway, a popular racetrack, is being remodeled at this writing for "dueltrack" combat events, as an experiment under careful supervision by the AADA.

Roads: Fair. Moderate patrol by state police.

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

DISTRICT OF COLUMBIA

(See ADQ 4/2)

Roads: Good shape and heavily patrolled. Route 1 unpatrolled, badly maintained, and dangerous.

Population: 250,000.

Description: The Government Quarter (no unauthorized vehicles, no weapons allowed) is the political center of the United States of America. The city government is democratic, answering to the federal government.

Duelling Facilities: Capital Centre Duelling Arena, one truck stop, and several garages in the Duellists' Quarter.

Other Facilities: One TV station; one university; one airport; two hospitals (one with Gold Cross); operating subway system (heavy security); President's Guard; National Guard; CIA; FBI.

MAINE

Vehicular travel is safe almost by default: Traffic is so low outside major cities that you can drive twenty miles without seeing another car. Popular tourist attraction is the King Horror Haven in Portland.

Roads: Poor, except for I-95, I-295, I-195, which are in good condition.

MARYLAND

Roads: Good to Poor.

BALTIMORE

(See ADQ 2/4)

Population: 350,000.

Description: Largest city in Maryland. Known for the "Baltimore Code of Honor" — citizens are likely to duel over even trivial offenses.

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

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

MASSACHUSETTS

Roads: Fair to Good — best in northeast.

BOSTON

(See ADQ 2/3, ADQ 3/2)

AADA ADVISORY: Vehicular weapons prohibited within New Boston.

Population: 2,000,000.

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

Duelling Facilities: New Boston Duelling Arena, Yelow Duelling Arena, Gold Cross, headquarters plant of Uncle Albert's Auto Stop & Gunnery Shop, Uncle Albert's Catalog Showroom.

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

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

NEW HAMPSHIRE

As in Connecticut, the tourist is very safe on these roads. Omnipresent highway tourist traps selling pralines, etc., are often havens of pickpockets and confidence men. Spectacular mountain scenery should not be missed.

Roads: Generally Good; heavily patrolled.

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

NEW JERSEY

Roads: Generally Poor. Heavy duel activity, heavy interstate commerce, and sluggish economy combine to result in poor road conditions throughout the state.

NEWARK

Population: 200,000.

Description: Newark, largest city in New Jersey, boasts numerous manufacturing concerns and is in fact largely governed by them. Autoduelling is technically illegal within city limits — but enforcement is non-existent.

Duelling Facilities: Garden State Duel Arena, numerous truck stops (fortified).

Other Facilities: Medical college; law school; numerous hospitals; one television station; one airport; major seaport.

History: Newark is one of the most independent cities in the US, a condition dating back to the Food Riots. The city government managed to keep control by gaining union support, and successfully repelling hungry mobs from New York City. Newark survived the riots, but gained a powerful enemy — the entire population of Manhattan! Gang rivalry between the two cities is heavy and bloody; the George Washington Bridge, Lincoln and Holland Tunnels have military emplacements at each end; and the Hudson River is a border between two armed camps.

Gang Activity: Moderate cycle gang activity, heavy street gang activity.

NEW YORK

Bandit activity is high in the state in areas outside Manhattan's immediate reach. Additionally, vigilante action — particularly by the criminal group Nightstword — is heavy, directed at gangs and bandits. Despite stringent law enforcement measures levied against weapons and combat in New York, the state continues to be a dangerous area to travel outside major cities.

Roads: Generally Good.

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

MANHATTAN ISLAND

Population: 2,000,000

Description: Manhattan Island is one of the most populous cities in North America, and is still the financial and shipping capital of the United States. Vehicles are permitted everywhere but in Manhattan, where only public transportation (subways and motorbuses) are permitted. Cannibalism is no longer a problem.

Facilities: Several airports, including one international; one vast amusement park; numerous TV stations and network centers; 43 hospitals; 18 colleges; one combat football team.

History: In 2016, as the Food Riots gained momentum, "New York City" ceased to exist — it split into its component boroughs. Hardest hit was Manhattan: commerce stopped, and looting and fires razed sections of the city. As food became scarcer, Manhattanites formed armed bands to attack neighboring cities; those cities responded by barricading the bridge and tunnel exits from the island. Those who couldn't flee the city fed on rats, stray pets, and one another. Hundreds of thousands fled, even more died, and cannibal tribes thrived in the anarchy.

Relief came in 2018, as one of the first large algae plants was set up at Central Park Reservoir. Mayor Lionel "Black Duke" Haid got shipping started through Manhattan ports again, and returned the nation's foremost Stock Exchange to the island. The Black Duke is still in office; Manhattan is now peopled by businessmen and the tough survivors of the Food Riots and their descendants. Weapons are outlawed on the island but commonplace, especially among the numerous street gangs.

POUGHKEEPSIE

Population: Varies, ca. 300.

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

Facilities: None.

Gang Activity: Plentiful, as described above.

PENNSYLVANIA

Pennsylvania politics are dominated by the Transport Authority (the combined Harrisburg political machine, State Police, and roadway contractors).

Roads: Poor, except for the Pennsylvania Turnpike, which is well-maintained and heavily-patrolled, with no autoduelling permitted.

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

ALLENTOWN

(See ADQ 1/2)

Population: 69,000.

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

Duelling Facilities: Pocono Duel Arena, Allentown Steelewerks Arena.

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

Gang Activity: Light.

RHODE ISLAND

Smallest of the 47 states, Rhode Island hosts popular annual yacht races and other water sporting events. Newport mansions, now converted to lower-income apartment complexes, retain picturesque atmosphere. Open display of sidearms, even with a permit, is frowned upon in the capital.

Roads: Good.

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

VERMONT

Among the best sites for hiking and camping in the entire nation. World-famous for fine maple syrup. Spectacular mountain scenery should not be missed.

Roads: Major thoroughfares Good; otherwise generally Fair.

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

VIRGINIA

Blue Ridge Mountains continue to harbor gangs and felons despite persistent efforts at eradication. Parts of the state are even yet without effective government jurisdiction. Arlington National Cemetery, first high-rise skyscraper mausoleum in country.

Roads: Generally Poor to Fair.

WEST VIRGINIA

Probably the most hazardous area in the region. Drivers advised to stay away from outlying areas, where population is reputed to be inbred and vicious. White Sulphur mineral water spas must be avoided at all costs.

Roads: Generally Poor to Fair.

THE SOUTH

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

ALABAMA

Gang activity medium to heavy throughout state. The Goremongers have taken over most of Huntsville at this writing, including the abandoned Marshall Space Center. The Vulcans are a major force in Birmingham. Caution is advised.

Roads: Poor to Fair (occasionally Off-Road).

ARKANSAS

Duelling immensely popular near capital, birthplace of AADA champions Joe and Bobby Whalen; visit their Autoduel Museum, but keep your weapons loaded on the way. Crater of Diamonds, near Murfreesboro, only US diamond mine.

Roads: Fair.

BOURBON FREE STATE aka KENTUCKY

(See ADQ 3/2)

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

Duelling Facilities: Various duel arenas, adequate number of garages and truck stops; Gold Cross in Madisonville.

Gang Activity: Moderate; notable are the Comancheros of western Kentucky.

Roads: Fair to Poor, moderately patrolled by the well-funded and well-trained State Police.

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

FLORIDA

(See ADQ 3/3)

Florida is no longer the tourist and retirement state it once was. Hurricanes Annette and Barbara left the east coast depopulated and changed the climate; average summertime temperatures over 120 degrees F hamper all industry in that season.

Duelling Facilities: Good in major cities, sparse elsewhere.

Other Facilities: Good in major cities, adequate elsewhere.

History: Hurricanes Annette and Barbara (2011-2012) levelled the east coast of the state, submerging Palm Beach Island and the other barrier islands (including Miami Beach), killing thousands and introducing typhoid and malaria. The east coast (except Palm Beach County) was virtually abandoned. Florida is now stable, but the state's economy has not allowed for much reconstruction.

Gang Activity: Light.

Roads: Fair to Poor. Some stretches of interstate remarkably Good.

LOS DISNEYS

Population: 400,000.

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

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

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

History: The famous Disney entertainment corporation weathered the Food Riots and ensuing confusion quite well, using good business sense



and a regimented employee base to convert their theme parks into self-sufficient cities. Some Outzoners (mostly south Florida refugees) are bitter; a guerilla campaign of sabotage and destruction is underway, as subversives use the Park's labyrinthine underground passageways to infiltrate the high-tech sector.

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

GEORGIA

Foreigners generally unwelcome; make sure visa is current. Sporadic outbreaks of gang violence in poorer areas. Plains, home of former presidents Jimmy and Amy Carter. Okefenokee Swamp, among largest in US, is technically a wildlife refuge. However, poaching is extremely common; occasionally state hires freelance vigilantes for temporary suppressive measures.

Roads: Fair to Poor.

MISSISSIPPI

Border with Louisiana heavily guarded; make sure papers are in order if you get within 20 miles. Gary Stevenson's guerrilla "Crusade on Wheels" active in outlying areas. Biloxi Mardi Gras now as popular as its New Orleans counterpart among American tourists.

Roads: Fair.

NORTH CAROLINA

Seashore resorts at Cape Hatteras and elsewhere no longer attractive to the tourist, due to pollution and contamination. Public opinion in major cities deeply split regarding vehicular weaponry; best to avoid committing oneself.

Roads: Good.

SOUTH CAROLINA

Abandoned Polaris Submarine Base, popular tourist attraction. Visit Charleston in spring, when magnolias bloom. State was first to secede in First Civil War, and some recommend it today. Drivers are relatively safe on outlying roads, but don't go into pubs if you speak with an accent.

Roads: Good.

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

TENNESSEE

Roads: Fair to Poor.

MEMPHIS

Population: 350,000.

Description: Memphis is one of the capitals of the US music entertainment industry, and is a major distribution point for ConTexCo algae. It is a large, thriving community with a strong economy and moderate crime and gang activity.

Duelling Facilities: Two duelling arenas (one, People's Duelling Arena, not sanctioned by the AADA), adequate garages and truck stops.

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

Gang Activity: Light. Presence of the Cyclones gang is heavy, but this gang is not particularly aggressive; do not presume that presence of Cyclones is an incitement to attack.

THE MOUNTAIN WEST

"The Badlands" — this is the nickname frequently given to this empty region of the United States. Travellers are warned that large areas of this region still have no effective governmental jurisdiction. However, for the tourist willing to risk the desolate highways, the visual rewards can be breathtaking. Spectacular mountain scenery should not be missed.

THE DESERET AUTONOMOUS REGION

(See ADQ 3/3)

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

History: Utah, calling itself the Republic of Deseret, seceded from the United States in 2004, immediately after the successful secession of the Free Oil States was confirmed. After years of negotiations, Utah/Deseret repealed its articles of secession (2010) and reentered the Union as the Deseret Autonomous Region.

Roads: Generally Good, becoming Fair and Poor the further away from Salt Lake (or off the interstates) one travels. (Exception: Roads remain Fair to Good into Colorado.)

SALT LAKE CITY

(See ADQ 2/2, ADQ 3/3)

Population: 145,000.

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

Duelling Facilities: Deseret Duelodrome on the Fairgrounds; the Deseret Regional AADA Championships take place here each September, part of the annual regional fair. Adequate garages and truck stop facilities.

Other Facilities: Fairgrounds; one television station; airport; ten hospitals; Temple Square (center of worship of the church).

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

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

COLORADO

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

Roads: Good (Poor in mountain regions).

IDAHO

Agriculture continues virtually unchanged in central Idaho despite ravages that have Blighted the Panhandle (now called the Dust Bowl). Potatoes are distilled for both drinking and fuel alcohol; gasohol-powered vehicles are interesting curiosities.

Roads: Fair.

MONTANA

Guards at oil wells scattered around countryside have orders to shoot to kill when unauthorized personnel cross barbed-wire boundaries. Miners recognizable by characteristic off-road vans with corporate logos; steer clear.

Roads: Fair to Poor.

WYOMING

Great expanses of barren plains are not patrolled; drive as fast as you like and no one will care. Small, fiercely independent towns scattered across landscape; drive slowly through city limits.

Roads: Fair. Long stretches of interstate Poor.

THE MIDWEST

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

ILLINOIS

Roads: Fair to Poor.

CHICAGO

Population: 2,500,000.

Description: Chicago is one of the largest cities of the midwest, a trade and industry capital and military center. Traditionally, Chicago has been organized around its strong ethnic communities, but the city is also the worldwide center for the Church of America, a fairly new evangelical religion whose most interesting tenet is that Chicago is a gathering place for the Elect of God.

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

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

Gang Activity: Moderate.

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

INDIANA

Roads: Fair, except for Poor interstates.

FLORAL GULCH

(See ADQ 1/3, Space Gamer #58)

Population: 110,000.

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

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

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

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

BRICKYARD (INDIANAPOLIS)

(See Space Gamer #58)

Population: none.

History: Brickyard was destroyed in 2013 by a nuclear device assembled by the crazed Jackson Memorial Commandos society.

IOWA

Amana religious colonies prohibit all weaponry. "Back to the Earth" millennialist communes have been established on prehistoric Amerind burial mounds near Marquette; despite pacifist claims, they have exhibited great enthusiasm in defending themselves.

Roads: Fair. Interstates Good.

KANSAS

Once the breadbasket of the world, Kansas is now virtually deserted. Colossal herds of cattle roam freely, herded by cowboys on horseback and in armed pickup trucks. Off-road ability advised in western region of state, where governmental jurisdiction is chancy at best.

Roads: Fair to Poor.

MICHIGAN

Roads: Poor.

DETROIT

Population: 1,200,000.

Description: Detroit is a large corporate city, a major producer of automobiles and other vehicular machinery for the continent.

Duelling Facilities: Numerous arenas and testing grounds; all automotive products cost 10% less here than in other parts of the nation; numerous rival AADA chapters; midwestern regional championships typically take place here.

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

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

AADA ADVISORY: Local obsession with automobiles, a corporate dominated laissez-faire attitude about duelling, and a high crime and gang rate make Detroit a dangerous city to visit.

MINNESOTA

Roads: Fair to Good.

TWIN CITIES [Minneapolis and St. Paul]

(See ADQ 2/1)

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

Description: The Twin Cities are large and relatively peaceful communities, heavily policed, with "no duelling within city limits" regulations strictly enforced.

Duelling Facilities: St. Paul Duelling arena; smaller duel arenas; good trucking and autoduelling facilities; numerous AADA chapters.

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

History: The Blight hit this area hard in 2012, and unrest and dissatisfaction with the government continued for several years. In 2016, Minnesota seceded; the US army immediately attacked the secession forces. The Hudson Treaty in 2017 brought the state back into the Union.

Gang Activity: Light, within city areas (police patrolling keeps gang activity down); moderate outside. Major gangs include King Devils, Dakota Destroyers, Iron Blizzard; FreeWay Society (an automotive gang).

MISSOURI

Never go into Missouri without a sidearm and fully-loaded vehicular weaponry. Residents of "Show-Me" State must be shown pistol barrels if you wish to avoid harassment. Pubs and grocery stores can be dangerous for the tourist with an accent or unusual garb. Ruins of Gateway Arch in St. Louis are impressive. Ozark region is still free of government jurisdiction, home to distillers, thugs, and fanatics.

Roads: Fair to Poor.

NEBRASKA

Not much of interest for the European traveller. Cattle and stock prices, the Veterans of Foreign Wars organization (largest American Legion halls in the country are here), and "Big Red" — University of Nebraska combat football team — are principal topics of conversation. Landscape has returned to wilderness, lent an eerie charm by huge deserted grain silos.

Roads: Good to Poor (widely variable).

NORTH DAKOTA

Roads: Fair to Poor.

OHIO

Roads: Good to Fair. Interstates Excellent.

MIDVILLE

(See ADQ 1/1, *Space Gamer* #s 51 and 58, *Crash City*)

Population: 2,500.

Description: If you're a fan of the UBN action series "Crash City," you might wish to stop by the real Midville when travelling through Ohio. Though the series has glamorized the persons involved in the city's history, the town is genuinely as free-wheeling as the show depicts it to be.

Duelling Facilities: One fortified truck stop, Midville Duel Arena, AADA office c/o Wrecked Edsel Bar (Wrecked Edsel Bar dates back to the 1970s and has nothing to do with the EDSSEL organization).

Other Facilities: MONDOs, one hospital, small police force.

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

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

SOUTH DAKOTA

Famous Mount Rushmore monument in Black Hills has fallen into disrepair, but Badlands National Park is still striking. Occasional reports of gang activity in parklands have not been confirmed. Periodic cattle drives can block major roads for a day or more at a time.

Roads: Fair to Good.

WISCONSIN

(See ADQ 4/1)

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

Roads: Good.

THE PACIFIC COAST

The Pacific states enjoy substantial resources, an ideal climate in many areas, and an industrious, highly talented population. The region is among the most prosperous of the post-Food Riots US. But with that prosperity, especially in larger cities, comes the inevitable problems of overpopulation, crime, and inflation. Travellers here can drive in relative safety and enjoy the scenery, but expect high prices and don't leave your car unlocked or unwatched.

CALIFORNIA

Roads: Fair to Good. Southern interstates Poor.

FRESNO

(See ADQ 4/1)

Population: 300,000.

Duelling Facilities: Fresno-Roeding Arena and Harshman Memorial Arena.

Other Facilities: One airport, one major university, several hospitals, strong police force, National Guard headquarters.

History: Though the area's citrus and vegetable farming were unaffected by the Blight, the area received many, many refugees fleeing the Blight from both the eastern states and Mexico. Local raisin farmer Joseph "Crazy Joe" Harshman in 2023 mounted a .50-caliber machine gun on the hood of his antiquated Chevy, won the demolition derby he was competing in, and invented autoduelling.

Gang Activity: Moderate; the local gang is the Amigos.

LOS ANGELES

AADA ADVISORY: Some Los Angeles neighborhoods are wide open to violent crime.

Population: 1,450,000.

Description: Los Angeles is divided up into a hundred independently-governed "civic territories" (CTs), each represented in the Civic Senate; vehicular and hand weapon laws vary among CTs. In general, studio regions prohibit unauthorized weapons and vehicles; gang-ruled regions have no restrictions; civilian and business neighborhoods prohibit armed vehicles but not personal arms; in the Spanish regions, an open display of weaponry is encouraged, and weapon concealment is both a crime and a dishonor.

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

Other Facilities: Six television stations, numerous film studios, 20+ colleges, 250+ hospitals, one major and numerous minor airports, one major seaport.

History: Los Angeles weathered the Food Riots poorly. City government collapsed in 2017; individual neighborhoods had to defend themselves from the rioting and looting. The studios fortified themselves, but many street gangs conquered the territories they'd claimed all along, and were never ousted by the outnumbered police. City Hall and its records were destroyed in the Thanksgiving Massacre (2017) riots and mass burnings.

Today, LA is a "compartment city," with more than one hundred regions governed by independent bodies (street gangs, citizens' groups, studios, police, unions, etc.), each of whom contributes one member to the Civic Senate, which elects the mayor every four years. As you might expect, politics in LA are strange and messy, varying in rules and methods from area to area; they make riveting TV.

Gang Activity: Heavy, in gang-ruled areas; gangs continue to have border wars to expand their territories. Important Note: These activities are legal under the laws of the neighborhoods sponsoring them.

SAN FRANCISCO

Population: 450,000.

Description: San Francisco is a major seaport and financial capital for the United States, and one of the few US cities which make a good deal of money from tourism. The Presidio is the federal west coast command center. An intact downtown is the stable financial center for the Pacific; the Stock Exchange is located at Transamerica Plaza. Many vital ethnic Asian neighborhoods — Chinatown, Japantown, Nam Hill are the largest; several samurai-code autoduel clubs, generally independent of the AADA, war amongst themselves.

Duelling Facilities: One arena, numerous garages and truck stops.
Other Facilities: One major airport; intercity subway transport train line; bus line; cable cars; two TV stations; ten hospitals; four colleges.

Gang Activity: Controlled; heavy SFPD and CHP patrolling keeps gang activity to a minimum during daylight and on highways, but anything goes in the residential streets after nightfall. (Exception: Presidio, business districts, and Nobb Hill close their gates at night; security guards keep peace.)

OREGON

State prone to periodic recessions, but people remain friendly and landscape beautiful (though climate is wet). Oceanfront desalination plants, among the largest structures ever built; tours available. Relatively little interest in autoduellling.

Roads: Good to Excellent.

WASHINGTON

Climate very wet. Snow tires or chains a necessity in winter. Mount St. Helens National Park (live volcano, last eruption nearly sixty years ago). Puget Sound seafood delicious. Spectacular mountain scenery should not be missed.

Roads: Good to Excellent.



THE SOUTHWEST

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

ARIZONA

Outside major cities, heavy gang activity and intermittent Mexican bandit raids make this state a very dangerous one for travel. However, tourist convoys to Grand Canyon and Monument Valley are frequent in season. Always carry a spare power plant (if possible) and water supply (always — only total fools would attempt travel without it).

Roads: Poor to Off-Road.

NEVADA

(See ADQ 2/2)

Outside major cities, heavy gang activity and intermittent Mexican bandit raids make this state a very dangerous one for travel. Recent deaths of motorists (known as "Desert Ghost" deaths to locals), in which travellers have been bodily dragged from their torn-open vehicles, leaving blood, vehicle, money and supplies behind, still baffle Nevada authorities.

Roads: Fair to Poor.

LAS VEGAS

(See ADQ 2/4)

Population: 150,000.

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

Other Facilities: : One major airport, numerous hospitals, excellent broadcast facilities (converted from hotels), many hotels, spectacular nightshows, gambling, high-priced and high-quality vice.

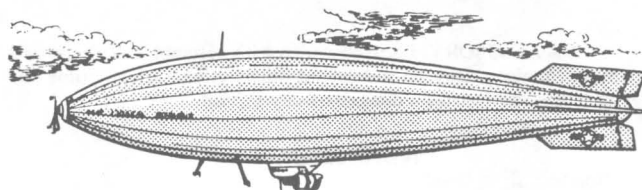
History: Las Vegas, once the gambling center of the United States, saw its livelihood slip away in the 1990s as US tourism declined seriously. It coped by shifting to broadcast entertainment. There was only one food riot in Las Vegas, in 2016; it was put down ruthlessly and never repeated.

Gang Activity: Moderate. One cycle society, the Saguaros, noted for their spectacular (and bizarre) roadside parties, lives east of the city; Saguaros seldom attack passing vehicles for kill & strip purposes, but often fire on them for target practice and entertainment.

NEW MEXICO

Heavy gang activity, widespread political corruption, and intermittent Mexican bandit raids make this state a very dangerous one for travel. Carlsbad Caverns national park closed to the public due to continual vandalism. Ghost towns, pueblo and dude ranch ruins. Amerind reservations virtually deserted. Avoid this state if possible.

Roads: Poor to Off-Road.



ALASKA AND HAWAII

ALASKA

If you can get here, congratulations. Can-Am Highway virtually nonexistent, subarctic climate is unsuitable for most vehicles, and many places within the state are inaccessible by road. Light planes and pilots available for hire if money is no object. Oil companies run the state with total authority.

Roads: Fair to Poor.

HAWAII

If you own your own boat or can afford the airship fare, Hawaii's paradisaical climate and very, very expensive resorts await you. Water sports, sunbathing, hiking. Mauna Loa volcano, Waikiki Beach, Pearl Harbor Amusement Park (former US Naval installation). Duelling interest lukewarm at best.

Roads: Good to Excellent.

THE FREE OIL STATES

These nations are struggling governments, buoyed up by oil money and a fierce, patriotic independence. Their numerous skirmishes and diplomatic ploys testify to deeply-felt animosity, but as yet, war is beyond their economic means.

Travellers should be aware of numerous and apparently arbitrary differences in customs regulations when passing between nations. Any whiff of criminal misconduct or immigration violations can lead to prompt imprisonment without charges, bail, or legal counsel. Needless to say, smuggling and other criminal activities are foolhardy.

LOUISIANA

Government: Quasi-dictatorship with strong religious overtones. Presidents customarily "elected" for life, or multiple lives when assassination terminates a given clone. Roman Catholicism is the official national religion; others discouraged or oppressed in varying degrees.

Roads: Fair.

NEW ORLEANS

No longer quite the bustling port city of the last century, New Orleans is nevertheless the largest city in the country, and its cultural center.

Population: 250,000.

History: Devastated by the Food Riots, New Orleans was the object of a strong government reconstruction program during the 2020s. The French Quarter and Superdome were rebuilt, the fine old houses restored, the port reopened. Though the cost was extravagant for the poor nation, Louisiana can once more take pride in its chief port and tourist attraction.

Duelling Facilities: The Superdome is a fully-equipped arena.

Other Facilities: Hospitals; two TV stations; bus terminals.

Gang Activity: Light, due to authoritarian police force. Police can be deadlier than gangs for the uninformed; caution and extreme courtesy are advised for the tourist.

OKLAHOMA

Roads: Corporate-controlled toll roads generally Good; otherwise Fair to Bad.

NEW TULSA

(See ADQ 1/4)

Population: 190,000.

Description: New Tulsa is a large, prosperous oil town; built since the Secession War of 2000-2004, it lies south of the old Tulsa ruins. The city is an oil town and very much a corporation city.

Duelling Facilities: New Tulsa Coliseum.

Other Facilities: National AADA headquarters; University of Tulsa; hospital; airport; one TV station.

Gang Activity: Moderate. Local gangs include the Rogues (a cycle society which cooperates with the local refineries, doing security work and riding with convoys) and the Outsiders (a typically dangerous predator gang).

TEXAS

Roads: Generally Fair; usually Poor in western Texas.

ARLINGTON

(See ADQ 2/2)

Population: 850,000.

Description: Arlington is the largest city of the Republic and the national center for food and mechanical production.

Duelling Facilities: Arlington Autoduel Arena, DFW Airport Arena.

Other Facilities: One airport (extensive airship housings); 8 hospitals; University of Arlington (heavy duellist curriculum); two TV stations.

History: The Food Riots devastated large sections of Dallas and Fort Worth, and many residents and industries gravitated to Arlington, a small town situated between the two. Dallas and Fort Worth are making remarkable comebacks, but there is no doubt which city is the center of the Metroplex today.

Gang Activity: Light.

AUSTIN

(See ADQ 1/2)

Population: 200,000.

Description: Austin, State Capital of the Republic of Texas, is a medium-sized city broken down into several individual quadrants, including a fortified, downtown business and government center in which no duelling vehicles are permitted.

AADA ADVISORY: Visitors are warned to avoid the residential section northwest of town, known as The Ruins by the locals. It holds nothing of interest or value, and has an unhealthy number of desperate, violent people.

Duelling Facilities: Armadillo AutoDuel Arena, Mueller Duelling Arena, numerous garages (in the unfortified residential districts, along major thoroughfares).

Other Facilities: University of Texas; Austin Medical Center and three other hospitals; one combat football team; Reid-Silver Airfield and Reid-Silver Army Base; police; Texas Rangers headquarters; Star Commandos mercenary force headquarters; one TV station.

Gang Activity: Moderate. Usually Pachucos gang based in San Antonio.

HOUSTON

(See ADQ 4/3)

Population: 175,000.

Description: Houston, once the shining jewel atop the crown of the New South, is now a broken, violent shadow of its former glory. With the exception of one fortified area around the Rice University-Medical Center area, it is a ruin.

AADA ADVISORY: Downtown Houston should not be entered under any circumstances. This cannot be stated any more strongly. The suburban areas to the north and west of the city should also be treated with care.

Duelling Facilities: There is no AADA-sanctioned arena in Houston, though a local AADA chapter is currently operating out of the Astrodome and surrounding parking lots.



Other Facilities: The RiceMed fortress area contains one of the finest medical facilities anywhere, as well as complete garage facilities, and a television station. The Houston Intercontinental Airport handles some airships and private aircraft.

Gang Activity: There are hundreds of gangs operating in the area, many running small sections of "turf" in the suburbs.

CANADA

(See ADQ 2/4)

Roads: Interstates generally good, city roads often excellent, back roads generally poor.

Government: Constitutional monarchy; though technically still a member of the British Commonwealth, that organization has even less real authority than it did 50 years ago.

Duelling Facilities: The AADA is very strong in Canada, and so duelling facilities are on a par with the US Midwest. Exception: Outside Toronto, Ottawa, and other major cities, Gold Cross is not in evidence.

AADA ADVISORY: Canadian duels are generally non-lethal: Honorable surrender is the prevailing custom. Canadian drivers don't care for unnecessary duels and may ignore some rudeness; do not mistake this for cowardice or lack of duel proficiency.

Gang Activity: Moderate, mostly backwoods. Two notable gangs include the Libertines (regarded by the people as Robin Hood-type folk heroes) and the more criminal Jets. Gang activity is kept in check by the fully modernized Royal Canadian Mounted Police, which utilizes autoduellung equipment and tactics.

QUEBEC

Description: Despite what the residents would tell you, Quebec is very similar to the rest of Canada. The only difference is that French is the official language.

Government: Democratic.

Duelling Facilities: Generally good. The AADA is well-established in Quebec; the first AADA World Champion, the late Jacques LeBlanc, was from Quebec City.

Other Facilities: Generally similar to US East Coast.

History: Quebec declared independence in 2010. After brief, but fierce, fighting, the US mediated the Treaty of St. Lawrence, which permanently assured Quebec's independence. The first thing the new government did was institute French as the official language, barring all English in all "official" communication, extending to everything from contracts to menus. In addition, residents have a very superior air towards English-speakers (police in Quebec have been known to ignore cries for help that are made in English). For this reason, fluency in French is a survival skill for the traveler — every bit as much as trusty aim.

Gang Activity: Moderate, slightly higher in backwoods regions.

Roads: Generally Good.

THE UNITED MEXICAN STATES

Government: Pseudo-medieval chieftainships. Each fortified city has its own chief, who promises support to underlings (lieutenants) who in turn provide him with men and economic support. The jefes war or cooperate as they please. Matamoros acts as the diplomatic center of Mexico; envoys from all the Mexican fortress cities and ambassadors from other nations meet here.

Duelling Facilities: Negligible. Most fortress towns have adequate garage facilities but charge outrageous prices — and are backed by the local law.

Other Facilities: Most fortress towns have minimal health care. Law enforcement reliability and integrity is generally determined by the city jefe; a moderate and honest jefe will usually have essentially honest enforcement lieutenants.

History: Mexico experienced total economic collapse in 2000. After years of being ravaged by American cycle gangs, the Mexican communities, organized under individual jefes, fortified and began repelling the American invaders.

Gang Activity: Moderate, between fortress towns. Some jefe raiding activity is indistinguishable from gang raids.

Roads: Poor to Off-Road.

Radio and TV

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

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

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

Entertainment

The three biggest industries in North America are government services (including armed services and law enforcement), food production, and *entertainment* — especially television.

Television

Watching TV is the sole occupation of the vast majority of America's unemployed, and, with TV prices low (see *Prices*, p. 19), almost every home in North America possesses a TV set capable of accessing some 150 different channels.

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

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

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

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

Nostalgia TV is popular as well, and some TV shows which premiered as long as 80 years ago still have cult followings across the continent. Small regional and city conventions allow TV cultists to meet and to watch both original and computer-enhanced, colored versions of their favorite shows.

(continued)

Life in Autoduel America

Jobs

The chance of getting a safe, honest job, rising through a company's ranks, and eventually retiring with a decent pension is very low in Autoduel America, for one primary reason — there aren't enough jobs to go around.

Unemployment

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

In the United States and Canada, however, unemployment benefits keep most of the unemployed from starvation — a large percentage of that 30% is "professionally" (i.e., permanently and intentionally) unemployed. Employment taxes to fund these relief programs put a tremendous drain on those with normal jobs. The salaries listed for honest jobs are *after* taxes.

Unemployment is a constant spectre hanging over the working man's head. Most large companies have waiting lists in the hundreds for jobs — this keeps both salaries and tolerance of mistakes extremely low. Training new employees is expensive, though, so people don't get fired for every little thing — just *some* little things.

Finding a job in the first place isn't easy, either. Use the rules on p. B132, but add a -1 modifier across the board because of the tough economic conditions. Reaction bonuses and penalties stemming from a good or bad Reputation (see p. 21) would also apply when trying to find a job.

Jobs Table

The table on page 18 lists a number of common (and not-so-common) jobs characters can work at in the *GURPS Autoduel* world. Some of the jobs have skill or experience prerequisites; others don't. Many of the jobs have a set monthly salary; the money you make at others depends solely on your skill.

At the beginning of every month on which a character works at all, he or she makes a "job success roll." This roll is based on the lowest of the skills required for the job. (For example, if two skills were required for a particular job, and a character had one at 12 and the other at 14, he would roll against the 12.) In addition, that roll has a modifier listed on the table below — some jobs are easier to keep than others.

For most mundane, corporate-type jobs, salaries are set from month to month — your income will not fluctuate wildly. For a few freelance, self-employed type jobs, though, your monthly income will depend on how much you made your job success roll by. For example:

Made roll by 10 or more, or rolled a natural 3 or 4: Critical success! Double your income for the month.

Made roll by 8-9: 50% bonus to income this month.

Made roll by 6-7: 25% bonus to income this month.

Made roll by 4-5: 10% bonus to income this month.

Made roll by 3 or less: Standard income.

Missed roll by 1 to 4: 10% penalty to income for every point by which the roll was missed.

Missed roll by 5 or more, or rolled a natural 17 or 18: Critical failure! No income for that period. There will also be another penalty, depending on the hazards of the job, listed in the table below.

If you have a corporate-type job, you still should make a job success roll at the beginning of every month, but only pay attention to critical successes or critical failures. In the event of a critical success, you get a 10% raise to your salary (but no more than one raise every 6 months). If you roll a critical failure, check the table.

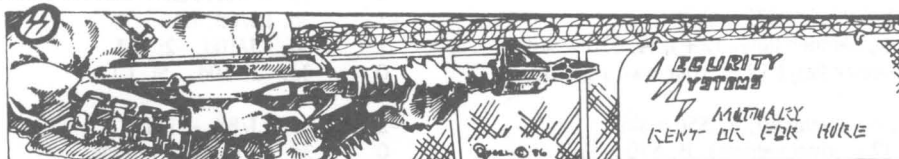
Note that for some dangerous jobs, the results of a critical failure can be serious bodily damage. If the GM prefers, he can play out these episodes to give the PC a fighting chance.

Some of the jobs listed below may be the basis of your campaign (police officer, for example, or private eye). In such a case, the information below (such as the salaries) should serve as a guideline only — the success or failure of the character should depend on how he does in the GM's adventures, not how he does on his job success roll. Now if a character is a policeman, but the main thrust of the campaign is some other activity, his police activities can be summarized using the table below. Likewise, an outlaw biker would draw "pay" and risks only for time when he was not actively "in play." While in play, his income and survival depend on the player's skill.

The first column of the table lists the job, followed by the required skills to land it, what type of salary it pays (A — corporate salary structure: no fluctuation; B — freelance: income varies month-to-month; C — could be either one, depending on circumstances), and how much the monthly salary is. The second column lists the modifier to the job success roll that was described above. The third column describes the effects of a critical failure.

Critical Failure Key

"LJ" stands for Lost Job — you were fired, or lost the client. The "d" indicates dice of damage ("3d" is 3 dice of damage; "10d" is 10 dice, etc.) — you were in an accident, or in the case of dangerous work, got shot or in a wreck. The "i" indicates a lost month's income ("2i" means losing 2 months' income) — you were fined, or forced to pay for damages or malpractice. The information after the slash is for a *natural 18* only; use the information before the slash in all other critical failures.



Travel and Transportation

Land Travel

Most travelling in North America is done by busnought, in automobiles or on motorcycles. Tourism, as an industry, is almost dead; most tourists are people wealthy enough to travel to distant cities to visit equally rich friends. The closest thing to touring most people do is to travel from their home town to another town nearby to see a sporting event.

The American rail system is as dead as the dodo. However, several large cities still maintain subway systems; the one in Washington, D.C. is noted for its good security.

Air Travel

Most commercial air travel takes place in sophisticated lighter-than-air airships.

Helicopters are common. They're fast and versatile, can carry decent weapons and armor, and don't require a vulnerable landing strip to set down.

Light single-engine aircraft powered by electric motors are not unknown, but they're not as popular as helicopters. Rocket-propelled fighters are still maintained by the military arms of all North American nations; some millionaires also have light jet aircraft. Petroleum-fueled ("avgas") aircraft are almost unknown outside the Free Oil States.

Water Travel

Most commercial water vessels are small to medium boats, usually fishing boats. Wind power is common, as is electric power; many vessels use both. Terrorism spelled the end of the "cruise ship" in the 1990s, but relatively inexpensive and safe passage can be bought by those wishing to travel overseas in partially converted cargo haulers.

Entertainment (continued)

Micros

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

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

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

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

WARNING: *The US Surgeon General has determined that playing Micros in sessions of longer than thirty minutes is harmful to your mental health.*

Magazines and Fiction

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

Airships

While not fast (20–40 mph, depending on wind conditions) these bulky craft are marvellously fuel-efficient and popular in 2030s America.

Blimps are non-rigid or semi-rigid airships — the easiest to build, and the most common in *Autoduel*. The blimp airship lines provide both tourist-class "cattle cars" and expensively-appointed luxury coaches.

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

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

The Texas Naval Guard is the largest user of "zep's"; a US squadron operates out of Pensacola, Florida.

Job (Required skills), Type, Salary**Modifier****Critical Failure Results****Lower-Class Jobs** (social level -1 or below)

Algae plant worker (IQ 8+, ST 10+), A, \$350	+3	LJ/1d, LJ
Professional Welfare Recipient (no qualifications), A, \$250 plus \$25 per dependent — maximum \$400	+4	-1i/dropped from rolls — reapply in 6 mos.
Bodyguard (Guns [any] 12+, Danger Sense), C, \$500	-2	3d, LJ/8d, LJ
Death Sport Gladiator (Guns [any] or any medieval weapon, 11+), B, \$1,000 per successful month	-6	6d/Total, uncloneable death
Outlaw biker or bandit (Driving [any] or Motorcycle, 10+, Gunner [any] 10+, Guns [any] 10+), B, \$400	0	4d/10d

Middle-Class Jobs (social level 0)

TV Production gofer (Electronics [Communications] 12+), A, \$400	+2	LJ/1d, LJ
TV Production tech (Electronics [Communications] 14+, 2 years gofer experience), A, \$600	0	LJ/2d, LJ
TV Engineer (Electronics [Communications] 15+, 2 years tech experience), A, \$800	0	-1i, LJ/2d, LJ
TV Cameraman (Electronics [Communications] 13+, Pilot [Small Helicopter] 12+, Driving [Car] 12+), C, \$600	-1	LJ/3d, LJ
Auto worker — assembly line (IQ 9+, DX 10+, ST 10+), A, \$350	+1	LJ/2d, LJ
Auto worker — custom shop (Mechanic [Car] 12+), C, \$500	-2	LJ/2d, LJ
Weapons plant worker (IQ 10+, Armoury [any] 12+), A, \$500	0	LJ/4d, LJ
Ammo plant worker (IQ 10+, Armoury [any] 12+), A, \$500	0	2d, LJ/8d, LJ
Police officer (Driving [Car] 12+, Guns [Pistol] 12+, Law 12+), A, \$600	-1	2d/6d, LJ
Government Clerk (Literacy, IQ 9+), A, \$450	-1	LJ/-1i, LJ
Bureaucrat (Administration 12+), A, \$650	0	LJ/-1i, LJ
Paramedic (First Aid 13+, Diagnosis 10+, Driving [Car] 12+), A, \$650	0	2d/LJ
Auto Mechanic (Mechanic [Car] 12+), C, \$50 x skill	-1	1d/2d, LJ
Gunner (Gunner [any] 12+), C, \$60 x skill	0	3d, LJ/10d, LJ
Driver/Chauffeur (Driving [Car] 13+, Gunner [any] 12+), C, \$75 x skill	-1	3d, LJ/8d, LJ
Truck Driver — company truck (Driving [Truck] 13+, Gunner [any] 12+), A, \$70 x skill	-1	3d, LJ/10d, -2i, LJ
Truck Driver — own truck (Driving [Truck] 12+, Gunner [any] 12+, your own rig), B, \$100 x skill	0	3d, -2i/10d, -5i, LJ
City Courier (Driver [any] 11+, Gunner [any] 11+, own vehicle), B, \$50 x skill	-2	3d, LJ/8d, -2i, LJ
Inter-city Courier (Driver [any] 12+, Gunner [any] 12+, own vehicle), B, \$70 x skill	0	3d, LJ/8d, LJ, vehicle destroyed
Cross-Country Courier (Driver [any] 12+, Gunner [any] 12+, own vehicle), B, \$80 x skill	+1	4d, LJ/8d, -2i, LJ, vehicle destroyed
Combat Football Player — minors (Sports [Combat Football] 10+), A, \$30 x skill	-3	3d, LJ/8d, LJ
Combat Football Player — pros (Sports [Combat Football] 11+, one year in minors), A, \$50 x skill	-4	4d, LJ/8d, LJ
Combat Football Player — veteran (one year experience as pro), A, \$70 x skill	-4	4d, LJ/10d, LJ
Private Eye (Criminology 12+, Law 12+ or Streetwise 12+), B, \$750	-2	4d, -2i, LJ/8d, -4i, LJ
Salvage Yard owner (Mechanic [any] 12+, Merchant 12+ or Streetwise 12+, \$2000 capital), B, \$40 x skill	0	-1i/go bankrupt
Shopkeeper (Merchant 12+, variable capital, depending on type of shop), B, \$50 x skill and up, depending on goods sold	0	-1i/go bankrupt
Farmer (Agronomy 12+, ST 11+, your own land), B, \$1 x skill per 5 acres	-4	Crop failure (no money for two months)
TV Chopper Pilot (Pilot [Small or Large Helicopter] 15+, Gunner [any] 13+, Mechanic [Helicopter] 12+), C, \$750	0	LJ/6d, LJ
Police detective (Guns [any] 14+, Law 13+, Interrogation 12+, Criminology 12+, 4 years officer experience), A, \$800	0	2d/6d, LJ
Arena Autoduellist (Driving [Car] or Motorcycle, 12+, Gunner [any] 12+), B, \$100 x lower skill	-1	3d/6d

Upper-Class Jobs (social level 1 or 2)

TV Sportscaster [Acting or Bard 12+], A, \$500, plus \$1000 times Reputation bonus.	0	-1i/LJ
Algae plant tech (Botany 15+ or Agronomy 15+ or Chemistry 15+ or Engineering [Food Technologies] 15+), A, \$850	0	-1i/-2i, LJ
Auto/Weapons Designer/Engineer (Engineering [appropriate specialty] 13+), C, \$750	-1	-1i/3d, LJ
Police administrator (same as detective, plus Administration 12+ and 10 years detective experience), A, \$1,200	+1	-1i/LJ
Emergency Room Doctor (Physician 13+, Diagnosis 13+), A, \$900	+1	-2i/-4i, LJ
Doctor (Physician 13+, Diagnosis 12+), B, \$100 x skill	0	-3i/-10i, lose license

Top-Crust Jobs (social level 3 or higher)

Network Executive (IQ 12+, 10 yrs. experience in TV), A, \$5,000	-2	-2i/-3i, LJ
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Prices

Following are some sample costs for life in the 2030s.

Living Expenses (Rent, Food, Expenses, Per Week) —

Poverty (high danger neighborhood):	\$50.00
Poor (medium danger neighborhood):	\$100.00
Average (low danger neighborhood):	\$150.00
Classy (low danger neighborhood):	\$250.00
Cable TV costs (monthly)	\$30.00
Games ("Micros"), per minute:	\$2.00
Gasoline/Synthetic Auto Fuel (per gallon):	\$40.00
Medical Expenses — see sidebar, p. 00	
Hotel (per night, no meals included) —	
In city limits, no special security, sleazy	\$25.00
In city limits, no special security, average	\$40.00
In city limits, no special security, plush	\$75.00
In city limits, extra security, average	\$75.00
In city limits, extra security, plush	\$110.00
Meal (Algae-based)	\$5.00
Meal (Real Food)	\$20.00
Outside city limits, fortified, average	\$125.00
Outside city limits, fortified, plush	\$200.00
Mail a Letter (Electronic Mail):	\$.50
Mail a Letter (Physical Mail)/ounce/400 miles:	\$1.00
Mail a Parcel (Physical Shipping)/pound/400 miles:	\$12.00
Power Plant Recharge —	
Cycle/Trike	\$20.00
Car	\$50.00
Oversized Vehicle	\$100.00
Helicopter	\$250.00
Transportation —	
Airship, Tourist Class (single seat, 50 lbs. luggage, per 200 mi.)	\$75.00
Airship, First Class (cabin for two, 300 lbs. luggage, per 200 mi.)	\$250.00
Taxicab (Within City Limits)	\$10.00 plus \$.50 per 1/10 mile
Bus, Tourist Class (single seat, 50 lbs. luggage, per 200 mi.)	\$30.00
Bus, First Class (cabin for two, 300 lbs. luggage, per 200 mi.)	\$200.00
Helicopter (single seat, 50 lbs. luggage, per 200 mi.)	\$400.00



Autoduel Heroes

The world of the 2030s may seem a grim place, but remember — your characters are NOT the people who stand in the welfare lines, collecting their checks, buying simulated food, watching their TVs, and living lives of quiet desperation.

One person with a goal and a willingness to risk his life can change history . . . make a fortune . . . topple empires (and raise them!) . . . or die pursuing a hopeless quest.

Your character is such a person, willing to face the guns and rockets of outrageous fortune in order to live his own life. That's what *GURPS Autoduel* is all about — adventure in a world where people are classified as doers or watchers.

GURPS Autoduel is a campaign for doers. Welcome to their ranks.

Postal Delivery

The United States Postal Service had seen increasing competition from independent shipping and electronic communications firms since the 1970s. A money-losing proposition in the 2010s, it died during the Food Riots of 2016 as the federal government devoted all its energy to the military effort to hold the nation together.

By the time the federal government regained control of the continental US, it had become evident that there was no need for the government to handle postal communication: Independent couriers were transporting physical mail safely and at prices most people could afford, and electronic mail ("Elmay") services and datanets could transport electronic data far more quickly and efficiently than any ground transport service.

By the 2030s, any town large enough to have a telephone and a minicomputer had an Elmay station; today, telecommunication is quick, reliable, and cheap.

Customs

Traffic and driving customs are discussed in the *Mini-Atlas* (see p. 9), but there are two other typically American customs you should be familiar with:

Street Names

Most people in the autoduellist world, in civilian defense forces, in paramilitary organizations, on the streets and on the highways go by *street names* or nicknames instead of their given names.

Unlike the common street names of the latter 20th century, these street names are not defenses or alternate identities. They're often tacked onto the person's real name, and do not conceal the person's identity.

The names may be dreams of glory (for instance, a nebbish calling himself "Killer" or "Superstud"), descriptive epithets ("Crazy Joe"), or just exotic flavoring ("Mandolin" Jones).

Street names are a custom, not a requirement. You don't have to adopt one but will probably fit in more smoothly if you do.

Trophies

American combatants, when they've defeated or killed an enemy, typically take a *trophy* from the defeated party.

The most common trophies are hood ornaments or license plates.

Pro autoduellists and experienced truckers, couriers, and gunners may have numerous trophies. Some even have trophy rooms to display their kills.

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Character Creation

GURPS Autoduel PCs should be built on 100 character points. Some common character types are listed below. The advantages, disadvantages, and skills given for each type are only suggestions; if you want to have a duellist PC who can't drive, you can! But the character's story must explain, to the GM's satisfaction, any major deviation from the guidelines.

Many characters will be members — or *enemies* — of organizations listed in *The Autoduel Adventure* (p. 70). See that section for more ideas.

Arena duellist

A professional arena fighter, making his living from prizes, product endorsements, etc. Duellists become known in one of two roles: as Drivers (driving alone, or with a gunner) or as Gunners (who operate weapons while someone else drives).

Skills: Driving (Cars) or Motorcycle; Gunner (any type) — at a high level. Merchant, Acting, and Fast-Talk will all help with the media.

Advantages: Combat Reflexes and Toughness are good. Charisma will help deal with the media.

Legitimate road duellist

This character could be someone who duels for sport; a vigilante making his living by destroying outlaws and looting their cars; or just a pizza-delivery man in a rough part of town. Quite likely an AADA member, but might belong to EDSEL.

Disadvantages: could include Enemies — a cycle gang, EDSEL or BLUD; an EDSEL member could have the AADA as an Enemy, and a Fanatic dislike of road duelling (unless in EDSEL's cause)! Impulsiveness, Bully, Berserker, Jealousy, and Greed can all lead to interesting PCs.

Skills: Driving (Cars) or Motorcycle; Gunner (any type). Merchant could be useful if you live by salvage.

Outlaw road duellist

This includes both genuine bandits, and members of BLUD (see p. 78).

Disadvantages: Could include Sadism, Bully, anti-AADA Fanaticism (for BLUD members), Enemy (law enforcement agencies, AADA, or rival crooks)

Skills: Driving (Cars) or Motorcycle; Gunner (any type).

Trucker

A truck driver could be employed by a truck line, or he could be a "gypsy," owning his own rig and finding jobs where he can.

Any reputable trucker will be a member of the Brotherhood (see p. 79). This gives him a powerful Patron organization, appearing fairly often (costs 15 points) and a good Reputation: +1, from everybody, all the time, as a Brotherhood member (costs 5 points). The +1 applies to

criminals as well, since they fear Brotherhood retaliation. Brothers also have a Sense of Duty to the Brotherhood, to avenge wrongfully slain Brothers and uphold Brotherhood codes (-10 points). So the total cost to be a Brother is 10 points.

Skills: Driving (18-wheeler); Gunner (any type); Business Sense (for a gypsy trucker).

Player-characters cannot start off as Knights of the Brotherhood. If a PC becomes wealthy (owning a rig worth \$150,000 or more), upholds the Brotherhood, and gains a very good Reputation, he may (GM's decision) be invited to join this elite group.

Cycle Outlaw

A typical outlaw biker would have:

Background: Bad Reputation — typically, -3 reaction, everybody, all the time. This would be -15 points. The GM may declare some gangs to have no reputation, or good reputations!

Disadvantages: Duties — to gang leader, all the time, unless the PC is the gang leader. -15 points.

Enemies: law enforcement organizations, autoduellists, Brotherhood, practically everybody. Very few gangs have no enemies.

Skills: Mechanic, Motorcycle, Gunner (any type), Guns (any type). Knife, Brawling, and Survival are very useful.

Common options for outlaw bikers would be Odious Personal Habits, Sadism, interesting Phobias, and the like. If the gang looks after its members (unusual, but not impossible), the gang leader could be a Patron.

A typical bike-gang leader or lieutenant would be as above, but with some leadership qualities — Leadership skill at 12+, some points in Charisma, exceptional strength, intelligence, or Driver or Gunner skill. A PC can't start out with a gang — you've got to develop it in play. A PC *could* start out with a moronic muscleman as a Dependent.

Mechanic

Advantages: Good mechanics have good Reputations among the small group of knowledgeable duellists, and their services are prized by all.

Disadvantages: Bad Temper and Stubbornness are stereotypical among really skilled mechanics . . .

Skills: Mechanic (electric cars) at a high level. Armoury (possibly with several specialties); Engineering of an appropriate type; Electronics (computers or weaponry); Merchant, and maybe Fast-Talk. A few points in Axe/Mace (in this case, a heavy wrench) could be a lifesaver.

Police or Ranger

Background: Reputation — +2 from average citizens, -4 from criminals, if department is basically honest (0 points); or -4 from everybody, always, if department is crooked. (-20 points).

Advantages: Patron — Reasonably powerful organization, interferes fairly often. 15 points.

Character Creation

Skills: Driving (Cars) or Motorcycle; Gunner; Guns; Karate; Criminology or Forensics; Streetwise; Area Knowledge for area patrolled. High-tech departments will require Electronics (communication, weapon, or sensors) skill.

Commando Scout

This youth organization is described on p. 79. PCs might be Scouts or troop leaders. Scouts can be 13 to 18, and have the Age disadvantage if under 18. Troop leaders could have the troop as “generic dependents” (young, appearing fairly often, “friends”) — a 24-point disadvantage. See p. B29.

Advantages: Reputation as for honest police (above) when in uniform — 0 points. May take local troop or a local citizen or organization as a Patron; the Scouts are well-liked.

Disadvantages: Honesty, Truthfulness, or both; Sense of Duty to other citizens, especially fellow Scouts.

Skills: Driver, Gunner, Guns, any combat skills, Survival (Woodlands, Urban, or other), First Aid, Area Knowledge. Keep in mind that a young PC may put fewer points in his skills — a maximum of 2x his age.

Militiaman

A ground-fighter; a member of the MONDOS or a similar group (see p. 82).

Advantage — usually a good reputation locally.

Disadvantages: Duties — training and defense of community, occasionally. -5 points.

Advantages, Disadvantages and Skills

This section will discuss some particular options for character design as they apply in Autoduel America.

Magical Aptitude

It is up to the GM to decide whether his world includes magic. The “official” world of *Car Wars* is low-mana in most places, no-mana in some; magic is almost wholly unknown. And most of those who believe in it *hate* it.

Patrons

A common Patron for an arena duellist is a *sponsor* — who will support the character with licensing and advertising revenues, and often keep up his vehicles, all in return for endorsement of the Patron’s products. Some Patrons require demanding Duties — promotional trips, etc.

The player can give the GM recommendations as to who his Patron might be. The GM decides which patrons approach the character (the character, of course, can choose not to accept a Patron which particularly offends him).

Other powerful Patrons can include corporations, politicians, and law enforcement agencies. Any of the organizations listed on pp. 76-83 could be a Patron under some circumstances — but *only* the Brotherhood is an automatic Patron to any member.

Skills: Brawling, Guns (any type), Gunner (any type), Knife, Running, Tactics, First Aid.

Sportscaster or Newscaster

Advantages: Reputation; Voice. Any media flack can take Reputation worth at least a +1 reaction bonus, because so many people in 2036 will do anything to get on TV.

Disadvantages: Odious Personal Habits, especially for sportscasters; Jealousy of other media types; Impulsiveness; Stubbornness; and maybe Cowardice.

Skills: Bard or Acting; Journalism (professional skill). Electronics (communications) is useful. Expertise in the sport being covered is helpful, but never required.

Investigator

Could be a private detective, a peace officer, or a reporter who actually gets his own stories.

Advantages: Danger Sense, Intuition, Luck, Toughness.

Disadvantages: Enemies of many sorts; Stubbornness; Honesty; Sense of Duty to employer or to the public good.

Skills: Streetwise, Area Knowledge, Fast-Talk, Computer Operation, Research, and combat skills, definitely including unarmed combat. Savoir-Faire and Sex Appeal are both very useful, too.

Cameraman

Skills: Photography, Electronics (communications). Most cameramen will also have some combat skills, as they go in harm’s way!

Reputation

This advantage (p. B12) is *very* important in 2036. The ever-present media make reputation easy to come by and easy to lose. The “stars” of 2036 — top duellists, media personalities, and skilled Micro creators — all depend on their “rep” to earn a living. A good reputation is a prerequisite for many high-paying jobs (see p. 18). Reputation gives a +1 on reactions (when you are recognized) for each 5 character points spent, up to 20 points (+4 modifier). Examples of the various levels of reputation:

+1: Local ace or duelling celebrity; local news anchorman or pilot.

+2: Statewide duelling champ or double-ace; winning combat-football coach; bit player on *McDade* or *Crash City*.

+3: Regional AADA or gladiatorial champion; network sportscaster.

+4: National or world AADA champion; gladiatorial champ; combat-football quarterback; star of network TV show.

People Affected and Frequency of Recognition: These two factors can be used to modify the effectiveness and cost of your reputation. In general, media stars should be

Advantages, Disadvantages and Skills

(potentially) recognized by everyone, most or all of the time, because their faces are known. Duellists and sports figures could opt to be recognized less often at sight, though their names would still be well-known. Duellists who have deliberately sought the spotlight would be known to almost everyone, while those who prefer personal privacy would be well-known to the "large" class of duelling fans but not to the general public.

Bad Reputation: This disadvantage is especially appropriate for outlaws, crooked peace officers, etc.

Fleeting Glory: In 2036, reputations are made by the media — and can be "unmade by them as well." Events witnessed and publicized by the media (as played by the GM) can give characters a temporary reaction plus or minus. This costs no points, and lasts as long as the GM wishes. A PC who gets repeated exposure of this sort may be eligible for a permanent reaction change.

Changing Reputation: A PC may not buy improved reputation unless he's done something to warrant it. Likewise, if a year goes by during which you don't get media attention, the GM may penalize you one level of reputation. You get no "point refund" — you've just been crowded out of the public eye by new sensations. If you do something to gain notice again, your lost reputation will be regained at no point cost. (Characters with *bad* reputations must likewise maintain them, or be forced to buy them off!)

Status

Status (p. B16) reflects your position in society; some examples are listed below. Immediate family has the *same* status; distant relations have status reduced by 1 or 2. Top executives and stockholders of ConTexCo, UBN, Gold Cross, Fnord, and similar megacorporations have very high status.

Level	Monthly cost of living
0 (ordinary citizen)	\$500
1 (local politico)	\$1,000
2 (petty <i>jefe</i> , mayor)	\$2,500
3 (<i>jefe grande</i> or local corporation exec)	\$5,000
4 (small-state governor, big-city mayor)	\$8,000
5 (bishop, senator, large-state governor)	\$10,000
6 (major corporation stockholder or family)	\$20,000
7 (national or corporate president)	\$50,000

The higher your status, the likelier you are to be noticed by the media. Terrorists and kidnappers will also see you as a target; a big part of the living expenses goes for security. If a character doesn't pay the appropriate expenses, he may lose more than just his status.

Wealth

"Average" starting wealth in Autoduel America is defined as \$5,000 — enough to let a PC outfit a small vehicle. Since many character types don't need this much, Poverty can be a useful disadvantage. But GMs can make you buy this off if you hit it rich.

The Autoduellist

Illiteracy

In the 2030s, being *illiterate* is a disadvantage (see sidebar, p. B11). You really can't read! While some road signs will be obvious by shape and color — stop and yield signs, particularly — many important signs ("No Duelling — Strictly Enforced") will mean nothing to you. Nor can you read names on highway maps, words on computer read-outs, headlines in newspapers . . . boy, are you in trouble! -10 points.

Social Stigma

There are two recognizable "underclasses" in America of the 2030s.

Second-class citizens are the "proles" or "weffies" — the professional welfare takers. A weffy gets -1 on reactions, except from other weffies. Wealth should be below average. -5 points.

Outlaw/barbarians are found in the dead cities — some just outside the walls of the new Fortress Towns. Many are savage, ruthless thugs; some are actually cannibals and worse. Someone of this "dreg" or "crazy" background might make a good biker or outlaw. -3 from everyone except other barbs; +3 from them, unless gang rivalry is involved. -15 points.

Skills and Specializing

In a technological world, some skills require specialization (see sidebar, p. B33). Characters buying these skills must specialize in one *type* of device or equipment. This is noted on the character sheet as Skill (Type).

For example: A character who selects the Driving skill could specialize in any of several types of driving — ordinary autos, 18-wheeler big rigs, or construction equipment. If stock cars were chosen, the entry on the character sheet would read "Driving (Cars)."

A character may try to use the known skill with types other than his specialty. Skill penalties are given in the original skill listings in the *GURPS Basic Set*. For Example: Someone with Driving (Cars) trying to drive an 18-wheeler would suffer the -4 penalty for "vehicle of unfamiliar type."

Familiarity

With many skills, there is also a penalty for using unfamiliar items or devices of a *known* type. "Familiar" is defined as having a day's worth (eight hours) of experience with that item. One item of a type is automatically familiar when the skill is bought, but the others must become familiar by game-time use.

For example: Under Driving, there is a -1 modifier for driving "an unfamiliar vehicle of a known type". Someone with Driving (Cars) who drove a station wagon on a day-to-day basis, would suffer the -1 when driving a van or pickup (unless time had been taken to become familiar with these vehicles too).

Where important, the descriptions below will list available *types* of vehicle or weapon for a skill, followed by a list of items within that type. Things separated by a

Advantages, Disadvantages and Skills

slash — for instance, subcompact/compact — differ so little that they count as the same for familiarity purposes.

Battlesuit

see p. B37

Powered armor does not yet exist in 2036.

Beam Weapons

see p. B37

Required to use the Laser Rifle. For vehicle-mounted lasers, use the Gunner (Laser) skill below.

Gunner

see p. B38

Gunner skill is the ability to operate heavy emplaced or vehicular weapons. This skill is learned separately for each *type* of weapon (see above). The penalties are -4 for using a heavy weapon of an unknown type, and -2 for an unfamiliar weapon of a known type. Types include:

Machine Gun (Machine Gun, Vulcan); *Rocket Launcher* (including Micro-Missile Launcher, Grenade Launcher, Heavy Rocket, Multi-Fire Rocket Pod/Six Shooter); *Recoilless Rifle* (including Autocannon, Tank Gun, Anti-Tank Gun); *Flamethrower*; *Laser*; *Gauss Gun*.

Vehicle-mounted dropped weapons (see p. 63) require no skill to use, though a similar Gunner specialty can be used as the default Mechanic roll to fix a dropped weapon (see pp. B38, B54). For example, Gunner (Flamethrower) can serve as a substitute for Mechanic skill for Flaming Oil Jet.

Guns

see p. B38

This is the ability to operate hand-aimed cartridge-type gunpowder weapons and similar devices (see p. B38). Characters specialize in *types* of guns, with a -4 modifier for using a weapon of an unfamiliar type, and a -2 modifier for using an unfamiliar weapon of a known type. Types of guns in the *Autoduel* world include pistol, rifle (including assault rifle), shotgun, submachine gun, grenade launcher, and bazooka (LAW or VLAW).

Other Weapon Skills

The backpack flamethrower (p. 26) is a separate skill (Physical/Easy).

Archaic weapon skills are surprisingly common. Mass-media gladiatorial events use everything from clubs to lasers. And many dreg gangs, while happy to steal a gun when they can, rely mainly on silent home-forged swords and spears.

Parachuting

see p. B44

This is the skill used to make successful landings after using vehicular ejection seats! If you eject and then fail to Parachute successfully, you will take falling damage from the height to which you ejected.

Driving

see p. B53

Pick a *type* of vehicle to specialize in. There is a -4 penalty for driving an unfamiliar type, and a -2 penalty for an unfamiliar vehicle of a known type. Vehicle types in *Autoduel* include:

Cars — subcompact/compact, mid-size/luxury/station wagon, pickup/van.

Trike — three-wheeled vehicles.

Racing Car — primarily gas-powered vehicles.

Construction Equipment — industrial tracked vehicles.

Tank — military tracked vehicles, including half-tracks.

Truck — tractor-trailers, buses.

Rules for tanks and construction equipment are beyond the scope of this supplement. Conversion rules are provided (see sidebar, p. 43) for players who would like to take vehicles from *Deluxe Car Wars* and *Autoduel Quarterly*.

All normal vehicles in the 2030s are TL7. If your campaign includes gas-burning cars, these are TL6. Remember that a different TL constitutes a different *type*! Driving (Car/TL7) is different from Driving (Car/TL 6). However, driving a vehicle only one TL away from your own is only a -2 penalty.

Motorcycle

see p. B54

Light motorcycles are considered one type, and *Medium* and *Heavy* cycles are one type. Since cycle controls are much more standardized at TL7 than they were at TL6, apply only a -2 skill modifier when riding an unfamiliar bike type. This does not apply if you are riding a bike of a different tech level; if you have Motorcycle (Light/TL7) and find yourself riding a TL6 gas-powered relic, apply the -4 modifier. There is no penalty for riding unfamiliar cycles of a known type.

Piloting

see p. B54

This book does not cover aircraft. If you wish to convert *Car Wars* aircraft, or to integrate later *GURPS* aircraft rules into your *Autoduel* campaign, here are the types of craft most common in the skies of the 2030s. The modifiers are -2 for unfamiliar vehicles of a known type, -4 or more for unknown types.

Ultralight/Hang Glider (TL6): A recreational aircraft often used by militia and informal military groups.

Small Helicopter (TL7): A common emergency transport, news crew transport, or rich person's vehicle; modern electric fuel cell technology. This is also the skill used to fly a "grasshopper" or helicar.

Large Helicopter (TL7): Military and passenger transports.

Single-, Twin- and Multi-engine prop (TL6): Rare outside the Free Oil States. Not much improved over 1980s planes.

Small Private Jet (TL6): Very rare.

Military Fightercraft (TL7): A rocket-powered vehicle.

Airship (TL 7): A common long-distance transport vehicle, with modern electronics and engineering efficiency, electric fuel technology, and safe lighter-than-air gases. Two kinds: rigid (zeppelins), and semi-rigid (blimps).

Space shuttle (TL6): A few space programs still operate.

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Mechanic

see p. B54

Pick a type of vehicle to specialize in. The modifiers are -4 for an unfamiliar type; -2 for unfamiliar devices within a known type; -5 without proper equipment. Tech-level modifiers apply (see p. B126). Common specialties:

Cars: All "modern" electric-powered TL7 untracked land vehicles of the 2030s, including trikes, motorcycles, and trucks.

Internal Combustion Autos: Old-fashioned automobile engines, whether powered by gasoline, alcohol, methane, etc.

Helicopter: All electric-powered choppers.

Internal Combustion Planes.

Rocket Engines: Both for military fightercraft and space vehicles.

Airships: Servicing the great zeppelins and blimps.

New Skills

These skills are available, not just for *Autoduel*, but for other *GURPS* game-worlds. Area Knowledge, in particular, would apply in any world.

Electronics/TL (Mental/Average) Defaults to IQ-5

This is a Craft skill, allowing use of all electronics gear within a known specialty. For normal, everyday use of equipment, no special skill or skill roll is required. Rolls should be required in emergency situations, or for "abnormal" use of equipment, or for use of complex gear by the unskilled.

A successful roll will also let you perform repairs on known types of equipment. Time required for each attempt is up to the GM. Modifiers: -2 without plans or schematics; -5 without proper tools; -5 when working outside your specialty. Note: Electrical *motors* are covered by the Mechanic skill (see p. B54), not by Electronics.

Example: Someone is jamming your radio transmission. Roll a Contest of Skills, Electronics (Communications) vs. Electronics (Communications) — (radio vs. jammer) — to see whether or not you can get a signal clear.

Example: You're trying to pick up a speedy target on radar. Make your Electronics (Communications) roll, at -3 if he's dropping chaff!

Characters with Electronics skill may attempt to improvise new gadgets (like an engineer), at a -4 penalty in their specialty, or a -8 outside it.

A specialty must be chosen. Some samples include:

Communications: telephones, long-range radios, satellite receivers and television equipment.

Computers: aiming and fire control systems, calculators, artificial intelligence.

Medical: cloning tanks, life support equipment.

Security Systems: This is the electronic version of the Lockpicking skill! Useful for designing (and circumventing) high-tech traps and alarms.

Sensors: detection gear of all types.

Weapons: High-tech weapons such as lasers and gauss guns. This is, for game purposes, very similar to Armoury skill specializing in these weapons.

Time required to perform Mechanic rolls, for repair and salvage work, appears in sidebars on pp. 64 and 65.

Armoury

see p. B40

Pick a specialty. Possibilities include:

Gun: Including pistols, rifles, shotguns, assault rifles, submachineguns, and all other small arms which are primarily mechanical.

Vehicle Weapon: Including all vehicle-mounted mechanical weapons, and heavy infantry weapons (see *Gunner* skill, above).

Vehicle Armor: Including both plastic and metal armor.

Body Armor: Of all types.

Note that there is no default between armoury skills for weapons and for armor — at TL5 and higher, they are entirely different.

Area Knowledge (Mental/Easy)

Defaults to IQ-4

This is the skill of familiarity with a given area. If you have this skill, you can get around in an area, answer questions about it, et cetera. The GM should not require an Area Knowledge roll in ordinary situations — finding a grocery store, finding your way home, other. But a roll might be required to find an Armourer at 3 a.m., to predict where along the road a foe might set an ambush, or to know who in a small town could help you solve a problem.

Area Knowledge can be bought for any sort of area. The larger the area, the less "personal" and more general the knowledge. Examples:

A few hundred acres of land: Knowledge of trails, streams, major trees, edible plants, good hiding and ambush places, habits of local wildlife.

A small town: All streets, all important and most unimportant businesses, all important and many unimportant citizens.

A major city: All major and most minor streets; all important businesses, citizens, politicians, and other movers and shakers.

A state or collection of small states: All highways; location and general nature of all cities and most towns, and where to get a good meal; all important people in your own line of work (e.g., a policeman would know many peace officers and major criminals; a trapper would know other trappers; a printer would know printers, print-buyers, and paper suppliers).

A nation or planet: Location of major cities and geographical features; awareness of major customs and languages (though not necessarily expertise!); knowledge of major citizens and media figures (not necessarily friendship with them!), general understanding of economic factors — the "big picture."

Clearly, some facets of Area Knowledge overlap with skills like Politics, Navigation, Naturalist and Streetwise. The difference is that Area Knowledge works only for one area. You know where this particular tiger or gang-boss can be found, but that does not give you general insight into the habits of all cats or criminals.

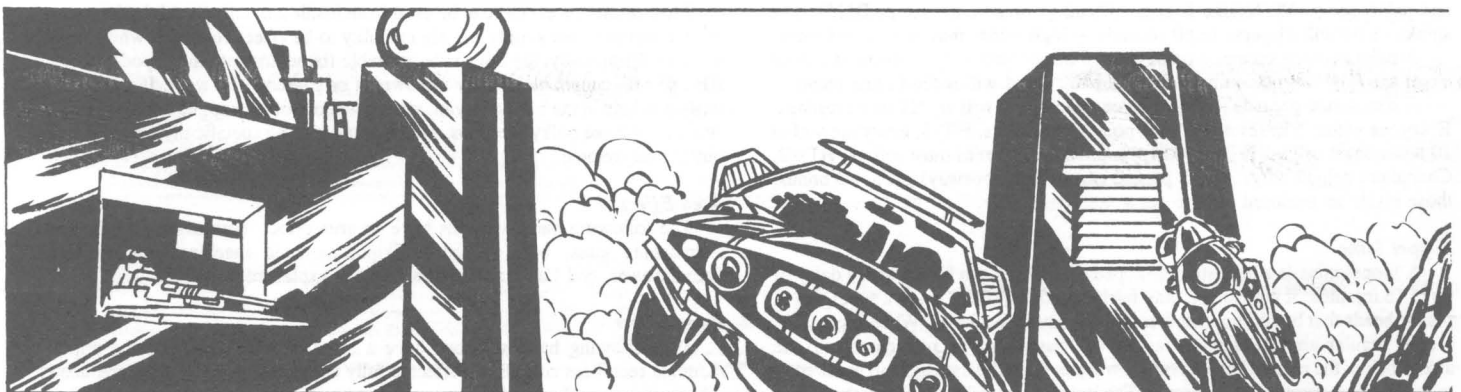
Personal Equipment

A wide variety of equipment is available to the autoduellist of the 2030s. The list that follows is by no means comprehensive, but should get you off to a good start. If you want your character to have an item that is not listed here, but should be logically available — a frying pan, or shovel, or washing machine — go ahead. The weight should be about the same as the item today (unless the players can sell the GM on super-miniaturization or wonder materials), but the cost is up to the GM — some items have become cheaper in 50 years, while others have increased dramatically in price!

Weapons Table

The abbreviations in the table below should be familiar to anyone who has read the *GURPS Basic Set*. Cost is given in dollars, and weight in pounds, and assumes a fully-loaded weapon. The range information is given first in hexes, then in inches (for those playing in *Car Wars* scale). If the odd measurements cause any problems, round to the nearest inch.

Weapon	Damage			Range Information			Cost	Wt.	ST	Shots
	Type	Amt	P-B	Inc.	½ D.	Max				
HK17-B (.22 pistol)	Crush	1	3(.6)	5(1)	60(12)	150(30)	75	2	—	16
Colt M2023B7 (.45 pistol)	Crush	2+1	3(.6)	6(1.2)	100(20)	400(80)	125	3	7	7
Smith & Wesson Model 55 (.357 Magnum)	Crush	2+2	4(.8)	5(1)	80(16)	300(60)	100	3	9	6
Smith & Wesson Model 65 (.44 Magnum)	Crush	2+3	5(1)	5(1)	100(20)	400(80)	175	3	10	6
Winchester 2003-22 (.22 rifle)	Crush	1+2	5(1)	15(3)	75(15)	200(40)	100	5	—	15
Remington M750 (rifle)	Crush	3	10(2)	25(5)	1000(200)	2500(500)	200	7	8	5
M-26A2 (assault rifle)	Crush	2+2	5(1)	20(4)	400(80)	1000(200)	300	8	8	30
AK-13 (assault rifle)	Crush	2+3	3(.6)	10(2)	75(15)	1500(300)	500	12	8	30
Uzi (sub-machine gun)	Crush	3-1	4(.8)	5(1)	200(40)	600(120)	250	9	8	32
Ingram M-43 (SMG)	Crush	2+2	3(.6)	4(.8)	100(20)	500(100)	150	7	8	32
Amex Model 2017 12-gauge (shotgun)	Crush	2	8(1.6)	3(.6)	20(4)	50(10)	125	8	8	8
BlastMaster Sawed-off (shotgun)	Crush	2+2	4(.8)	2(.4)	15(3)	30(6)	125	7	9	8
Grenade	Crush	3	—	—	—	—	25	1	—	1
Tear Gas Grenade	Spcl.	—	—	—	—	—	30	1	—	1
Smoke Grenade	Spcl.	—	—	—	—	—	20	1	—	1
Concussion Grenade	Spcl.	—	—	—	—	—	40	1	—	1
Paint Grenade	Spcl.	—	—	—	—	—	20	1	—	1
Limpet Mine	Spcl.	—	—	—	—	—	60	1	—	1
Grenade Launcher.	—	—	4(.8)	15(3)	—	50(10)	300	6	—	5
LAW	Crush	5	5(1)	12(2.4)	—	500(100)	500	5	8	1
Tripod-RR	Crush	5	5(1)	20(4)	—	1000(200)	1500	35	14*	3
Tripod-MG	Crush	3	5(1)	20(4)	300(60)	900(180)	1000	35	14*	20
Portable FT	Spcl.	2	6(1.2)	10(2)	15(3)	25(5)	750	30	8	5
Laser Rifle	Imp.	2	5(1)	30(6)	400(80)	1200(240)	5500	20	—	20
MiniCrossbow	Imp.	1-1	3(.6)	10(2)	75(15)	150(30)	50	3	—	1



Personal Equipment/Weapon Notes

Multiple Shots

Any pistol, rifle, or shotgun may fire twice a turn if the character so desires, but the second shot is automatically a "snap shot" because recoil ruins the firer's aim.

For submachine guns and assault rifles, however, the firer has an option to fire a single shot or a 3-shot "burst." If the burst is desired, roll separately for each shot's chance to hit. Because these weapons fire so quickly, recoil does not have a chance to take effect before the weapon has already fired — so the second and third shots have the same chance to hit as the first one. Unlike other hand weapons, which must be aimed between shots to avoid the "snap shot" penalty, the submachine guns and assault rifles may be aimed *while firing*.

Minimum Strength

The "ST" column gives the minimum strength to fire the listed weapon. If a character's strength is less than that listed, he can still fire the weapon, but it will take an extra turn to Ready the weapon after firing before it can be fired again.

The two minimum STs marked with an "*" are special cases. Those are the strengths necessary to pick up that tripod-mounted weapon and fire it from the hip, "Rambo" style. While mounted on its tripod, either weapon can be fired by a character of any strength.

Cheap Weapons

Some weapons can be bought in cheap versions. A cheap gun costs 40% of the cost listed on the table. However, a cheap weapon has a greater chance of breaking or misfiring, and all attacks with a cheap weapon are at -1. The weapons that can be bought cheaply are: .22 pistol, .45 pistol, .357 Magnum, .44 Magnum, .22 rifle, sniper rifle, both assault rifles, both submachine guns, and both shotguns.

Grenades

No matter the type, grenades are armed and set the same way. First, a time delay is set, anywhere from 1 to 5 seconds; second, an activation button is pressed and the grenade is thrown or fired. It takes one turn to set or change the delay, and another to press the activation button and throw it. If the grenade is loaded in a hand-held or vehicular launcher, the delay must be pre-set. (Activation is automatic when the grenade is fired.)

The ability to put a grenade where you want it depends on the Throwing skill (not the Thrown Weapon skill) Throwing is a Physical/Hard skill (see p. B45). The distance a character can throw a grenade depends on ST (see p. B80).

But even a missed roll may get a grenade close enough to do some damage. If the Throwing roll is missed, take the number the roll was missed by, and add 2 dice. This is the number of hexes off-target the grenade lands. As for direction, roll one die: designate "1" to be north, then count clockwise around the faces of the target hex. If a Critical Miss is rolled, see the Firearm Critical Miss Table (p. 69) — results for grenades are on that table.

A standard grenade does 3 dice damage within a 5-hex radius of the blast point; 2 dice within 10 hexes; and 1 die within 15 hexes. This is considered Crushing damage against people. Vehicles and buildings are also fully affected, as are tires. Targets under cover (a pedestrian crouching behind a parked car, tires on the far side of a vehicle from the blast, and the like) are not affected.

A tear gas grenade creates a cloud 5 hexes across — that is, the center hex plus 2 hexes in any direction. Every turn spent in the cloud without a gas mask, a character must make two rolls vs. HT — one for the lungs and one for the eyes. If the lungs HT roll is failed, you take one point of damage. This damage stops when you fall unconscious. If the eyes HT roll is missed, then you are partially blinded — -5 to DX and all DX-related skills. A character can enter a cloud stipulating that he is holding his breath, but the HT roll for the eyes must still be made. The tear gas cloud will disperse in 10 seconds.

A smoke grenade creates a smoke cloud 5 hexes across. For more on smoke and paint, see p. 62. Smoke is also difficult to breathe in (see p. B115). The smoke cloud will disperse in 60 seconds — high winds may reduce this time.

A paint grenade creates a paint cloud 5 hexes across. The effects of a paint cloud are fully discussed on p. 62. The paint cloud will settle in one second.

A concussion grenade forces everyone in range to roll vs. HT or be stunned. Everyone within 5 hexes of the blast point must roll vs. HT-3; everyone within 10 hexes must roll vs. HT; and everyone within 15 hexes must roll vs. HT+2. Characters behind cover (like a parked car, or in a doorway) get a +3 bonus; those inside an enclosed vehicle get a +8 bonus.

Limpet Mine

A limpet mine is a hemisphere-shaped grenade; it can be set with a delay of up to 15 minutes. It will stick to any fairly smooth surface, using a superglue in plastic beads that breaks and adheres when the mine is placed. When it goes off, it does regular grenade damage (as above), but also does 3+3 damage to the armor below the mine! If placed over a weapon port, the damage will go directly to the weapon, bypassing the armor! The limpet mine will not stick if thrown —

it must be placed by hand. In a difficult situation (like running alongside a vehicle as it pulls away, trying to place the mine), the referee may require a roll vs. DX to successfully place it.

Portable Flamethrower

The PFT is an elaborate fuel tank, pump, and igniter system that must be worn like a backpack. With respect to setting fires, treat like a vehicular FT (see p. 61). The PFT has a HT of 8 and is worn outside all armor; when a character takes damage, roll one die; on a 1-2, the PFT is affected first. If the PFT takes more than half its HT in damage, there is a 1 in 6 chance it will catch fire; if it catches fire, there is a 2 in 6 chance that it will explode in a spectacular fireball that does 2 dice damage for every shot left in the tank to all in a 5-hex radius. For more details, see *Fire and Explosion*, p. 62. The PFT requires a special skill to operate — see p. 23.

Laser Rifle

The laser rifle has 20 shots because of a battery pack worn on the back like a backpack. The laser rifle has a DR of 1 and a HT of 6 and is worn outside all armor. When a character takes damage, roll one die; on a 1-2, the laser rifle is affected first. Recharging the power pack takes 5 minutes at any power station and costs \$10. Firing the Laser Rifle requires the Beam Weapons skill (see p. B37).

Mini-Crossbow

This is a small, one-handed crossbow perfect for firing from a roaring motorcycle or through an open window late at night. The crossbow can be cocked and fired by anybody, and fired every third turn (one turn to cock it, one turn to place the quarrel, and one turn to fire) — more if the player wants to Aim. The crossbow can be held like a pistol, or strapped to a character's forearm and fired by clenching the fingers on that arm. The quarrels cost \$2 apiece, and weigh 1 lb. for every 10.

Ammunition

A full load of ammunition for the Colt .45 pistol, the two assault rifles, and the two submachine guns comes in clips. A clip weighs 1 lb. (½ lb. for the Colt .45 pistol, 2 lbs. for the AK-13), and costs 50 cents per shot. It takes one second to replace a clip; Fast-Draw skill can be learned for clip replacement.

The .22, .357, and .44 pistols are revolvers, which can be reloaded two ways. The first is by placing new bullets by hand in each chamber after opening the gun and emptying out the spent casings; this takes one second per bullet, and no Fast-Draw skill is possible. The second method is to use a bracket-like device (called a fast-loader) that holds six cartridges at once, and insert them into the gun simultaneously. The fast-loader costs \$10 and ½ lb., and Fast-Draw skill can be learned for this device. The bullets themselves are 50 cents a shot, and ½ lb. for a full load.

Shotgun shells cost \$1 apiece, and 10 shells weigh 2 lbs. There's only one way to reload a shotgun, and that's by inserting the shells into the gun, one at a time. This takes one second per shell, and Fast-Draw skill is not applicable.

Rifle shells also cost \$1 apiece, but 20 shells weigh a pound. Like shotguns, the .22 rifle and Remington M700 must be reloaded by inserting the shells one at a time into the internal chamber. This takes one second per shell, and Fast-Draw skill is not applicable.

A 3-shot clip for the tripod-mounted recoilless costs \$150 and weighs 15 lbs. Replacing the clip takes one second, and the same Fast-Draw skill used for other clip-loaded hand weapons can be used here.

A 20-shot clip for the tripod-mounted machine gun costs \$250 and weighs 2 lbs. Replacing the clip takes one second, and the same Fast-Draw skill used for other clip-loaded hand weapons can be used here.

Hand Weapons in Vehicles

Most of these weapons can be used from inside a duelling vehicle. However, certain weapons are simply too big or bulky to be effectively used while sitting in a car. Specifically, the laser rifle, portable flamethrower, and tripod-mounted RR and MG cannot be used by a crewman or passenger in a car. If a character wished to ride in the back of a van, station wagon, or pickup, he could carry and fire one of these bulky weapons, but he could also be specifically targeted from outside the vehicle.

Area Effect

The following hand weapons have an area effect: both assault rifles, both submachine guns, both shotguns, Tripod-mounted machine gun, Portable flamethrower, and Laser rifle. Area effect is explained on p. 67.

Burst Effect

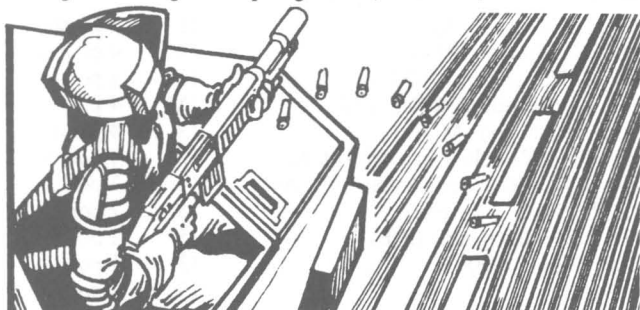
The following hand weapons have a burst effect: LAW, and the tripod-mounted recoilless rifle. Burst effect is fully explained on p. 67. The grenade is (obviously) also a burst-effect weapon, but its effects are fully described above.

Personal Equipment/Armor

A duellist wouldn't last long without armor. Of course, many don't last long even *with* armor, but armor at least gives you a fighting chance. In most cases, only one type of armor can be worn at a time — any exceptions will be noted below.

Flak jackets are very heavy cloth armor for the torso only. It takes 10 seconds to put on a flak jacket in an unencumbered situation (not strapped into a vehicle, for example), and 5 seconds to take one off. PD 2, DR 3. \$200, 15 lbs.

Kevlar is a woven plastic material. It is PD 2, DR 4 against all cutting and crushing attacks. Against impaling attacks, it is PD 1, DR 2. A Kevlar vest



Personal Equipment/Other

Weapons and Accessories

Laser Targeting Scope. Attached to any pistol, rifle, assault rifle, or sub-machine gun, this item adds 2 to the firer's Guns skill level. \$500, 3 lbs.

Telescopic Sight. Attached to a rifle or submachine gun, this item adds 1 to the firer's Guns skill level. \$150, 1 lb.

Light Intensifier Goggles. Reduces the penalty for firing a weapon at night from -5 to -2. \$300, ½ lb.

Bowie Knife. Can be used as Lg. Knife or Shortsword. \$50, 1.5 lbs.

Silencer/Flash Suppressor. Normally, detecting the source of a gun shot is automatic — with this item, a Vision or Hearing roll is required to locate the source. Available for any pistol or rifle. Costs ½ the cost of the weapon, ½ lb.

Nightstick. Treat as a Baton. \$20, 2 lbs.

Cycle Chain. Treat as a Flail, doing Swing+1 damage. Can be used one-handed. One turn to ready after use. \$30, 3 lbs.

Medieval Weapons. All medieval-type weapons described in the *GURPS Basic Set* are used in 2036. The costs and weights are the same. Exception: Because of advances in metalsmithing technology, higher-quality swords cost less. Good quality swords are available at the *cheap* price, fine swords are available at the *good* price, and so on. See *Weapon Quality*, p. B59.

Tools

Tool Kit. This is the basic equipment every mechanic needs. Anyone attempting to use a Mechanic skill (any specialty) without the basics does so with a -5 modifier. \$600, 40 lbs., 4 cu. ft. as vehicular cargo.

Portable Shop. This set-up has everything a mechanic could want except a hydraulic lift. Anyone using a Mechanic skill (any specialty) with this item gets a +2 modifier to the skill level. \$4000, 300 lbs., 15 cu. ft. as vehicular cargo.

Lockpicks. Ordinary quality — \$30, 0 lbs. High quality (+1 on all attempts) — \$200, 0 lbs.

Armoring Tools. Special tools for manipulating vehicular armor. Without them, any attempts at salvaging or repairing armor is at a -4. \$150, 15 lbs.

Cutting Torch. Adds 2 to all rolls involving salvage or removal of vehicular components (except ammunition). \$75, 7 lbs.

Swiss Army Knife. A collection of handy tools, including saw blade, corkscrew, scissors, awl, file, and a couple of small blades (which could also be used as a weapon — treat as a Small Knife). If this is the only tool a Mechanic has, he rolls at -3 instead of -5. \$25, negligible weight.

Electronics

Walkie-Talkie. Range of 2 miles. Each half — \$75, 3 lbs.

Headset Communicators. Like walkie-talkies, except worn on the head and range is only ¼-mile. \$20 per set, ½ lb.

Infrared Goggles. Eliminates night penalty for pedestrians. Not usable by vehicle crewmen because it makes instrument and targeting readouts invisible. \$300, 1 lb.

TV Camera. Basic hand-held portable camera, commonly used in helicopters and by reporters. Holds one 2-hour cube. \$3,000, 5 lbs.

Computer Cube. The standard storage device of the 2030s, this 1" cube is used in almost all visual or audio recordings. Many publications, maps, technical information and even entertainment comes on cubes. Blanks are \$10 and ½ lb.

covers the torso only, and can be worn concealed under clothing. It takes 10 seconds to put one on, and 5 seconds to take one off. \$250, 10 lbs.

Body armor is a head-to-toe, full protection driving combat suit. PD 4, DR 3, protecting all parts of the body. It takes 45 seconds to put it on, and 20 seconds to take it off. \$250, 20 lbs.

Improved body armor is just like regular body armor, only better. The improved body armor suit has a gas mask (see below) built in. PD 6, DR 4, protecting all parts of the body. It takes 60 seconds to put this on, and 25 seconds to take it off. \$1500, 25 lbs.

A **Fireproof Suit** completely protects the wearer from taking damage from fire for 30 seconds — after that, normal damage is taken. This item may be worn under other armor. It takes 20 seconds to put this on, and 15 seconds to take it off. PD 0, DR 1, \$500, 8 lbs.

Reflec is a light, highly reflective suit that reflects laser fire, but is useless against other attacks. It can be worn outside other armor. PD 0, DR 0 against non-laser attacks; PD 6, DR 2 against lasers. A jacket (covering torso and arms only) is \$150, 1 lb.; a full suit (protecting the entire body) is \$300, 2 lbs. It takes 20 seconds to put on (10 for the jacket), and 10 seconds to take off (5 for the jacket). Reflec also acts like a fireproof suit, but it only protects for 3 seconds.

Gas mask completely protects the wearer from the effects of tear gas or smoke, as well as other respiratory agents and eye irritants. It takes 5 seconds to put on, and 2 seconds to take off. \$30, 2 lbs.

Computer Terminal. A fixture on every desk, kitchen table, or counter in North America. The terminal has its own small CPU and can also link to large, cooperative mainframes. It's used to read the daily newspaper, shop, send electronic mail, and thousands of other things. Uses cubes as the basic means of data storage. \$250 for a basic, low-power rig; More powerful machines can run up to \$3000. 15 lbs.

Portable Computer Terminal. As above, except it can be carried anywhere and plugged into public links (as common as public phones). Very limited CPU capacity. \$400, 3 lbs.

Television Set. Many families' prized possession. \$75, 25 lbs. for a small (17") color set; \$800 for a 12-foot screen and theater sound; sets between the two in size and quality available, at a commensurate price.

Camera. 35mm SLR, fully automatic with manual overrides, shoots standard film. \$150, 3 lbs. Attachment to allow pictures to be transferred directly to cube (no film needed), \$200, 1 lb.

Hideaway Camera. Perfect for discreet work, can be hidden easily in palm while used. \$250, ½ lb. Cube attachment (see above) will work on this camera.

Tape Recorder. Standard audio recording device, except it records on to cubes, not tape (despite name). \$35, 1 lb.

Intrusion Alarm System. Electronic alarm that can be installed in a car, truck, or even house. Sets off loud sirens, bright lights, weapons — whatever equipment you wish to connect the system to. Is armed and disarmed by remote control unit, though keyed and keypad systems can be used. \$200, 2 lbs. Disarming such a system requires a roll against Lockpicking or Electronics (Security Systems) -3.

Miscellaneous

Portable Fire Extinguisher. Works like vehicular systems (see *Catching Fire*, p. 61), but can be carried anywhere. Puts out a vehicular fire on a 1 or 2 on one die; puts out a burning person on a 1-3; the effect on room or building fires depends on size and type of fire, and is up to the GM. \$150, 10 lbs.

Handcuffs. \$50, 1 lb.

Binoculars. Standard sports fan's set, up to 2.5X magnification. \$50, 2 lbs.

Military Binoculars. Better quality view, electronic range finder (up to 2000 yards), up to 5X magnification. \$400, 3 lbs.

Self-Inflating Tent. The latest in camping convenience. Will set itself up in 3 minutes — takes 15 minutes to pack away. Material is tough (DR 2), completely waterproof, and protects very well from cold. \$150 and 8 lbs. for the one-man; \$300 and 14 lbs. for the three-man; and \$750 and 35 lbs. for the eight-man.

Food. Specially-processed, dried, algae-based rations. Will keep indefinitely (in plastic pouches) without any care. Enough to feed one man for a week is \$75, 5 lbs.

Snow Chains. Reduces the modifier for maneuvering on snow or ice by 2 if on all tires, by 1 if on more than half of them. \$5, 2 lbs. per tire.

Riding Animals. The riding and draft animals described in the *Basic Set* (see p. B140) still exist in the 2030s, but are very rare — if the referee decides such animals are available, they will cost at least 10 times the amount listed. Very few people will have the pertinent skills (Animal Handling, Animal Training, Veterinary) required to keep the animals in good condition, either.

Basic Equipment

The basic survival equipment described in the *Basic Set* is also available, at the cost and weights listed.

Sample Character

Let's look at one of the men of the open roads, suitable for a "Making a Living" campaign. Crusher Kern starts with 100 points.

Conception

Douglas "Crusher" Kern is a former member of the Scout Commando Corps, where he earned his nickname from his fondness for ramming lightly-armored enemy vehicles (not to mention breaking boards with his hands). When he reached 18 and was retired, he began using his Scout skills professionally; he soon became a freelance gunner for truckers. Eventually, he learned to drive the big rigs.

At the campaign's start, he's still a freelance gunner, hoping to make some big money by taking dangerous assignments, and to acquire enough capital to buy his own rig someday. But he will take just about any honest job he's offered, regardless of danger. He has picked up a number of odd abilities along the way, though he's not especially good at any one thing. He is tough-minded and intolerant of criminal gangs.

Kern is now 25 years old, 5'11", 175 lbs, with black hair, mustache, and beard, and blue eyes. He typically wears black and blue combat armor, and wears a distinctive red headband under his helmet.

Attributes

It's obvious that a lot of Crusher's points will go into skills — but by buying a good DX and reasonably high IQ, he can minimize the cost to learn his skills. It's a question of balance. We'll try ST 12, DX 13, IQ 11, HT 12. That costs a total of 80 points — so we'll need some disadvantages — but gives a good base for skills.

Advantages

Because Kern's skills will cost so much, we won't buy him any advantages other than those he automatically has as a member of the Brotherhood:

Patron: the Brotherhood (powerful organization, appears fairly often): 15 points.

Reputation: +1 from everyone, all the time. 5 points.

Disadvantages

Crusher's going to need points to pay for all his abilities, so he needs to invest in some disadvantages. We're taking the suggested maximum of 40 points in disadvantages. We've also selected 4 disadvantages, rather than the usual maximum of 3, because one is the Sense of Duty common to all truckers. As such, it's not unusual.

This is the Sense of Duty a good Brother feels toward all members of the Brotherhood. That's worth -10 points.

His Scout Commandos upbringing is a key ingredient of his personality — giving the Honesty disadvantage, worth -10 points.

And he's prone to action before thought — so much so that his friends wonder how he's survived. He has the twin disadvantages of Impulsiveness and Overconfidence, worth -10 points each.

Total: -40.

Quirks

Likes to ram/crush enemy vehicles

Goes out of his way to help Scout Commandos

Overly concerned with lucky red headband

Conservationist/Environmentalist

Hates criminal cyclists; pursues fights longer than necessary.

Total: -5.

Skills

In selecting Crusher's skills, we will first go for those he has to have for his chosen career: driving and gunnery abilities. Since he's a jack-of-all trades, we will add a number of other skills that could be useful to a man of action. And, in keeping with his Scout Commando background, we'll add Naturalist. He's a balanced, well-rounded and skillful character, an asset to any convoy.

Driving/TL7 (Cars) (P/A)	13	2 points
Driving/TL7 (Trucks) (P/A)	14	4 points
Motorcycle/TL7 (Heavy)(P/E)	13	1 point
Gunner/TL7 (Recoilless Rifle) (P/A)	15*	4 points
Mechanic/TL7 (Cars) (M/A)	12	4 points
Armoury/TL7 (Vehicle Weapons) (M/A)	12	4 points
Electronics/TL7 (Communications) (M/A)	11	2 points
Guns/TL7 (Pistol, .45) (P/E)	15*	2 points
Guns/TL7 (SMG, Ingram) (P/E)	15*	2 points
Fast-Draw Pistol (P/E)	13	1 point
Karate (P/H)	13	4 points
First Aid/TL7 (M/E)	12	2 points
Streetwise (M/A)	12	4 points
Stealth (P/A)	13	2 points
Running (P/H)	11	2 points
Survival (Forest) (M/A)	10	1 point
Computer Operation/TL7 (M/E)	10	½ point
Cooking (M/E)	10	½ point
Naturalist (M/H)	10	2 points
English language (M/A)	11	0 points (default)
Spanish language (M/A)	10	1 point
Knife (P/E)	9	0 points

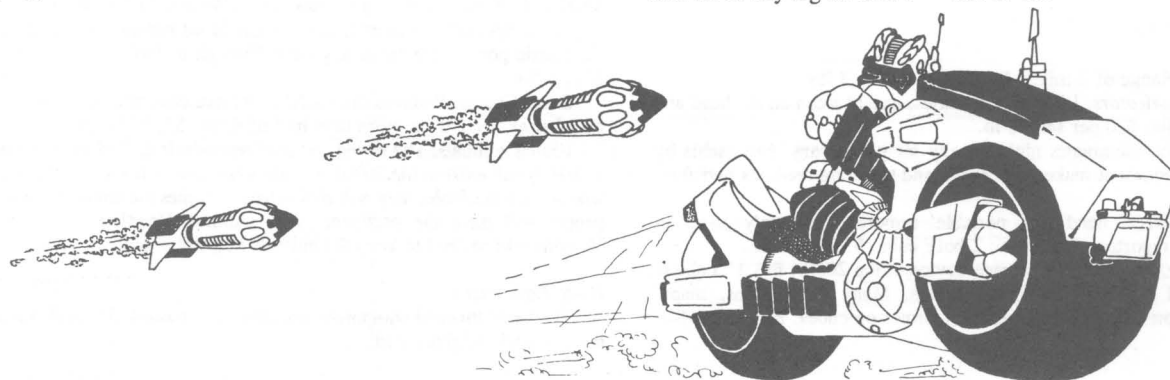
Total Cost: 45 points.

* Includes +1 bonus for IQ of 11.

Equipment	Cost	Weight
Improved body armor	\$1,500	25 lbs.
Pistol (.45 auto)	\$125	3 lbs.
Swiss Army knife	\$25	—
Military binoculars	\$400	3 lbs.
Cash on hand	\$200	—
Ordinary clothes	\$40	1 lb.
Shoes	\$40	2 lbs.
<i>In his apartment:</i>		
Computer terminal	\$250	n/a
TV set	\$75	n/a
Extra clothes, shoes, etc.	\$500	n/a
TOTAL	\$3,165	34 lbs.

The remainder of Crusher's wealth — \$1,835 — is in the bank; he hopes to add to it and eventually buy a rig. Any time he's in a civilized area, he could use his bank ID to draw on his savings.

While he seems short on combat gear, keep in mind that he would expect his employer to provide ammo, grenades, and similar consumable items. Likewise, he'd expect to find a fire extinguisher and tool kit in any rig he drove — and so on.



GURPS

CHARACTER SHEET

Name **CRUSHER KERN** Player
 Appearance **5'11", 175 lbs., Black hair, beard, and mustache**
 Background **Former scout commando, Member of the Brotherhood of Truckers**

Date Created
 Sequence
 Unspent Points
 Point Total **100**

Pt. Cost	ST 12	FATIGUE
20		
	DX 13	BASIC DAMAGE
30		Thrust: 1-1
	IQ 11	Swing: 1+2
10		
20	HT 12	HITS TAKEN



SKILLS	Pt. Cost	Level
DRIVING/TL7(CARS)(P/A)	2	13
DRIVING/TL7(TRUCKS)(P/A)	4	14
MOTORCYCLE/TL7(MV)(P/E)	1	13
GUNNER/TL7(RR)(P/A)	4	15*
MECHANIC/TL7(CARS)(M/A)	4	12
ARMORY/TL7		
(VEHICLE WEAPONS)(M/A)	4	12
ELECTRONICS/TL7		
(COMMUNICATIONS)(M/A)	2	11
GUNS/TL7(PISTOL,.45)(P/E)	2	15*
GUNS/TL7(SMG)	2	15*
FAST-DRAW(PISTOL)(P/E)	1	13
KARATE(P/H)	4	13
FIRST AID/TL7(M/E)	2	12
STREET WISE(M/A)	4	12
STEALTH(P/A)	2	13
RUNNING(P/H)	2	11**
SURVIVAL(FOREST)(M/A)	1	10
COMP. OP./TL7(M/E)	1/2	10
COOKING(M/E)	1/2	10
NATURALIST(M/H)	2	10
ENGLISH LANG.(M/A)	0	11
SPANISH LANG.(M/A)	1	10
KNIFE(P/E)	0	9

Mvmt	BASIC SPEED 7 ⁵ / ₈	MOVE 6
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST 24	Armor: 6
Light (1) = 4xST 48	Shield: —
Med (2) = 6xST 72	
Hvy (3) = 12xST 144	TOTAL 6
X-hvy (4) = 20xST 240	

REACTION +/- +1 REPUTATION AS BROTHER

ACTIVE DEFENSES		
DODGE 6 = Move	PARRY 8 (KARATE) Weapon/2	BLOCK 1 Shield/3

DAMAGE RESISTANCE	
Armor IMP. BODY ARMOR 4	TOTAL 4

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	\$	Wt.	
IMP. BODY ARMOR			1,500	25	
PISTOL (.45 AUTO) CRUSH	2+1	15	125	3	
SWISS ARMY KNIFE CUT	1-1	9	25	-	
	IMP 1-2	9			
MIL. BINOCULARS			400	3	
CASH ON HAND			200	-	
ORDINARY CLOTHES			40	1	
SHOES			40	2	

* INCLUDES +1 BONUS FOR IQ OF 11

** INCREASES BASIC SPEED BY 1³/₈

KARATE PUNCH HITS ON 13 1+1
 KARATE KICK HITS ON 11 1+3

IN APARTMENT:
 COMPUTER TERM. 250 N/A
 TV SET 75 N/A
 EXTRA CLOTHES, SHOES, ETC. 500 N/A

CASH IN BANK 1,835 N/A

Totals: \$ 5,000 Lbs. 34

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
.45 AUTO PISTOL	3	6	100	400

SUMMARY		Point Total
Attributes		80
Advantages		20
Disadvantages		-40
Quirks		-5
Skills		45
TOTAL		100

- Pt. Cost
- 15 PATRON: BROTHERHOOD
- 5 REPUTATION: +1 FROM EVERYONE ALL THE TIME
- 10 SENSE OF DUTY TO BROTHERHOOD
- 10 HONEST
- 10 IMPULSIVE
- 10 OVERCONFIDENT
- 1 LIKES TO RAMP/CRUSH ENEMY VEHICLES
- 1 GOES OUT OF WAY TO HELP SCOUTS
- 1 OVERLY CONCERNED WITH LUCKY RED HEADBAND
- 1 CONSERVATIONIST/ENVIRON-
MENTALIST
- 1 HATES CRIMINAL CYCLISTS

3

AUTODUELLING

Vehicle Construction

Tech Levels

The *Autoduel* world of 2036 is primarily TL7, with the following exceptions:

Antique gas-burning cars, where encountered, are TL6.

Certain ancient war-surplus weaponry may be TL6.

Much long-distance transportation is by airship — which is basically a TL5 concept. But the airships of 2036 are refined, efficient, and beautiful, and should be considered TL7.

The “cutting edge” of medical technology — Gold Cross cloning and braintaping, for instance — is TL8. But ordinary hospitals are TL7.

Vehicle Component Stats

When cubic feet are listed for many of the weapons and accessories used in duelling vehicles, we are not talking about strict cubic displacement, but the amount of space required to operate the item. If you measured the water displacement of a machine-gun to determine its exact volume (the way Archimedes would have, if Archimedes had a machine gun), you’d find that the volume wouldn’t be more than 1 cubic foot or so. However, once you put that machine gun in a vehicle, strap on the servos and the hydraulic guidance, and take into account the space in the vehicle you can’t use because the machine gun is in the way, you’ll find that the effective space taken up by a machine gun may be as high as 5 cubic feet.

Also, *Autoduel* is compatible with the game that inspired it, *Car Wars*. For that reason, many of the numbers given here for various vehicular components correspond directly with their *Car Wars* counterparts. Because *Autoduel* is set 50 years in the future, there is no way to “reality check” any of the numbers here. Even hardware clearly inspired by 1980s military equipment does not have to have the same performance characteristics — a lot of things have happened in 50 years, both good and bad, and some equipment may be much lighter/more compact/cheaper than its 1980s equivalent, and other items may be heavier/less compact/more expensive. So if the numbers for a particular gun don’t exactly match what the U.S. Army Manual says, don’t worry — things have changed in the next 50 years . . .

The world of autoduellling is much more than cars — it’s motorcycles, utility trucks, big rigs, trikes, and off-road buggies. A duellist’s vehicle is his or her most important possession. In *GURPS Autoduel*, players may spend as much time customizing their vehicles as they do designing their characters!

Vehicle design and construction can be very complicated and difficult — just ask the Wright brothers, or General Motors, or NASA. However, to attempt to keep things simple for the purposes of this game, all vehicles, from a bicycle to an Imperial Star Cruiser, will be built using the same general principles:

Every vehicle will have a body type (or chassis, or frame, or hull, or fuselage) of a set size and capacity. How much you can put on this chassis depends on two things: Weight capacity and Space capacity. Weights will be expressed in pounds (or in the case of mammoth vehicles, like a battleship or a space station, tons); spaces will be expressed in cubic feet (or even larger units if necessary).

Since the largest vehicle dealt with in *Autoduel* will be the tractor-trailer rig, we’ll stick with pounds and cubic feet. But the principles used here will apply to all vehicle construction in *GURPS*.

We’ll start by building, from the ground up, the most common autoduellling vehicle — the car. After putting in the basics, then we’ll move on to all the options that make these fighting vehicles unique and deadly — everything from lasers to roll cages. Then we’ll go back and talk about the other vehicle types available to your character in the world of *Autoduel*. Just pretend you’re Lee Iacocca, and away we go . . .

The Basics

Body Types

There are seven different kinds of cars readily available to players:

Type	Price	Weight	Max. load	Cu. ft. cap.
Subcompact	\$300	1000	2300	35
Compact	\$400	1300	3700	52
Mid-size	\$600	1600	4800	68
Luxury	\$800	1800	5500	100
Station Wagon	\$800	1800	5500	72(+35)
Pickup	\$900	2100	6500	65(+55)
Van	\$1000	2000	6000	125(+25)

Type is, obviously, the type of vehicle. *Price* is the cost of the chassis. If the prices seem extremely reasonable, remember that we haven’t added the engine, tires, suspension, springs, weapons, accessories, or armor yet! *Weight* is the weight of the chassis itself, and it counts against the weight capacity of the vehicle. *Max. load* stands for Maximum load, and is the most weight the chassis can bear, in pounds. *Cu. ft. cap.* stands for Cubic foot capacity, and is the other limiting factor when building vehicles; the numbers in parentheses indicate cargo capacity. With only a few exceptions, cargo space cannot be used for vehicular equipment.

Just what do you get for the low price listed above? Well, you get a stylish body, seats, a heads-up display for the driver, a simple electronic firing control system, headlights, doors, brakes and a radio.

All seven car types handle the same, with two exceptions: Vans and overloaded pickups are notoriously tough to handle on the road. For a pickup weighing over 5500 lbs. or a van of any weight, the driver suffers a -1 to his Driving (Car) skill.

Chassis

Cars are usually assumed to have a *Standard chassis*, which does not affect the cost or weight capacity given above. The weight capacity of a car can be altered by bracing the chassis to handle extra weight. Or to save money, a lighter chassis can be installed which costs less but reduces the weight capacity of the car.

A *Light chassis* saves 20% of the original body price, and reduces the weight capacity by 10%.

A *Heavy chassis* adds 50% to the body cost and 10% to the weight capacity.

An *Extra Heavy chassis* adds 100% to the body cost and 20% to the weight capacity.

The chassis strength must be set when the car is built. Once the car is finished, the chassis cannot be changed.

Suspension

Suspension helps determine how well a car handles. Better-handling cars give their drivers a bonus when using their Driving (Car) skill. (The Driving skill, and how it affects vehicle maneuvers and movement, will be fully explained in the *Vehicle Movement* section — see pp. 45–54.)

All cars are assumed to have a *Light suspension* — which doesn't cost any extra money, but doesn't make the car any easier to handle, either — unless you buy an upgrade. Most day-to-day family cars, the type that stay away from high speeds and combat, have Light suspensions.

There are three levels of suspension upgrade normally available.

An *Improved suspension* costs 100% of the original, unmodified body cost of the car in question (\$400 for a compact, \$1000 for a van, etc.), and gives a +1 bonus to the driver's Driving skill.

A *Heavy suspension* costs 150% of the body cost (\$600 for a compact, \$1500 for a van, etc.), and gives a +2 bonus to the driver's Driving skill.

An *Off-road suspension* costs 500% of the body cost (\$2000 for a compact, \$5000 for a van, etc.) and gives a +1 bonus to the driver's Driving skill, on or off the road. (Vehicles not equipped for off-road travel are very hard to control when they do go into the wilderness, and cause large penalties to the Driving skill of the driver. For more information, see p. 54.)

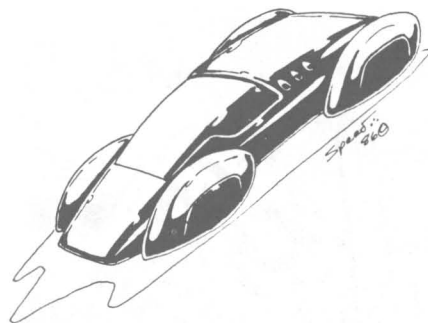
Suspensions, like chassis, must be designated when the car is built, and cannot be changed. The only improvement that can be added later is to install *Active Suspension*, a computer-controlled, self-correcting suspension adjustment system. Active suspension costs \$4000 and weighs 100 lbs., but only takes up 1 cubic foot of space. It adds another +1 to the driver's skill.

Power Plants

As explained in the game-world section, oil and gasoline are extremely rare in the world of autoduelling. As a result, nearly all vehicles run on rechargeable electric power plants. These plants feed power to small drive motors in each wheel well, which in turn propel the car. Different performance characteristics are achieved by using different power plants — the wheel motors are standardized and are part of the body cost.

Plant	Price	Weight	Cu. ft.	HT	Accel.	Max. speed
Small	\$500	500	15	12	5	80
Medium	\$1000	700	20	20	5	90
Large	\$2000	900	26	25	5	100
Super	\$3000	1100	32	30	10	100
Sports	\$8000	1400	40	38	15	100

Plant, *Price*, and *Weight* should be self-explanatory. *Cu. ft.* stands for Cubic feet, and tells how much space the plant takes up inside a vehicle. *HT* is the amount of damage the plant can take before it stops providing power. *Accel.* stands for acceleration; the number given is in miles per hour, and any vehicle equipped with that power plant will have that acceleration. *Max. speed* is the top speed, in miles per hour, that a car equipped with that plant can achieve.



Streamlining

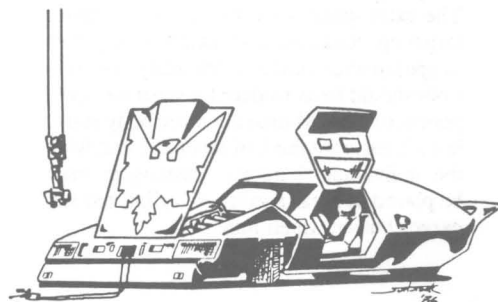
Any car (except a van) can be streamlined. Streamlining makes a car more aerodynamic, but reduces the amount of interior space. A streamlined car has a top speed 10 mph higher than its engine would normally allow. Acceleration is unaffected. A streamlined car has its cubic foot capacity reduced by 10% (rounded up). For example, a mid-sized car has a space capacity of 68 cubic feet. Ten percent of 68, rounded up, is 7. So a streamlined mid-size has a space capacity of only 61 cubic feet — but it's faster.

Picking a Chassis

A luxury car body costs \$800 and can carry 5500 pounds with a Standard chassis. With a Light chassis instead, the price would drop 20% to \$640 (20% of \$800 is \$160, which is subtracted from the original \$800), and the weight capacity would drop 10% (550 lbs.) to 4950 lbs. With an Extra Heavy chassis, the cost would increase 100% (to \$1600), but the weight capacity would increase 20% (to 6600 lbs.).

Going Faster

If you want to push an engine past its listed maximum speed, you can, but the power plant will take damage. For every turn spent going faster than the power plant's speed limit, the plant takes one point of damage. That damage stops when the vehicle's speed is back at or below the listed maximum. If the plant's HT should reach 0 because of excessive speed, the plant will explode — all internal vehicle components (including the crew) take 3 dice of crushing damage.





Vehicle Range

On a full charge, any of these plants will take a car 200 miles at a reasonable speed — say, up to 75 mph. If you travel at 80–95 mph consistently, reduce the range 10% to 180 miles. If you travel at 100 mph or more consistently, reduce the range 20% to 160 mph. If you travel at a number of different speeds, estimate to the best of your ability — this is a game, not an exercise in mathematics.

In addition, every shot taken with a laser will reduce the range of a power plant by one mile. If all this calculation is too cumbersome for you, forget it — in the arena or driving around a city, it's not important anyway. But if you're out in the middle of nowhere, with something churning up a cloud of dust behind you, and it's miles to the next truck stop, vehicle range can suddenly become very important.

The Human Factor

You can put as many people in a vehicle as you have space and weight — just like any other component. The weight of each crewman is determined in the character creation process. The weight of each character's personal equipment must also be taken into account. People take up 5 cubic feet of space, unless they are driving the vehicle or operating vehicle-mounted weapons — then they take up 10 cubic feet. The extra space is for the various controls, targeting consoles, and switches required to operate the vehicle. Technically, the controls should be considered a separate component or figured onto the basic body stats, but it's easier to think of them as a unit with the individual character. Passengers may be placed in areas specifically allocated for cargo, but crewmen may not.

To determine a vehicle's Move score for a particular turn, simply take its speed in miles per hour and divide by 2, rounding all fractions down. A car going 60 mph, for example, will have a Move score of 30. A car going 45 mph will have a Move score of 22.

Tires

There are a number of different types of tires available, some of which provide bonuses to handling. To keep bookkeeping simple, the weight of tires is assumed to count against the maximum load of the body type.

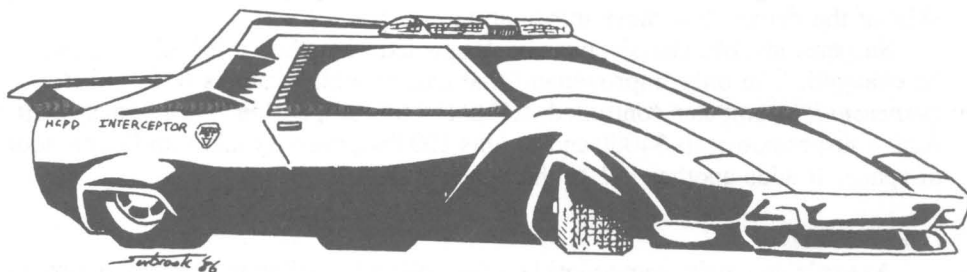
A car may be built with 4 or 6 tires. In fact, if a pickup or van is built with an Extra Heavy chassis, 6 tires are mandatory.

A car's front tires must be the same type, and the back tires must be the same type (though they don't have to match front-to-rear), or the driver suffers a -1 penalty to his Driving skill.

Tire	Price	Weight	HT
Standard	\$50	30	10
Heavy Duty	\$100	40	15
Puncture Resistant	\$200	50	24
PR Radials	\$500	60	20
Solid	\$500	75	30
Off-Road Solid	\$600	80	30

By now, the column headers should be self-explanatory. The price, weight, and HT figures are per tire; a set of four tires would cost and weigh four times as much.

The *PR Radial* tire helps a car handle better. When a car has PR Radials on all wheels, they give the driver a +1 bonus on his Driving skill. The *Off-Road Solid* tire gives a driver a similar bonus when a car takes to the open country (see p. 54).

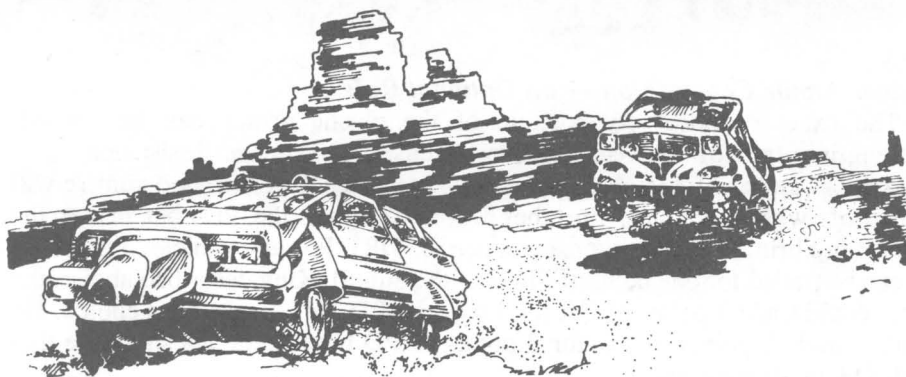


Combat Equipment

Armor

Vehicular armor is as important to the duellist of 2036 as chainmail is to the knight of 1236. Vehicular armor is a fiberglass/plastic mix, and will be treated much like personal armor in the *GURPS Basic Set* — with both a Passive Defense score (which makes your car harder to hit) and a Damage Resistance score (which reduces the damage the car takes when it does get hit). Vehicular armor, however, is also ablative — that is, it loses its ability to withstand damage as it takes that damage. How armor figures exactly into the combat procedure is more fully discussed in the Vehicular Combat section (see pp. 55–67).

For most vehicles, armor is bought in six locations: Front, Right, Left, Back, Top, and Underbody. (Some vehicle types are treated differently, but that will be covered in that vehicle's section.) Armor is bought for each location separately, at the weight and cost listed on the table below. (There is a different table for each type of vehicle.) Since armor is placed on the outside of a car, it takes up no space.



There are a number of different types of armor, with various PD and DR attributes, and differing costs and weight. Specifically:

Normal Armor. One point of PD and four points of DR per unit of armor bought. The cost and weight of a unit of armor vary with the size of the vehicle being protected.

Fireproof Armor. The same as normal armor, except it cannot be set on fire, and it costs twice as much. (For more on the effect of fireproof armor on possible vehicle fires, see *Catching Fire*, p. 61.)

Laser-Reflective Armor. Costs and weighs 10% more than normal armor (rounded to the nearest whole number), but the DR value of the armor is doubled against all laser attacks. Furthermore, lasers cannot set LR armor on fire!

Laser-Reflective Fireproof Armor. Combines the features of both types of armor: It has a doubled DR value against all laser attacks, and it cannot be set on fire by anything. LRFP armor costs 2.5 times normal armor per unit, and weighs 10% more (again, rounded to the nearest whole number).

If a special type of armor is bought, it must be bought for all armor in all locations.

The costs and weights per unit for the various types of armor for the different body sizes of cars are given in the table below:

Body type	Normal (\$/lbs.)	FP(\$/lbs.)	LR(\$/lbs.)	LRFP(\$/lbs.)
Subcompact	110/50	220/50	121/55	275/55
Compact	130/60	260/60	143/66	315/66
Mid-sized	160/80	320/80	176/88	400/88
Luxury	200/100	400/100	220/110	500/110
Station Wagon	200/100	400/100	220/110	500/110
Pickup	220/110	440/110	242/121	550/121
Van	300/140	600/140	330/154	750/154

Example: Let's take one of the sample cars from the sidebar and put some armor on it, to demonstrate the procedure.

Going to the Suburb King station wagon, first we need a final weight figure. Let's assume that the average weight of a person is 150 lbs., so the driver and eight passengers will add a total of 1350 lbs. to the car's previous weight of 3060, for a total of 4410 lbs. The weight capacity of the station wagon is 6050 lbs. (if we had bought an Extra-heavy chassis, it would be even more), so we've got 1640 lbs. to work with, free and clear. At 100 lbs. per unit per location for normal armor, there's enough weight capacity for 16 units.

So the security-conscious owner of the Suburb King spends the \$3200, adds the 1600 lbs. of weight, and now has 16 units of armor to distribute where he wants. Figuring the Top and Underbody are less likely to need the armor, he puts 2 units (good for a PD of 2 and a DR of 8) in each of those locations, and 3 units each (for a PD of 3 and a DR of 12) in the Front, Back, Left, and Right locations. For simplicity, this sort of information will be abbreviated like this: F 3/12, R 3/12, L 3/12, B 3/12, T 2/8, U 2/8.

If the Suburb King had been equipped with an Extra-Heavy chassis, its total weight capacity would have been 6600 lbs., and the available weight for armor would have been 2190 lbs. — plenty for five more units, to put wherever he wanted.

Even without armor, the shell of a car has a DR of 1. This is not added to the value of any armor bought, but is a default value if there is no armor.

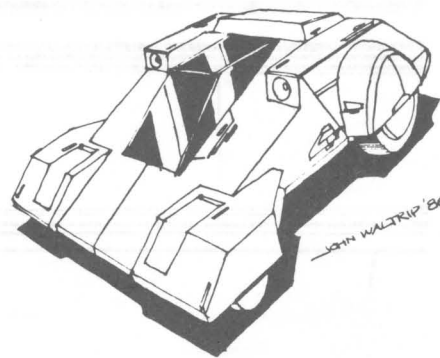
Simple Samples

There's a long way to go before we can build a fearsome duelling vehicle, but we have enough of the basics down now to build a simple family car or two:

Andromeda — Mid-sized, Light chassis, Improved suspension, Medium power plant, 4 Standard tires, Driver, 4 Passengers. Acceleration: 5 mph. Top speed: 90 mph (Move: 45). Driving skill modification: +1. Vehicle weight: 2420 lbs. (1900 lbs. left for crew and cargo). Cubic feet remaining: 18. Cost: \$2280.

Acceleration and Top Speed were read directly off the power plant table. The Improved suspension accounts for the +1 modifier to the Driving skill. The vehicle weight was determined by adding the weight of the mid-sized body (1600), the medium power plant (700), and the 4 Standard tires (4 x 30 = 120), for a total of 2420 lbs. Since the weight capacity of the vehicle is 4320 lbs. (4800 base capacity for a mid-sized, minus 10% for the Light Chassis), that leaves 1900 lbs. extra capacity for crew, passengers, cargo, and personal equipment. The mid-sized car starts with a capacity of 68 cubic feet, but take out 20 for the power plant, 10 for the driver, and 5 more for each of the 4 passengers, and there's only 18 left. The cost was determined by adding the cost of the body (\$600), less 20% for the Light chassis (-\$120), plus 100% for the Improved suspension (\$600), plus \$1000 for the Medium power plant, plus \$200 for the Standard tires (4 x \$50 = \$200), for a total of \$2280.

Suburb King — Station wagon, Heavy chassis, Light suspension, Super power plant, 4 Heavy-duty tires, Driver, 8 passengers. Acceleration: 10 mph. Top speed: 100 mph (Move: 50). Driving skill modification: 0. Vehicle weight: 3060 lbs. (2990 left for crew and cargo). Cubic feet remaining: 25, all in cargo area. Cost: \$4600.



Sloped Armor: an Optional Rule

By sloping many of the larger armor panels on a vehicle, the chance that weapon fire will simply bounce off (that is, the PD) goes way up. Unfortunately, putting sloped armor on a vehicle requires that space be sacrificed from the body of the car. The entire vehicle's armor can be sloped to increase the PD up to twice the original value (before Custom Armor Composition), at a cost of five cubic feet of space per single point of PD increase. When sloping armor all around a car, the maximum benefit that can be gained is based on the least-armored side. The Underbody does not count here — it can't be Sloped, anyway.

Using the Suburb King again, the owner can sacrifice 5 cubic feet of space to increase the PD to 3 or 4 (depending on location), or 10 cubic feet of space to double the PD to 4 (or increase it to 5). If the PD of the armor was already increased by using the Surface-Hardened Armor Composition option, the maximum benefit from sloping would still be 2.

Unlike other armor options, armor sloping may be bought for individual armor locations. When bought for individual locations, however, the cost is two cubic feet of space per single point of PD increase.

Sloped armor cannot be placed in the Underbody location; if a vehicle with sloped armor all around takes damage in the Underbody location, or from dropped weapons (like mines and flaming oil), the sloped armor bonus does not count. (For more information on dropped weapons, see p. 63.)

Custom Armor Composition — an Optional Rule

The exact chemical composition of the plastic armor can be altered, resulting in a tradeoff between Passive Defense and Damage Resistance.

Armor can be *surface-hardened*, which increases the likelihood gunfire will bounce off without damage (in other words, increase the PD) but makes the armor more brittle (in other words, reduce the DR). For any vehicle, 3 points of DR can be traded for one point of PD. For the Suburb King described above, the owner could trade 3 points of DR for 1 point of PD, or 6 for 2 — his choice. He couldn't trade 9 points of DR for 3 points of PD because he doesn't have that much DR in all locations.

Armor can also be *honeycombed*, which increases the amount of damage the armor can absorb but reduces its bullet-deflecting power. For any vehicle taking this option, one point of PD can be traded for 2 points of DR. Using the now-familiar Suburb King as an example, the owner could convert one point of PD into two points of DR (giving him a vehicle with PD 1 and DR 10 in some locations, and 2/14 in others), or he could convert two points of DR, giving him a vehicle with PD 0 and DR 12 in some locations, and 1/16 in others.

Any Custom Composition option must be taken for the entire vehicle, and must be done in a uniform fashion — you cannot alter the armor in just one location. For example, trading in one point of PD for 2 points of DR in all locations would be a uniform change. Trading in one point in one location, and three points in another, would not be. The only exception is if *all* the armor on a vehicle is Surface-Hardened or Honeycombed; that is considered a "uniform" change.

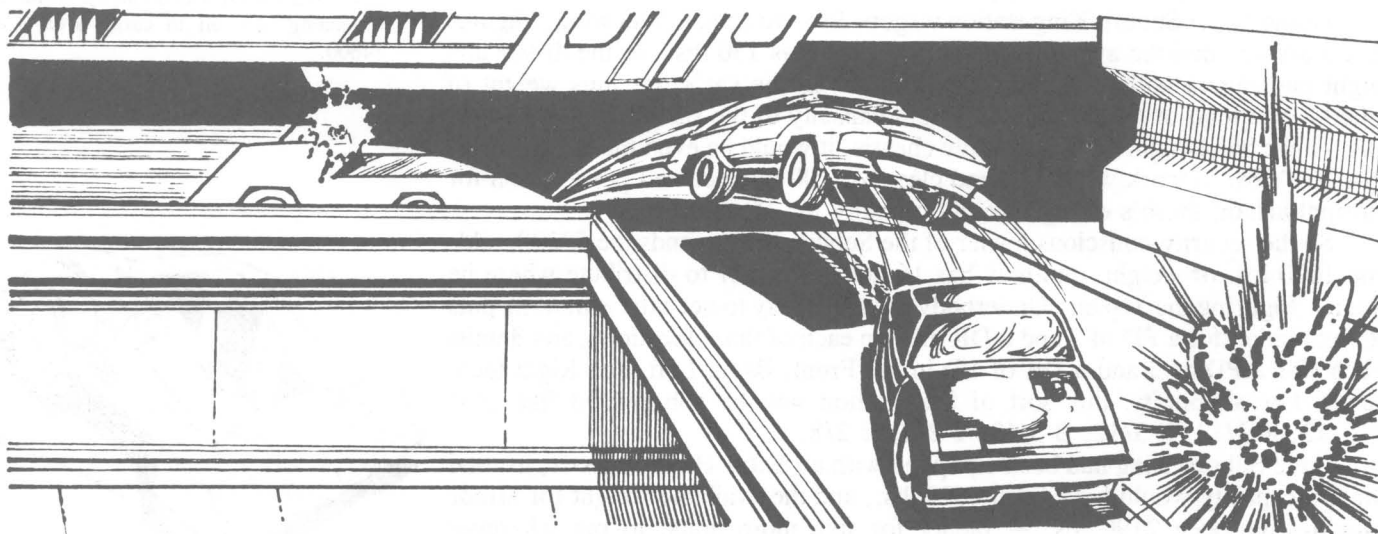
Weapons

Complete information on all the various vehicular weapons is given in the *Vehicular Combat* section (see p. 66). Weapons on autoduellling vehicles are mounted safely behind the armor — only the ends of the barrels peek out from small firing ports. This is why the weapons cannot be shot at specifically. Only a Critical Hit could hope to hit a weapon without first blasting through the armor protecting it.

No more than $\frac{1}{3}$ of a vehicle's total space (rounded down) can be devoted to weapons firing from any one side.

Weapons can be retrofitted easily; that is, you can replace a weapon with a different one long after construction is complete, as long as the new weapon fits in the weight and space left after the old weapon is removed.

The table on the next page repeats the information that is important to vehicle construction.



CS Gorb / 1986

<i>Weapon</i>	<i>Cost</i>	<i>Weight</i>	<i>Cu. ft.</i>	<i>HT</i>	<i>Shots</i>
Machine Gun	\$1500	200	6	7	20
Vulcan MG	\$2700	450	10	9	20
Autocannon	\$7250	600	16	10	10
Flamethrower	\$750	500	12	6	10
Rocket Launcher	\$1350	250	10	6	10
Micro-Missile Ln.	\$950	125	5	5	10
Recoilless Rifle	\$1850	350	11	12	10
Anti-Tank Gun	\$2500	700	16	15	10
Laser	\$8000	500	8	6	—
Tank Gun	\$11000	1400	60	25	10
Minedropper	\$1000	200	9	5	10
Spikedropper	\$300	75	4	5	10
Smokescreen	\$350	75	4	10	10
Paint Spray	\$650	75	5	10	25
Oil Jet	\$500	75	8	8	25
Flaming Oil Jet	\$1175	80	10	7	25
Grenade Launcher	—*	240	10	5	10
Heavy Rocket	\$200	100	5	5	1
Six Shooter	\$450	150	10	7	1
Gauss Gun	\$10500	400	12	8	10

*Note: The loaded cost of the Grenade Launcher depends on the type(s) of grenades loaded in it (see p. 67).

Accessories

In addition to all the different implements of destruction listed above, a number of accessories are available for the discriminating duellist. Some are defensive in nature, some are decidedly offensive, and others are just plain handy. In alphabetical order, they are:

Bumper Triggers. \$50, no weight or space. The trigger may be mounted on any side of a vehicle (front or back only on motorcycles), and more than one trigger may be mounted per side, attached to different weapons. Whenever the side of a vehicle equipped with a Bumper Trigger is involved with a collision, all weapons linked to the trigger fire immediately, and weapon damage is assessed before collision damage. If a weapon connected to a Bumper Trigger has already fired in the turn, it does not fire again. Each trigger can be activated or deactivated by a switch on the vehicle's control panel.

Cyberlink. \$16000, 100 lbs., 3 cu. ft., HT 3. This computerized helmet links the wearer to one particular weapon (or linked set of weapons) and gives the wearer a +5 bonus to his Gunner skill with that particular weapon only. Cannot be used in combination with a Targeting Computer or Hi-Res Targeting Computer.

Ejection Seat. \$500, 100 lbs., no space. On the turn after this item is activated, breakaway roof panels are jet-tisoned and the seat ejects. The ejection seat climbs for two seconds to a height of 150 feet, at which time a parachute deploys. Check against your Parachute skill (see p. B44)

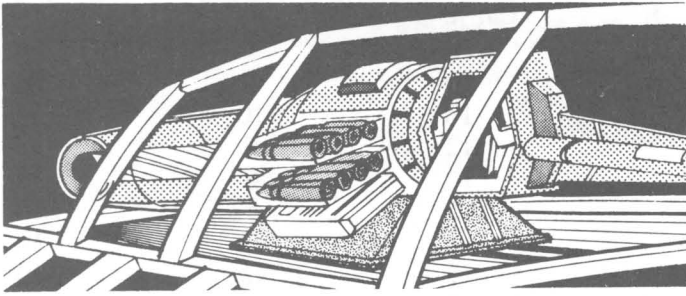
to determine if the landing is successful. After ejection, the car is considered to no longer have any top armor (unless it has a turret, in which case it will still be protected as before). It costs \$300 to replace the seat and refit the roof panels, if the car survives.

For \$100 less, an Ejection Seat can be installed without a parachute — though no one would be likely to use it voluntarily . . .

Extra Magazine. \$50, 15 lbs., 2 cu. ft. (6 cu. ft. for the Tank Gun), plus the cost and weight of ammunition, which is 10% of the cost and weight of the weapon. Doubles the number of shots of any vehicular weapon that uses ammunition, and each magazine adds 2 points to the HT of the weapon in question. A machine gun with an extra magazine would have 40 shots; a recoilless rifle with an extra magazine would have 20 shots. (One-shot weapons — like the laser and heavy rocket — cannot use this item.) More than one extra magazine can be added to a weapon. An extra magazine does not count against the weapons space limit of a turret (see below) — it is considered to be below the turret.

Fire Extinguisher. \$300, 150 lbs., 4 cu. ft. An on-board system that will reach a fire in any part of the vehicle. Roll one die at the end of each turn the vehicle is on fire. On a 1–3, the fire is put out. The fire extinguisher is destroyed when the power plant is destroyed. (For a more complete discussion of vehicular fires, see *Catching Fire* p. 61.)

Accessories



Hi-Res Targeting Computer. \$4,000, no weight, 1 cu. ft. Adds 3 to the Gunner skill of any person sitting in the particular crew position (driver, for example, or first gunner seat) that has this item installed. It is destroyed when the power plant is destroyed. Cannot be used in combination with the Targeting Computer or the Cyberlink.

Improved Fire Extinguisher. \$500, 200 lbs., 5 cu. ft. Works just like a regular Fire Extinguisher (see above), except that it puts out a vehicular fire on a 1-4. (For a more complete discussion of vehicular fires, see *Catching Fire* p. 61.)

Infrared System. \$4000, 100 lbs., 4 cu. ft. When using infrared, a vehicle may move and fire at night without lights at no penalty. Because it operates with no lights, it will (obviously) be very difficult to spot at night — use standard nighttime modifiers. The system is destroyed when the power plant is destroyed.

Long Distance Radio. \$600, no space or weight. This is merely an upgrade to the two-way radio that is already part of every vehicle. Instead of the two-mile range of normal radios, the Long Distance Radio has a range of 25 miles.

Portable Earth Station (PES). \$700, 150 lbs., 10 cu. ft., HT 3. The PES is protected by top armor when not deployed, and cannot be mounted on a vehicle that has a turret or rocket platform. When deployed, it automatically tracks the best available satellite for world-wide voice and data communications. It takes 5 seconds to deploy, and can be targeted while it is exposed. While exposed, it is not protected by the vehicle's armor, top or otherwise.

Radar. \$2500, 50 lbs., 3 cu. ft., HT 5. Radar is used for combat and navigation in poor visibility conditions, such as rain, fog and darkness (though infrared works much better in nighttime conditions). Radar reduces the Gunner and Driving skill penalties for bad visibility by one. Radar is also useful for detecting oncoming traffic at great distances; vehicular radar sets will pick up unshielded targets at a range of 1 mile. The targets will only be blips on the screen, however — approximate size, direction of travel, and speed are the only things that can be learned.

Ram Plate. A ram plate can be installed on the front (only) of a vehicle. A vehicle with a ram plate doubles the damage inflicted and halves the damage taken in a collision

involving the front, where the ram plate is. (For more on collisions, see p.50.) A ram plate costs 1.5 times the cost of the front armor, weighs .5 times the weight of the front armor, and takes up no space. This cost and weight is in addition to the cost and weight of the front armor. A ram plate can be specifically targeted; it is protected by the DR of the front armor, and its HT score is 3 times the DR value of the front armor. (For example, if a car's front armor costs \$600, weighs 250 lbs. and has a DR of 8, then the ram plate costs \$900, weighs 125 lbs., and has HT 24.) A Ram Plate cannot be used on a vehicle that also has an Airdam.

Remote Control. Comes in two parts.

The *receiving set*, which is installed in the vehicle to be controlled, costs \$2,000, takes up negligible weight and space, and is destroyed only when the vehicle's power plant is destroyed.

The *sending set*, if installed in a regular vehicle, has the same stats. If the sending set is installed somewhere else — the back of a van, or the basement of a house — it costs \$2500, weighs 200 lbs., and takes up 15 cu. ft. The extra cost is for the vehicle controls that must be duplicated (steering wheel, weapon controls, instruments, etc.). When installed in another vehicle, the controls cannot operate the remote-controlled vehicle and the original vehicle at the same time — a switch is provided to select between vehicles.

The range of the remote-control signal depends on the range of the radio sending that signal — two miles for most radios, but much more with special equipment (see Long Distance Radio, above). A remote-controlled vehicle can do anything a manned one can do, but the Gunner and Driving skills for all vehicle operations will be at -3.

Rocket Platform. \$150, 200 lbs., no space, HT 5. This item is mounted on top of a vehicle and is not protected by the vehicle's armor. It carries from 1 to 3 heavy rockets, and fires them in any direction. Motorcycles, subcompacts, and light trikes may not use this item; compacts and medium trikes may only use the 1-rocket size; all other cars and trikes may mount up to the 2-rocket size; vans and oversized vehicles may mount any size. In combat, a rocket platform is targeted just like a turret, but when hit, the rockets take damage first, then the platform itself. A rocket platform may be made universal (enabling it to fire straight up in addition to its regular firing arc) for an additional \$1000.

Roll Cage. \$1000, 300 lbs., 5 cu. ft. A Roll Cage will protect the internal components of a vehicle in a roll or collision. External components — armor, tires, turrets, and the like — are not helped at all by this item. If a vehicle rolls, the Roll Cage prevents internal components from taking damage. In a collision, the Roll Cage serves as DR 10 armor against the collision damage — that is, it absorbs 10 points of damage and allows any remainder to pass through. A Roll Cage has no protective effect against weapons fire.

Accessories

Searchlight. \$200, 50 lbs., 3 cu. ft., HT 3. Aside from the obvious roleplaying uses, a searchlight can be used to “blind” opponents. Use the Gunner skill to determine if a “hit” is made; targeting the occupants is at a -6. Blinded vehicle crewmen suffer a -10 to their own Gunner skill, and a -5 to their Driving skill. What’s more, a “blinded” character’s *player* must turn his back to the tactical map and describe his actions without benefit of the map — in other words, blind. The searchlight must make a successful “hit” every turn or the subject will no longer be blinded. The searchlight will not blind people during the day.

Sound Enhancement. \$6000, 150 lbs., 3 cu. ft., HT 4. A vehicle equipped with this item and Stealth Mode (see below) may listen through the sides of another car or through one building wall, and hear what is being discussed on the other side. The person using this item can only “hear” through one building wall; he cannot hear through the wall beyond that.

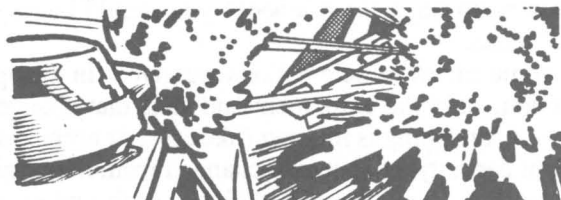
Sound System. \$1000, 100 lbs., 5 cu. ft., HT 6. A Sound System has no real combat use; it can be used as a public address system or to broadcast recordings or speech to an area 100 hexes in radius. Appropriate music blasted toward targets can enliven any attack; our tastes run from Wagner and Mozart to AC/DC.

Spoilers and Airdams. \$500, 100 lbs. each. These items perform the same function — each gives a driver a +1 bonus to the Driving skill when the vehicle is traveling at 60 mph or faster. If both items are installed (airdam on the front, spoiler on the back), the total bonus is +3. An airdam cannot be used on a car that also has a ram plate. Oversized vehicles and motorcycles may not use this item, and trikes may mount only a spoiler. Airdams are protected by Front armor, and spoilers are protected by Back armor. They can be specifically targeted, and their HT value is twice the DR of the armor protecting them.

Stealth Mode. \$16000, 200 lbs., 8 cu. ft., HT 6. Stealth Mode is a muffler/baffler system for vehicle engine noise. When engaged, it makes a vehicle very hard to hear . . . but it limits a vehicle to one-half its acceleration and top speed. If a person is more than 10 hexes away or is inside a building or closed vehicle, and is not specifically listening for vehicle sounds, he cannot hear the vehicle. If a person (such as a sentry) is specifically listening for a vehicle, Stealth Mode still makes it harder: -10 to the listener’s IQ roll. If the vehicle is 10 hexes away or less, and the listener is not in a building or closed vehicle, it’s a -5 to the IQ roll — and no penalty at all if the listener is specifically listening for the vehicle.

Targeting Computer. \$1000, no weight, 1 cu. ft. Adds +1 to the Gunner skill of any person sitting in a particular crew position (driver, for example, or first gunner seat). It is destroyed when the power plant is destroyed. Cannot be used in combination with the Hi-Res Targeting Computer or the Cyberlink.

Tinted Windows. \$500, no space or weight. These special windows contain a fast-acting polarizing agent that allows the owner to ignore the blinding effects of searchlights after only one second of exposure. (The effects of the searchlight are as described above during that first second, however.) The protective polarization lasts for five seconds after the searchlight ceases to hit the vehicle — during that time, all nighttime penalties for visibility are increased by one.



Turrets. Turrets take up space in a vehicle, but can in turn hold weapons that don’t count against the vehicle’s space limit. A turreted weapon can fire in any direction, as opposed to most weapons which are limited to a particular arc of fire (arcs of fire are explained on p. 00).

Small: \$1000, 150 lbs., holds 6 cu. ft. of weapons, takes up 6 cu. ft., HT 3

Medium: \$1500, 200 lbs., holds 12 cu. ft. of weapons, takes up 10 cu. ft., HT 5

Large: \$2500, 300 lbs., holds 18 cu. ft. of weapons, takes up 12 cu. ft., HT 8

Extra-Large: \$3500, 400 lbs., holds 24 cu. ft. of weapons, takes up 15 cu. ft., HT 12

Motorcycles, subcompacts, and light trikes may not mount turrets at all. Medium trikes and compacts may mount Small turrets only. All other cars and trikes may mount up to medium turrets. Vans may mount up to Large turrets. Oversized vehicles may mount any size turret.

A turret may be targeted in combat (see p. 56). If the turret is hit, any damage left over after the DR of the armor is subtracted is applied against the HT of the turret. Any remaining damage goes directly to the weapon in the turret. The turret is protected by the top armor. If the turret is destroyed but the weapon in it is not, the weapon is frozen in whatever position it was in when the turret was knocked out.

A turret of any size may be made *universal* by spending an additional \$1000. A universal turret may fire straight up in addition to its regular arc of fire. (Normal turrets only fire upwards to a 45-degree elevation.) Weight, space, HT, and capacity of the turret do not change. This option is particularly useful against rooftop snipers and air vehicles.

Wheelguards. \$10 and 4 lbs. per point of DR per wheelguard, no space. Wheelguards must be bought separately for each tire location, and the maximum DR that can be bought is 10. When a tire is hit by enemy fire, roll one die. On a 1-4, the wheelguard is hit first, and its DR is subtracted from the damage. Wheelguards can be made fireproof or laser reflective or both (at the standard penalties to cost and weight). They must be the same armor type as the rest of the vehicle.

Sample Cars

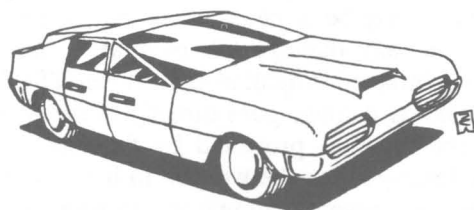
Here are some popular *Car Wars* cars redesigned using the *GURPS* rules. Many cars used by the characters described elsewhere in this book are given here. Not every vehicle type is listed here, nor is every available weapon and accessory used. This is a good starting place, however, to see how vehicles are made. This section also serves as the example of how vehicle descriptions are organized. Some abbreviations will be used, but if you've read this far through the rulebook, you should know what they all mean.

In some cases, vehicle options are given. In the option description, only the equipment and stats that change are given — if something is missing (like cost, or acceleration, or weight capacity, etc.) it is unchanged from the original. When more than one option is given, each option starts from the basic vehicle, unless it specifically says otherwise.

Mid-Sized

Joseph Special — Mid-sized, Std. chassis, Imp. suspension, Lg. power plant, 4 HD tires, driver only. AT front, RL back, PS right. Armor: F 3/12, L 2/8, R 2/8, B 2/8, T 1/4, U 1/4. Accel. 5, Top speed 100, Driving skill modifier: +1, 4565 lbs. (235 left for driver and cargo), 1 cu. ft. remaining, \$9,860.

Flamberge (Turret Model) — Mid-sized, X-Hvy chassis, Hvy suspension, Large power plant, 4 solid tires, driver, gunner. 2 linked MGs in Medium turret, RR front. Honeycomb Custom Armor Composition Option — all units: PD 0, DR 18 in all locations. Accel. 5, Top speed 100, Driving skill modifier: +2, 5190 lbs. (570 left for crew and cargo), 1 cu. ft. remaining, \$15,330.



Iron Horse — Mid-sized, X-Hvy chassis, Hvy suspension, Large power plant, 4 PR tires, driver only. RR front, MG left, MG right, MD rear. Armor: F 4/16, L 4/16, R 4/16, B 4/16, T 3/12, U 3/12. Accel. 5, Top speed 100, Driving skill modifier: +2, 5410 lbs. (350 left for crew and cargo), 0 cu. ft. remaining, \$14,270.

Luxury

Piranha — Luxury, Hvy. chassis, Hvy. suspension, Lg. power plant, 4 PR tires, driver, gunner. RL front, 3 MGs with extra magazines (one each L, R, B), HR front, fire extinguisher. 2 units Sloped Normal Armor, Honeycomb Custom Armor Composition option: PD 2, DR 12 in all locations. Accel. 5, Top speed 100, Driving skill modifier: +2, 5305 lbs. (745 left for crew and cargo), 1 cu. ft. remaining, \$14,550.

Option I — Remove Sloped Armor option, add Streamlined body. Armor value becomes PD 0, DR 12 in all locations; Top speed becomes 110.

Option II — Upgrade chassis to X-Heavy, add 6 units of armor (one in each location), and honeycomb it. Armor: PD 2, DR 18; 5905 lbs. (695 for crew and cargo), \$15,750.

Foxbat — Luxury, X-Hvy chassis, Hvy suspension, Sports power plant, 4 PR radial tires, driver only. Gauss Gun in Medium universal turret, Vulcan MG front, Stealth Mode, Sound Enhancement, Radar, Infrared, Hi-Res Targeting Computer, Cyberlink (to GG), Roll Cage. Honeycomb Custom Armor Composition option (all units): F 0/18, R 0/12, L 0/12, B 0/6, T 0/12, U 0/0. Accel. 15, Top speed 100, Driving skill modifier: +3, 6390 lbs. (210 left for crew and cargo), 3 cu. ft. remaining, \$80,000.

Police Car — Luxury, X-Hvy chassis, Hvy suspension, Super power plant, 4 solid tires, driver, gunner, 2 passengers. RR in Medium turret, 2 linked MGs front, SD back, Fire Extinguisher, Roll Cage, Targeting Computer (for gunner). Honeycomb Custom Armor Composition Option (trading 1 DR in all locations): F 2/14, L 1/10, R 1/10, B 1/10, T 1/10, U 1/10. Accel. 10, Top speed 100, Driving skill modifier: +2, 5975 lbs. (625 left for crew and cargo), 22 cu. ft. total space for prisoners, \$19,350.

Pickup

Vigilante — Pickup, X-Hvy chassis, Hvy suspension, Super power plant, 6 solid tires, driver, gunner. 2 MGs in Medium turret. Honeycomb Custom Armor Composition Option (trading 2 DR in all locations): F 4/28 (with ram plate), R 2/20, L 2/20, B 2/20, T 2/20, U 1/16. Accel. 10, Top speed 100, Driving skill modifier: +1, 7330 lbs. (470 left for crew and cargo), 58 cu. ft. remaining (55 in cargo area), \$21,130.

Magnum MicroDuellist — Pickup, X-Hvy chassis, Hvy suspension, Super power plant, 6 PR radial tires, driver only. RL in Medium turret, Heavy Rocket front, Fire Extinguisher, Hi-Res Targeting Computer. Fireproof Armor: F 5/20, R 5/20, L 5/20, B 4/16, T 4/16, U 3/12. Accel. 10, Top speed 100, Driving skill modifier: +2, 7120 lbs. (680 left for crew and cargo), 58 cu. ft. remaining (55 in cargo area), \$27,940.

Van

Torch — Van, X-Hvy chassis, Hvy suspension, Super power plant, 6 PR radial tires, driver, gunner. RL front, FT left, FT right, FT back, Fire Extinguisher, 2 Targeting Computers. Armor: PD 1, DR 4 in all locations. Accel. 10, Top speed 100, Driving skill modifier +1, 6200 lbs., (1000 left for crew and cargo), 46 cu. ft. remaining (25 in cargo area), \$17,200.

Autoduelling

Motorcycles

Building a motorcycle is very similar to building a car. A cycle can use almost any weapon or accessory a car does, though because of its small size, there is much less space and weight capacity to work with.

Body Types

There are three different sizes of cycles available to players. Unlike cars, chassis modifications are not possible for motorcycles, so the Maximum Load figure given for each cycle type cannot be changed. A motorcycle may be streamlined (see p. 31).

Type	Price	Weight	Max. load	Cu. Ft. cap.
Light cycle	\$200	250	800	20
Medium cycle	\$300	300	1100	26
Heavy cycle	\$400	350	1300	36

Suspension

Motorcycles are inherently less stable than cars — this makes them harder to handle. All cycles are assumed to have a *Light suspension*, which costs no extra money. However, a Light suspension gives a -1 penalty to the driver's Motorcycling skill.

To eliminate that penalty, an *Improved suspension* is required. An Improved suspension costs 100% of the body cost (\$200, \$300, or \$400, depending on body type). A cycle with Improved suspension does not affect the driver's Motorcycling skill roll in any way.

The next step up is a *Heavy suspension*. A Heavy suspension costs 200% of the body cost, and gives the driver a +1 bonus to his Motorcycling skill roll.

Power Plants

Motorcycles use the same type of electric power plants that cars do, but cycle plants tend to be a lot smaller. No car or oversized vehicle can use any of the cycle plants listed below.

The rules for pushing the power plant above its listed maximum speed, and for vehicle range, are the same as for car power plants (see sidebars, pp. 31, 32).

Plant	Price	Weight	Cu. ft.	HT	Accel.	Max. speed
Small cycle	\$500	100	3	5	5	75
Medium cycle	\$1000	150	5	7	10	80
Large cycle	\$1500	175	8	10	10	90
Super cycle	\$2000	200	10	13	15	90
Sports cycle	\$3000	250	14	15	15	100

Tires

Cycles need two tires (obviously), and the same types of tires available for cars are also available for motorcycles. The front and rear tire on a motorcycle must match, or else the driver will suffer a -2 penalty to his Motorcycling skill. Motorcycle tires cost the same and have the same number of HT points as car tires, but weigh only half as much.

Armor

Cycle armor can only be placed in two positions — the Front and the Back. The armor options described for cars are available for motorcycles.

Body type	Normal (\$/lbs.)	FP (\$/lbs.)	LR (\$/lbs.)	LRFP (\$/lbs.)
Light cycle	100/40	200/40	110/44	250/44
Medium cycle	110/50	220/50	121/55	275/55
Heavy cycle	120/60	240/60	132/66	300/66

Design Guidelines

There are a few other things that need to be considered when designing a vehicle: Included in this book is a handy Vehicle Design Sheet. Permission is given to photocopy it for personal use. Use it! It's a great way to keep track of total weight, cubic feet remaining, and vehicle cost — and it won't let you forget something obvious, like tires. Weapons are usually mounted to the front, back, right, or left. The arcs of fire of your various weapons will determine your strategies, so pay careful attention to how your weapons are placed. A turreted weapon fires in a 360-degree arc of fire, but the turret is an extra expense. Top- and underbody-mounted weapons are legal, but not very practical. No more than 1/5 of a vehicle's total space capacity (rounded down) can be devoted to weapons firing from any one position. Extra magazines attached to weapons count against this limit. For example, a mid-sized has a space capacity of 68 cu. ft. One-third of 68, rounded down, is 22. If we wanted to put two flamethrowers in the same position (say, firing back), we couldn't, because two flamethrowers take up 24 cubic feet. Two Vulcan MGs would be OK, though, because that only adds up to 20 cubic feet.

Sample Cycles

Outlander — Hvy cycle, Hvy suspension, Super cycle power plant, 2 Std. tires, driver only. MG front. Armor: F 3/12, B 2/8. Accel. 15, Top speed 90, Driving skill modifier: +1, 1080 lbs. (220 left for crew and cargo), 10 cu. ft. remaining, \$5,400.

Option I — Replace MG with RL; drop one unit of front armor. Armor: F 2/8, B 2/8. 1070 lbs. (230 left for crew and cargo), 6 cu. ft. remaining, \$5,130.

Spider — Streamlined Hvy cycle, Hvy suspension, Large cycle power plant, 2 HD tires, driver only. RR front. Armor: F 1/4, B 1/4. Accel. 10, Top speed 100, Driving skill modifier: +1, 1035 lbs. (265 left for crew and cargo), 3 cu. ft. remaining, \$4,990.



More Sample Cycles

Police Cycle — Hvy cycle, Hvy suspension, Sports cycle power plant, 2 PR radial tires, driver only. RR front, Targeting Computer. Armor: F 1/4, B 1/4. Accel. 15, Top speed 100, Driving skill modifier: +2, 1130 lbs. (170 left for crew and cargo,) 0 cu. ft. remaining, \$8,290.

Big Cop Option — Remove back armor. Armor: F 1/4, B 0/0. 1070 lbs. (230 left for crew and cargo), \$8,170.

Hawk — Medium cycle, Hvy suspension, Medium cycle power plant, 2 PR tires, driver only. MG front, SD back. Armor: F 1/4, B 1/4. Accel. 10, Top speed 80, Driving skill modifier: +1, 875 lbs. (225 left for crew and cargo), 1 cu. ft. remaining, \$4,320.

Turtle Hawk — Reduce power plant to small cycle, add unit of armor front. Armor: F 2/8, B 1/4. Accel. 5, Top speed 75, 3 cu. ft. remaining, \$3,930.

Hawk Backfire — Replace MG and SD with Flaming Oil Jet back, add 4 units of armor. Armor: F 3/12, B 3/12. 880 lbs. (220 left for crew and cargo), \$4,135.

Slasher — Med. cycle, Hvy suspension, Medium cycle power plant, 2 HD tires, driver only. 2 linked Heavy Rockets front. Armor: F 2/8, B 1/4. Accel. 10, Top speed 80, Driving skill modifier: +1, 840 lbs. (260 left for crew and cargo), 1 cu. ft. remaining, \$2,830.

RoadMiser — Light cycle, Hvy suspension, Small cycle power plant, 2 standard tires, driver only. MG front. No armor. Accel. 5, Top Speed 75, Driving skill modifier: +1, 580 lbs. (220 left for crew and cargo), 1 cu. ft. remaining, \$2,700.

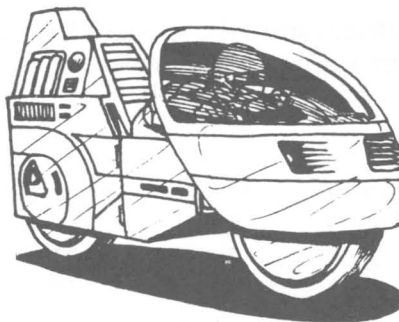
Sample Trikes

Leo — Med. trike, Hvy suspension, Lg. cycle power plant, 3 solid tires, driver only. MG front, 2 HRs right, 2 HRs left, fire extinguisher. Armor: F 2/4, R 2/4, L 2/4, B 1/4, T 1/4, U 1/4. Accel. 10, Top speed 90, Driving skill modifier: +2, 1897 lbs. (203 left for crew and cargo), 2 cu. ft. remaining, \$7,220.

Vapor Trail — X-Hvy trike, Hvy suspension, Large cycle power plant, 3 PR Radial tires, driver only. RL in Medium turret, MML right, MML left, Six Shooter front, 2 linked HRs back, Improved Fire Extinguisher, Targeting Computer. Fireproof Armor: F 6/12, R 4/8, L 4/8, B 2/8, T 1/4, U 0/0. Accel. 10, Top speed 90, Driving skill modifier: +3, 3265 lbs. (235 left for crew and cargo), 8 cu. ft. remaining, \$14,950.

Weapons and Accessories

Every weapon available to a car can also be mounted on a motorcycle. Cycle weapons, however, can only be mounted to fire to the front or rear. Cycles can also use most accessories a car can, with these exceptions: Ejection Seat, Ram Plate, Remote Control, Rocket Platform, Roll Cage, Spoilers and Airdams, Turrets, Wheelguards.



Trikes

Trikes are a hybrid vehicle combining the quickness and (relative) low cost of motorcycles with the stability and carrying capacity of cars.

Body Types

Like motorcycles, trikes cannot increase their maximum load with any sort of chassis adjustment. Trikes use the same power plants as motorcycles (see above), and they use the same tires, too. Trikes may be streamlined (see p. 31).

Type	Price	Weight	Max. load	Cu. ft. cap.
Light trike	\$250	300	1600	38
Medium trike	\$300	500	2100	50
Heavy trike	\$400	700	2800	62
X-Heavy trike	\$550	950	3500	72

Suspension

Trikes are assumed to come with a *Light suspension*, which has no effect on the driver's skill.

An *Improved Suspension* costs 100% of the trike's body cost and gives the trike driver a +1 bonus to his Driving skill.

A *Heavy Suspension* costs 200% of the trike's body cost and gives the driver a +2 bonus to his Driving skill.

Armor

Trikes are armored like cars — that is, they are armored in six locations: Front, Back, Right, Left, Top, and Underbody. Also note that due to the wedge shape of the vehicle, the armor in the Front, Right, and Left locations is treated as if it was Sloped (see sidebar, p. 34) with no extra cost of any kind. These three sides are *fully sloped* — that is, their original PD is doubled. Arcs of fire, and how they relate to combat, will be explained more fully in the *Vehicular Combat* section.

All other Custom Armor Options described for cars are available for trikes as well.

Body type	Normal (\$/lbs.)	FP (\$/lbs.)	LR (\$/lbs.)	LRFP (\$/lbs.)
Light trike	110/50	220/50	121/55	275/55
Medium trike	120/60	240/60	132/66	300/66
Heavy trike	140/70	280/70	154/77	350/77
X-Heavy trike	160/80	320/80	176/88	400/88

Weapons and Accessories

Every weapon available to a car is also available to a trike. So are all the accessories listed above, with a few exceptions: Ram Plate, Spoiler.

Tractors

Whether it's the interstates or the city streets, the big rigs and buses are the undisputed kings of the road. The vehicles described in this section are the ones referred to as "oversized" vehicles in other sections of the rules. The size of these vehicles makes constructing them a little more complicated, but if you've made it this far, it shouldn't be too hard.

The big rigs are built in two parts — the tractor and the trailer. These are considered to be separate vehicles — and if things go wrong in combat, they could very well end up that way!

Tractor Bodies

Tractor bodies come in four styles. The body price includes lights, standard radio, loud horns, fairly luxurious upholstery, and the "fifth wheel."

Body type	Cost	Weight	Max. load	Cu. ft. cap.
Standard cabover	\$12000	3500	10000	100
Standard longnose	\$14000	3700	11000	112
Sleeper cabover	\$17000	3900	12000	125
Sleeper longnose	\$20000	4100	13500	142

Maximum load refers to the amount of weight the cab alone can carry. The maximum weight of the entire rig is determined by the strength of the power plant. The cab's weight capacity can be altered — see "Chassis," below.

The *fifth wheel* is the yoke on the back of a tractor — the hitch that allows a trailer to be attached. The fifth wheel can be targeted by weapons fire, and is not protected by the armor of the tractor. It has a HT of 20.

There is only one type of suspension available for oversized vehicles. It does not change the cost of the vehicle (it's included in the body cost), and has no effect on the truck driver's Driving skill roll.

Tractors can not be streamlined.

Chassis

The weight capacity of a tractor can be improved. The *Standard chassis* is regular equipment — it gives no bonus and costs nothing extra. A *Heavy chassis* costs 50% of the body price and gives a 10% bonus to the weight allowed. The *Extra-Heavy chassis* gives a 20% bonus to weight capacity, and costs 100% of the body price.

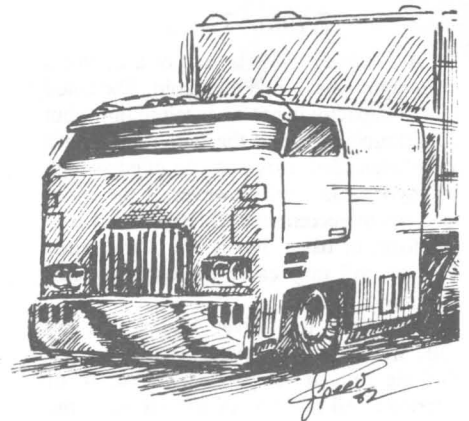
Power Plants

There are only three types of plants available for the big rigs. These three plants can also be used in buses, but cannot be used to power cars, motorcycles, or trikes.

Power plant	Cost	Weight	Cu. ft.	HT	Max. weight
Regular truck	\$15000	3000	50	50	40000
Large truck	\$20000	3500	67	65	60000
Super truck	\$25000	4000	80	75	80000

All three plants have the same top speed — 100 mph — and the same acceleration — 2.5 mph per turn up to 25 mph, and 5 mph per turn thereafter. The differences between them lie in the maximum rig weight they can pull, which is listed in the "Max. weight" column. If a Regular truck plant is installed in an oversized vehicle that weighs more than 40000 pounds, the rig won't move.

Truck power plants can be "pushed" beyond the 100 mph maximum speed, at the same penalties as for car power plants (see sidebar, p. 31). The vehicle range rules are also the same.



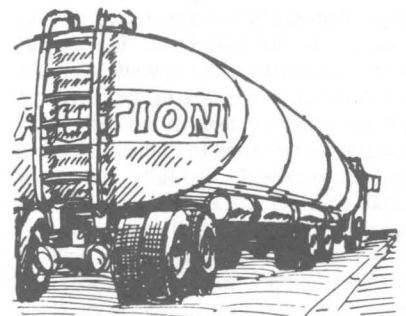
Sample Tractor-Trailer Rig

Roughrider — Std. Cabover, Hvy chassis, Regular Truck power plant, 10 solid truck tires, driver, gunner. 2 linked MGs front, RR in Medium turret. Custom Armor Composition Option, full honeycomb — F 0/24, R 0/12, L 0/12, B 0/0, T 0/18, U 0/0. Accel. 2.5 to 25 mph, 5 thereafter. Top speed 100, Driving skill modifier: 0, 10,490 lbs. (510 left for crew and cargo), 8 cu. ft. remaining, \$57,650.

Note: power plant can pull a rig of 40,000 lbs. total weight.

Type Two — Van Trailer, 8 solid truck tires, Standard kingpin, MD, OJ, and SS back. Armor: 4/16 in all ten locations. 11,750 lbs. (cargo weight capacity depends on total rig weight), 2,379 cu. ft. remaining, \$35,950.

Roughrider/Type Two combination — Assuming the cab is loaded to capacity, the trailer can carry 17,250 lbs. of cargo. Total cost: \$93,600.



Tires

Because of their larger size, the truck tires listed below cannot be used on motorcycles, trikes, or cars, and car and cycle tires cannot be used on oversized vehicles. A tractor uses 10 tires, 2 in front and 8 in back.

Type	Cost	Weight	HT
Standard	\$150	60	15
Heavy Duty	\$300	80	24
Puncture Resistant	\$600	100	35
Solid	\$1500	150	50

The costs and weights given are for one tire. None of these tires give any bonus to the driver's Driving skill, but all the tires on any oversized vehicle must match, or there will be a penalty of -1 to that skill.

Trailer Types

A *Flatbed trailer* is simply a platform with eight wheels and a kingpin. The listed cu. ft. capacity is not an absolute limit, but a recommendation; if the rig's weight limit is not exceeded, cargo can be piled as high as anyone cares to! However, if the cargo exceeds its recommended limit, and it is in the form of bales, boxes, etc., any failed Driving roll may cause the cargo to shift and fall off.

Whenever the driver fails a Driving roll, he must immediately try a *second* Driving roll, at -1 for each 50 cu. ft. of overload. All other modifiers are the same as for the first roll.

If he makes the roll, his cargo stays secure. If he misses the roll, he loses 10% of the cargo (round up) for every point by which he missed. This will leave a number of obstacles in the road behind!

A *Van trailer* is little more than a box with wheels. It is the workhorse of the trailer line.

A *Reefer trailer* is a Van trailer with a refrigeration unit in front to preserve perishables, like meat and produce. The refrigeration unit has a DR of 2 and an HT of 20. If the outside armor of the trailer is breached, the refrigeration unit will take damage on a roll of 6 or less on three dice (otherwise, the cargo will take the damage). If the refrigeration unit is destroyed, it will (obviously) stop working, and the cargo will be in danger. How fast the cargo will spoil depends mainly on time and outside temperature. The final judgment on this sort of thing is left to the GM.

A *Tanker trailer* can only mount dropped weapons — any other hidden weapons would tend to slosh around in whatever liquid the tanker was carrying. A tanker must have at least one unit of armor in all locations to prevent leaks.

A *Dumper trailer* is perfect for carrying bulk solids, like sand, gravel, or coal. A dumper does not have a top, and cannot use turrets or rocket platforms. The carrier may be raised to dump the contents. Controls are located on either side of the carrier; a duplicate set of controls in the cab allows the carrier to be raised from inside. It takes 7 seconds to raise the bed fully, and only 5 seconds to lower it. Loose materials in the carrier will start to spill out after two seconds of elevation. The carrier will be completely empty after 10 seconds. A dumper trailer can only devote 50 cu. ft. of its total capacity to weapons — the rest must be devoted to cargo.

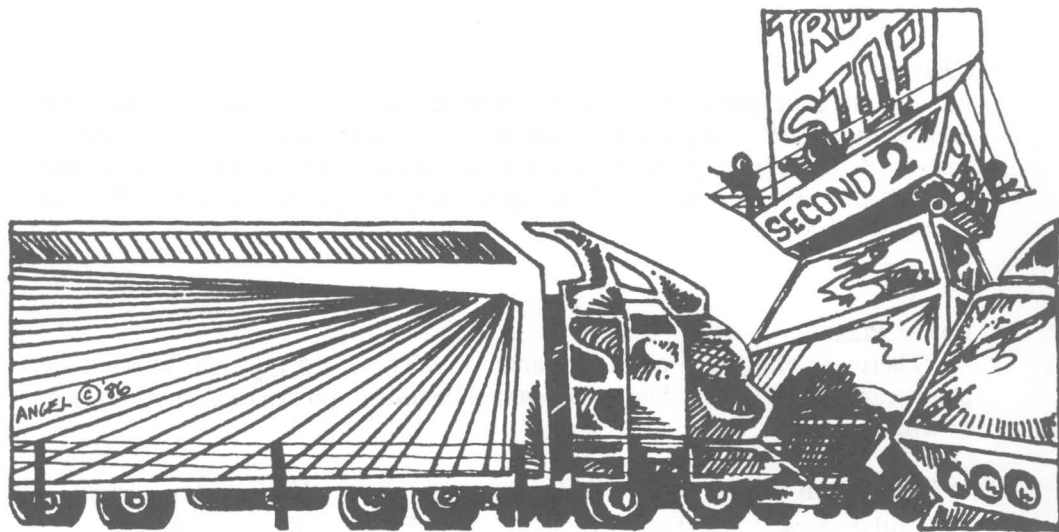
Armor

Buying armor for a tractor is just like getting armor for a car. The same six locations are used — Front, Back, Left, Right, Top, and Underbody. All Custom Armor Options described for cars can be used on tractors.

Cab type	Normal (\$/lbs.)	FP (\$/lbs.)	LR (\$/lbs.)	LRFP (\$/lbs.)
Std. cabover	300/140	600/140	330/154	750/154
Std. longnose	320/150	640/150	352/165	800/165
Sl. cabover	320/150	640/150	352/165	800/150
Sl. longnose	340/160	680/160	374/176	850/176

Weapons and Accessories

Every weapon and accessory listed earlier in this chapter is available to oversized vehicles.



Trailers

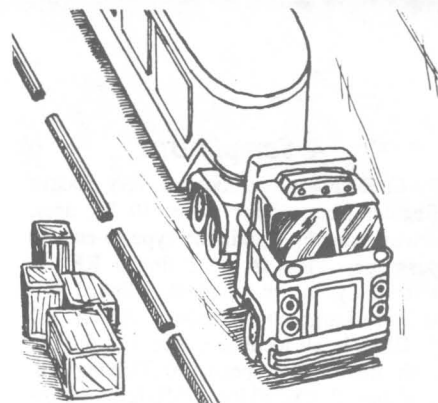
The other half of the tractor-trailer combination that makes up a big rig is — obviously enough — the trailer. Trailers are fairly easy to build, since they don't have plants, suspensions, or chassis improvements. A trailer uses the same truck tires described above — 8 of them, in the back. They also use the same weapons and accessories all other vehicles use, though there are some special accessories that will be described below.

Body types

No maximum weight is given for trailer capacity because a rig's maximum weight is effectively determined by the tractor's power plant. This is not to say that you can pile infinite weight on these trailers — just that by the time you get close to the trailer's limit, no power plant left in the world could move it.

The van and reefer trailers may mount two turrets (or rocket platforms, or other roof-mounted accessories) — one in the front half, and one in the back. One turret may be designated to be "higher" than the other — the higher one has a full 360-degree arc of fire, while the "lower" one can fire in every direction except toward the other turret.

Trailers can not be streamlined.



Trailer type	Cost	Weight	Cu. ft. cap.
Flatbed	\$3000	2000	1200
Van	\$6000	3000	2400
Reefer	\$10000	3500	2200
Tanker	\$16000	5000	1800
Dumper	\$11000	6000	1800

Armor

There is one major difference between trailers and other vehicles: Trailers are divided into ten locations, not six. They are Front, Back, Front Left, Back Left, Front Right, Back Right, Front Top, Back Top, Front Underbody, and Back Underbody. The Flatbed and Dumper trailers are restricted further — the Flatbed using only Front Underbody and Back Underbody armor, and the Dumper using all locations except Front Top and Back Top.

All other Custom Armor Options listed for cars are available on trailers, with one exception. Sloped Armor is still available, but the cost is higher. Armor can still be sloped in a single location at the cost of 2 cubic feet of capacity per single point increase of PD, but buying Sloped Armor for the entire trailer costs 12 cu. ft. per point of PD.

Armor costs and weighs the same amount for every type of trailer.

	Normal (\$/lbs.)	FP (\$/lbs.)	LR (\$/lbs.)	LRFP (\$/lbs.)
Trailer	400/180	800/180	440/198	1000/198

Kingpin

The kingpin is attached to the front of a trailer, and fits into a tractor's fifth wheel, holding the two parts of the rig together. The kingpin cannot be targeted in combat, but it can be destroyed in a crash (or *voluntarily* . . .). There are three types of kingpin:

Standard Kingpin. \$100, no weight or space. Cannot be released except from outside the vehicle — about a 1-minute process.

Explosive Kingpin. \$500, no weight or space. Like a standard kingpin, but the explosive kingpin can be blown loose from inside the cab by triggering a small charge. This releases the trailer immediately — not very good for the trailer, especially at high speeds, but possibly necessary in an emergency. The kingpin must be replaced before the trailer can be reattached to any tractor (assuming the trailer survives).

Quick-Release Kingpin. \$1000, no weight or space. Like an explosive kingpin, except that this kingpin does not destroy itself, and the trailer can be reattached with little difficulty (again, if the trailer was not totaled in the disconnection process). Reconnecting a trailer takes about 5 minutes.

Free Trailers

If a trailer is released (or breaks loose) while it is moving, it will crash. Roll two dice and consult the Crash Table (see p. 51), remembering to add in any speed modifiers that may apply. The trailer will decelerate 20 mph per turn — roll on the Crash Table once every turn until the trailer stops moving.

Conversion from Car Wars

The world of 2036, as presented in the original *Car Wars*, has even more vehicle types, weapons, accessories, and gadgets than have been presented here. There ought to be enough here to keep most people happy — after all, the emphasis in *GURPS* is supposed to be on the characters, not the hardware — but a number of you out there will want more.

The cost and weight of nearly every piece of equipment — from a luxury body to a solid tire to a machine gun — is carried over directly from *Car Wars*. Space taken up is a little trickier. The rough conversion used was 5 cu. ft. for every *Car Wars* "space," but because cu. ft. is a more precise measurement, some adjustments were made. Not all "1 space" items are the same size — some became 4 cu. ft., others 5, or 6, or even 7.

The HT score of each piece of equipment is roughly 2½ times the *Car Wars* DP value. And the damage done by weapons was also increased by a factor of roughly 2½ — except for Impaling weapons, which only saw a 1½ to 2 times increase.

All of these conversions are approximate — if you go back and check the equipment listed above, you'll see that some exceptions from these guidelines have been made where it made sense. If in translating a new *Car Wars* gadget to *GURPS Autoduel*, you want to make an item a little heavier, or stronger, or cheaper, or whatever, go ahead. The GM's word should be considered final in all cases.



Buses

Buses come in two sizes:

A Sample Bus

Commando — 40-foot bus, Hvy chassis, Regular truck power plant, 10 PR tires, driver, gunner, 42 military-type (5-cu.-ft.) passengers. RL front, 2 linked RRs in Extra-Large turret top front, 2 linked RRs in Extra-Large turret top back. Armor: PD 2, DR 8 in all locations. Accel. 2.5 to 25 mph, then 5, Top speed 100, Driving skill modifier: 0, 15,550 lbs. (7550 left for crew and cargo), 0 cu. ft. remaining, \$55,250.

Bus size	Cost	Weight	Max. load	Cu. ft. cap.
30-foot bus	\$5000	4000	16000	240
40-foot bus	\$7000	5500	21000	320

Buses use the same tires as tractor-trailer rigs — and just like the big trucks, there is no bonus to Driving skill from any type of tire, but there is a -1 penalty for mounting tires that don't match. There is no suspension modification possible that will make a bus harder or easier to handle. Buses also use the same three power plants described in the "Tractors" section.

Buses may mount two turrets (or other roof-mounted accessories), just like van or reefer trailers (see above).

Buses cannot be streamlined.

Chassis

Like tractors, buses come with a *Standard chassis* that costs no extra money, but does not change the maximum load. A *Heavy chassis* is available, however, that costs 50% of the body cost and increases the weight capacity by 10%. One step beyond that is the *Extra Heavy* chassis, which costs 100% of the body cost and increases the weight capacity of the bus by 20%.

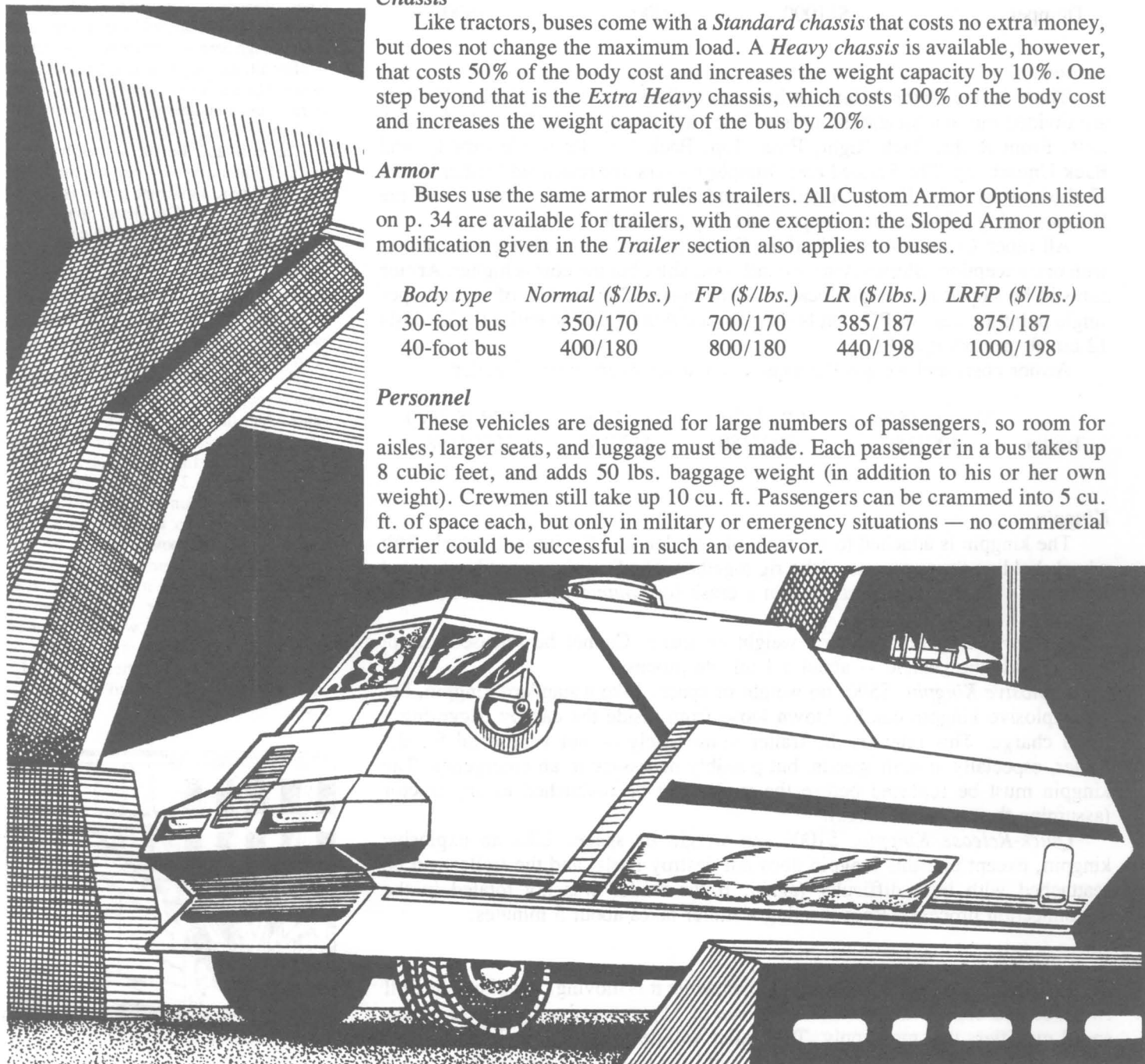
Armor

Buses use the same armor rules as trailers. All Custom Armor Options listed on p. 34 are available for trailers, with one exception: the Sloped Armor option modification given in the *Trailer* section also applies to buses.

Body type	Normal (\$/lbs.)	FP (\$/lbs.)	LR (\$/lbs.)	LRFP (\$/lbs.)
30-foot bus	350/170	700/170	385/187	875/187
40-foot bus	400/180	800/180	440/198	1000/198

Personnel

These vehicles are designed for large numbers of passengers, so room for aisles, larger seats, and luggage must be made. Each passenger in a bus takes up 8 cubic feet, and adds 50 lbs. baggage weight (in addition to his or her own weight). Crewmen still take up 10 cu. ft. Passengers can be crammed into 5 cu. ft. of space each, but only in military or emergency situations — no commercial carrier could be successful in such an endeavor.



Vehicle Movement

The rules for vehicular movement in *Car Wars* are fairly complicated. And while they're just right for a tactical boardgame — like *Car Wars* — there's too much going on for a game that is supposed to emphasize the characters over the hardware.

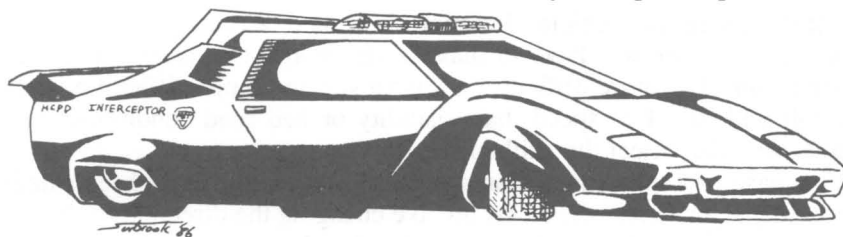
For the most part, movement in *Autoduel* will be treated like movement in all other *GURPS* game-worlds. Instead of the staggered, everyone-move-at-once system of *Car Wars*, vehicles will move one at a time, in speed order. All maneuvers and hazards will require a check, not against the Handling Class of the vehicle, but against the Driving skill of the driver. All of this will be explained in detail below.

These rules are for vehicular movement only. When characters get out of their cars and run down the street (or into buildings, or across fields), the standard *GURPS* character movement rules will apply.

Sequence

All vehicular movement is done in Move order; that is, the vehicle with the highest current Move score goes first, the vehicle going the second-fastest goes second, etc. If two vehicles are traveling the same speed, the one whose driver has the highest DX score goes first. A vehicle moves the entire distance to which it is entitled during its turn.

All vehicles keep track of their respective speeds in terms of miles per hour. Divided by two, this yields a Move score, or, the number of hexes the vehicle must move. If you're using the ¼" square grid, or no movement grid at all, you'll find that a vehicle moves one inch for every 10 mph of speed.



Acceleration and Deceleration

The driver of a vehicle announces the speed of that vehicle for that turn just before he or she moves the vehicle on the map. Once every player on the map has moved, the referee must make note of the new speeds — on the next round, the vehicles may move in a different order.

Each driver should be responsible for keeping track of his or her own speed. It will change from turn to turn, but never beyond certain limits. The options are:

Maintain Speed

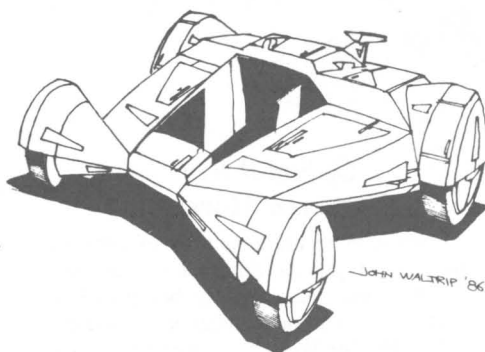
A vehicle can always elect to remain at the same speed it was going the turn before.

Acceleration

The acceleration of a vehicle is limited by the acceleration rating of its particular power plant. (Trucks and buses have a fixed acceleration that is the same for all oversized vehicles.) If your vehicle is going 40 mph and has an acceleration of 10 (for example), you may accelerate up to 50 mph at the beginning of your next turn. Note that you may also elect to go 45 mph, or 43, or 48 — it is strongly recommended, however, that to make record-keeping easier for everyone, speeds be kept to multiples of 5 mph.

Deceleration

Any vehicle can decelerate up to 15 mph each turn without danger. Greater deceleration is possible, but will require the driver to check against his Driving skill score to maintain control of the vehicle. Different modifiers apply for different rates of deceleration — see sidebar.



A Question of Scale

In standard *GURPS* scale, an automobile is 5 inches long and 2½ inches wide! Some counters of that size are provided for pedestrian combat situations where the location of parked cars becomes important. For car-to-car battles, however, it is much more practical to use standard *Car Wars* scale — 15 feet to the inch. In this scale, cars are represented by counters 1" x ½". Counters representing every type of vehicle in these rules are provided in this scale.

Vehicles this size fit very well on the traditional *Car Wars* ¼"-square grid. If you want to stay with a hex grid, it must be 5 hexes to the inch to fit — a sample sheet just that size is provided.

While the grid layouts (either squares or hexes) are useful for determining the dimensions of streets, buildings, and other landmarks, no grid system of any type is necessary to regulate vehicular movement. Instead, use the turning key provided in this set to govern your maneuvers.

Deceleration Modifiers

20 mph deceleration: No modifier.

25 mph deceleration: Check against Driving skill with a -1 penalty.

30 mph deceleration: Check against Driving skill with a -2 penalty, plus each tire takes 1 die of damage.

35-45 mph deceleration: Check against Driving skill with a -3 penalty, plus each tire takes 2 dice damage.

It is impossible to decelerate more than 45 mph in any one turn.

Optional Rule:

Staggered Movement

When there are a number of vehicles moving at greatly different speeds, the *GURPS* movement system becomes less realistic. For those familiar and comfortable with *Car Wars* rules, feel free to use the movement system from that game. For those who are not familiar with *Car Wars*, but still want a more realistic movement system, try the following:

Each vehicle's move is broken down into 2-inch chunks. At the start of the turn, each vehicle moves only the first two inches of its total movement, highest speed going first. Everybody keeps moving like this, with each vehicle dropping out of the sequence as its total movement for the turn is completed. If a vehicle has less than 2 inches to move, simply move that smaller distance.

Maneuvers can still be performed at any time — a maneuver can even be started in one 2-inch move and ended in the next! This system is just a way to get a better visual idea of how fast-moving vehicles move in relation to each other over the course of each turn.

Example: Abel's car is going 80 mph; Baker's is doing 50; Charlie's is going 35; and Davis' is only going 15 mph.

At the beginning of the turn, Abel moves his car 2 inches, followed by Baker, then Charlie, then Davis — though Davis only moves his car 1½ inches.

Then Abel moves another two inches followed by Baker, then Charlie — though Charlie only moves his vehicle 1½ inches (for a total movement of 3½ inches). Davis doesn't get to move any more.

Next, Abel moves another two inches, then Baker moves his car 1 inch (to complete his 5-inch move) — Charlie and Davis do not move their cars any further.

Then, Abel moves his car two more inches to complete his movement, and the turn is over.

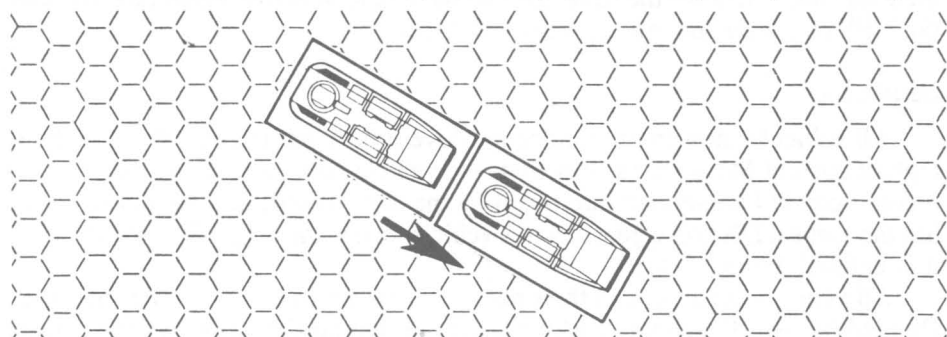
If Abel was going faster than 80 mph, he would have just kept moving until he had completed moving the total distance his speed allowed him.

When checking against the driver's skill as a result of rapid deceleration, any modifiers for the speed of the vehicle are counted at the original speed, not the speed after the deceleration.

Straight-Line Movement

Moving straight ahead is easy. Even without a grid to use as a guide, the counter itself can be helpful. Since a car counter is exactly 1 inch long, measuring a particular distance is simply a matter of counting off the right number of counter lengths. If you're using a grid, of course, you can count lines or hexes. You can even use the turning key (see diagram). A vehicle moves 1 inch for every 10 mph of speed; for example, a car going 80 mph gets to move 8 inches. A vehicle doing 45 mph will move 4½ inches.

A vehicle may move in reverse, but its top speed is only 20 mph in that gear.



Maneuvers

Any change of vehicle direction is called a *maneuver*. After every maneuver, a driver will have to make a check against his or her appropriate Driving skill. The more difficult the maneuver, the more difficult a successful skill roll will be. High speed, bad visibility or bad road conditions, and road hazards will also affect the skill roll.

For ease of explanation, maneuvers have been split into three categories: *Turns*, *Drifts*, and *Specials*. *Turns* involve changing the direction of the vehicle. *Drifts* move the vehicle slightly to one side while keeping it in the same direction (like a lane change). The *Specials* category covers certain fancy maneuvers with rules of their own.

Most of these maneuvers can be performed in a single inch of forward movement. A vehicle may make up to 3 maneuvers a turn. It is dangerous to take full advantage of this opportunity, however, since each additional maneuver in the same turn is more difficult than the one before. Any maneuvers that require more (or less) than a full inch to perform will be specified below.

A maneuver may be made at any point in the length of a move. If you wanted to, you could move ¾ of an inch, then make a one-inch maneuver, then move 1¼ inch, then make another one-inch maneuver, then move however far you needed to complete your movement. This is very complicated, however, and it is recommended that all moves be made in one-inch increments — even the straight-ahead ones.

Turns

Turns are rated in 15-degree increments from 15 degrees to 90 degrees. A turn greater than 90 degrees is not possible in a single one-inch move. To accomplish any of these turns, move the vehicle one inch forward, then hold down the back rear corner of the counter on the side you want to turn toward (left rear for a left turn, right rear for a right turn), and swing the counter however far you want to turn. If you want to turn exactly 15 degrees (or 30, or 45, etc.), you can use the turning key (see diagram). Note that you can turn any amount you want — 1 degree, or 37, or 86. The difficulty of the maneuver, though, is the same as for the next higher listed turn. A 37-degree turn, for example, is the same difficulty as a 45-degree turn. A 31-degree turn also has the same difficulty as a 45-degree turn — always round up.

Each turn has a modifier to the driver's Drive Vehicle skill roll:

15-degree turn: +1 to skill.
 30-degree turn: No modifier.
 45-degree turn: -1 to skill.
 60-degree turn: -3 to skill.
 75-degree turn: -5 to skill.
 90-degree turn: -7 to skill.

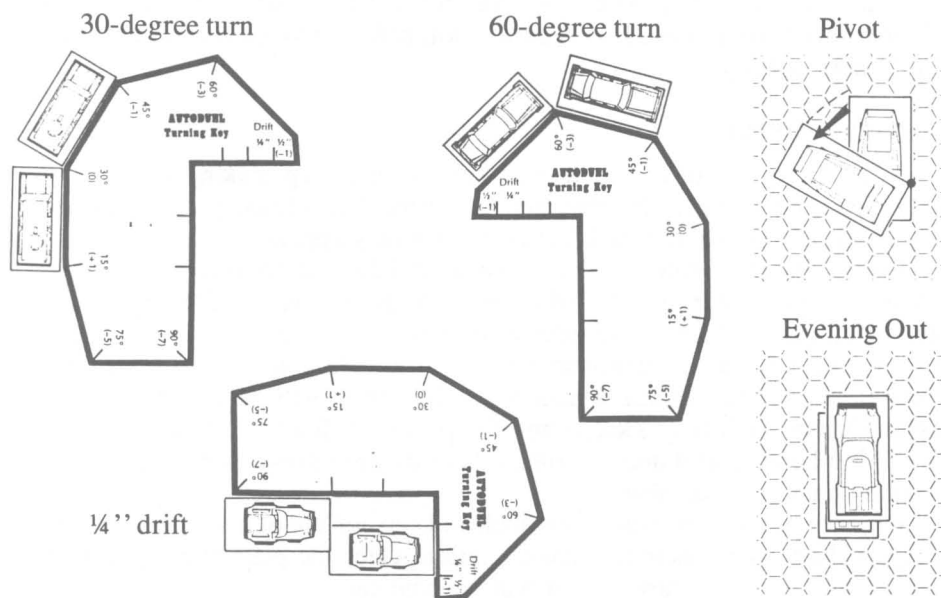
Drifts

A drift is also performed within a single one-inch movement. A vehicle performing a drift moves one inch forward and either $\frac{1}{4}$ " or $\frac{1}{2}$ " to the side, while continuing to point straight ahead. This maneuver can easily be performed with the turning key (see diagram). One-half inch is the most a vehicle can drift in a single one-inch move. You can drift any distance up to $\frac{1}{2}$ " — $\frac{1}{8}$ ", $\frac{3}{16}$ ", $\frac{1}{32}$ ", whatever — but round up the distance (to either $\frac{1}{4}$ " or $\frac{1}{2}$ ") to determine the difficulty. The two drifts have different modifiers for the driver's skill roll:

$\frac{1}{4}$ -inch drift: No modifier.
 $\frac{1}{2}$ -inch drift: -1 to skill.

Specials

Evening Out. If, after a series of maneuvers, a vehicle counter is very close to lining up on the grid lines being used (either square or hex), the counter can be "evened out" to line up exactly with the grid. This is not technically a maneuver, since no Driving skill roll is required to accomplish it. It's merely included to make things easier for players.



Pivot. This maneuver may be made only by a vehicle moving at 5 mph. To pivot, a vehicle first moves $\frac{1}{4}$ " forward. Then, holding down one of the rear corners of the counter, the player may pivot the vehicle on that corner any amount in any direction. This maneuver also does not require a Driving skill roll from the driver.

Defensive Swerve. The Defensive Swerve is not really a maneuver — it doesn't change the position of the vehicle counter at all. What it does do is make the vehicle harder to hit by employing a series of random small swerves and speed changes that makes a vehicle very hard to target. The Defensive Swerve adds 5 to the PD of the vehicle, but the driver performing it is at a -3 to his Driving skill. The PD bonus of a Defensive Swerve lasts until the next time the vehicle moves. An oversized vehicle cannot perform a Defensive Swerve.

This maneuver can be performed while the vehicle is going straight, or while the vehicle is performing another maneuver. If the vehicle is going

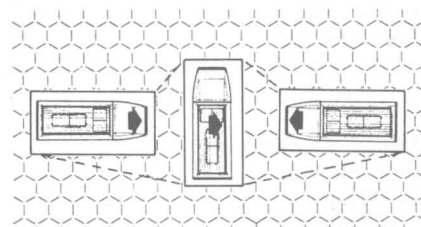
Special Maneuver: The Bootlegger Reverse

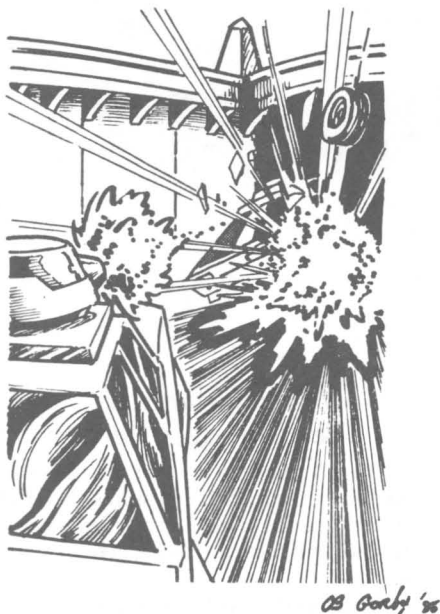
The bootlegger reverse is a special maneuver: the old moonshiner's trick whereby a car uses a controlled skid to reverse its direction. It's dangerous, but it works.

To attempt a bootlegger reverse, a vehicle must start the turn at between 20 and 35 mph. You can't slow to 35 mph and then try a reverse all in one turn.

A bootlegger reverse requires 2 inches of movement to perform, though the vehicle will travel further than that in the course of the maneuver. In the first inch, the vehicle turns sideways (to either side — driver's choice) and moves forward one inch. In the second inch, the vehicle moves forward one more inch, then completes the spin, now facing the way it came. This maneuver also drops the vehicle's speed to 0, effectively ending its movement for the turn.

A bootlegger has its disadvantages. One — during the maneuver, the occupants of the vehicle may not fire any weapons (they're too busy holding on for dear life to pull the trigger). Two — every tire on the vehicle takes 1 die of damage. And Three — the driver must make a Driving skill roll to accomplish this maneuver at a -8 to his skill! If the skill roll is failed, the results are assessed starting at the midpoint of the maneuver (see *Losing Control*, p. 50, for more details).





Common Hazards

Hitting curb, obstacle, or pedestrian:	-4 to skill
Hitting loose debris:	-2 to skill
Colliding with (or sideswiping) any vehicle or large fixed object (like a building):	-5 to skill
Enemy fire does 1-15 points damage:	-1 to skill
Enemy fire does 16-30 points damage:	-3 to skill
Enemy fire does 31+ points damage:	-5 to skill
Driver injured:	-5 to skill

Miscellaneous Control Roll Modifiers

These modifiers apply for both maneuvers and hazards. In each situation, use as many of these as apply:

Light rain:	-1 to skill
Heavy rain, light snow:	-3 to skill
Heavy snow:	-4 to skill
Ice, packed snow on road:	-5 to skill
Oil on road:	-3 to skill
Gravel on road:	-1 to skill
All or part of the vehicle on the shoulder of the road:	-1 to skill

Vehicle travelling —	
0-20 mph:	+1 to skill
21-30 mph:	No modifier
31-40 mph:	-1 to skill
41-60 mph:	-2 to skill
61-75 mph:	-3 to skill
76-90 mph:	-5 to skill
91+ mph:	-7 to skill
in reverse:	-3 to skill
Second maneuver	
in same turn:	-2 to skill
Third maneuver	
in same turn:	-4 to skill

straight, a Driving skill roll (at -3) is still required. If the vehicle is performing another maneuver, figure the modifiers for the other maneuver, then tack on another -3 penalty for the Defensive Swerve. At this rate, no one can afford to perform the Defensive Swerve all the time — but in the right spot, it can be a life saver.

The Defensive Swerve can only be performed during *your* movement. If it's someone else's turn, and they decide to fire at you, you can't say, "Oh, by the way, I'm doing a Defensive Swerve." It doesn't work that way. The maneuver must be declared before people start shooting at you!

Hazards

Hazards are outside events that can affect a driver's control of a vehicle. When a vehicle encounters a hazard, the driver must make a Driving skill roll to maintain control of the vehicle. Like maneuvers, each hazard has a modifier for the Driving skill, depending on that hazard's severity. Some common hazards are listed in the sidebar.

The difference between debris and obstacles is mainly one of size. Debris is miscellaneous road trash, broken glass, and small vehicle parts (softball-sized or less). Obstacles are major threats — car doors, wheels, trash cans, newspaper racks, etc. Debris, obstacles, spikes, and the like also do damage to a vehicle when run over (see below), but that damage does not count as "enemy fire" for the purpose of forcing Driving skill rolls.

The damage points given in the sidebar for enemy fire refer to the initial damage rolled by the attacker, *not* the amount that gets through the armor. Each enemy attack from a different location is considered a separate hazard. If a car was hit by four rockets fired from a single bunker, that would be one big hazard — a -5 penalty. If those same four rockets were fired from four different enemy positions, however, they would be considered four separate attacks, and the driver would have to make four separate skill rolls — though each one would be at a smaller penalty.

Keeping Control

Keeping control of a vehicle is simple — just keep making your Driving Skill rolls, and you can do whatever you want. Unfortunately, circumstances may conspire to make that task harder than it may appear . . .

Every character who tries to drive a vehicle will have a skill score for driving that particular vehicle, whether it be Driving (Car), Driving (Truck), Motorcycling, or whatever. Sometimes a character will have this skill at default level, but in most cases, characters will have this skill at a very proficient level. Every time a vehicle makes a maneuver, the driver will have to make a successful Driving skill roll to keep control. A driver will also be forced to make a skill roll to keep control under certain other circumstances, such as losing a tire or taking damage in combat.

Every time a skill roll has to be made to keep control of a vehicle, a number of factors have to be taken into consideration. Once the players go through the process a time or two, however, it will become easy.

The starting point is the character's base Driving skill score, determined when the character was created. The next thing to consider is any bonuses or penalties to the Driving skill roll the vehicle may give the driver (see p. 31). These two factors are not likely to change during the course of an adventure, so if a player makes a note of this adjusted skill level, it will save time.

The next factor is the bonus or penalty given the driver because of the difficulty of the maneuver or severity of the hazard. These bonuses and/or penalties are listed in their respective sections.

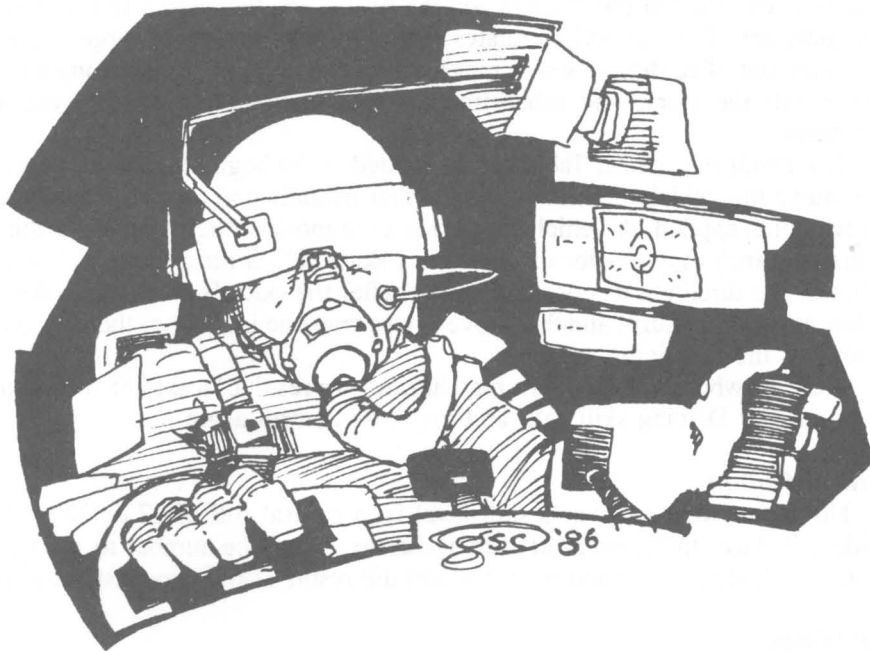
The last set of factors to consider are the miscellaneous modifiers. These modifiers apply for both maneuvers and hazards, and in each situation, use as many of these as apply (see sidebar).

Example: Slingshot Sam is in a hurry despite the heavy rain, so he's cruising the countryside at 85 mph. Sam's a pretty good driver — his Driving (Car) skill

is a 14 — and he's got a good-handling car, good for a +2 bonus to his skill roll.

But then Sam tops a hill, and dead ahead is a well-laid ambush: Oil first, then debris, then two old wrecks blocking the road, with a bunch of goons with submachine guns in bunker-like culverts on either side of the road.

The first of the oil is only 50 feet or so away — just over 3 inches, game scale — and Sam has to move 8½ inches this turn. The first thing Sam does is slam on the brakes to cut his speed as much as he thinks he can afford — down 30 to 55 mph. This will require a successful skill roll to accomplish and still have control of the vehicle. Sam's base skill is a 14, and he gets a +2 bonus for his car's good handling. A 30 mph deceleration has a -2 penalty, plus Sam has to contend with a -5 penalty for going 85 mph (remember that when decelerating, the speed modifier is figured at the original speed), plus another -3 penalty for the rain. All these modifiers work out to a skill roll of 6 — Sam must roll a 6 or less on 3 dice if he wants to keep control! Since we haven't talked about what happens when you lose control yet (that's coming up later in this chapter), we'll be nice and assume that Sam makes this first roll.



But this is just the beginning of the turn. Sam decides that he wants no part of the debris or the wrecks, and heads for the side of the road. In the first inch of movement, Sam opts for a 60-degree turn to the right, and has to make another skill roll. His skill is still a 14, and the car's still worth a +2. The maneuver has a -3 penalty, and there's still a -3 penalty for the rain. Now that his speed is 55 mph, that modifier is down to -2. That adds up to a 8 — not too easy to make, but let's assume Sam makes it again.

Sam goes straight ahead with his second inch of movement, and doesn't have to make a skill roll. On the third inch, he hits the leading edge of the oil, but stays straight, so he avoids making a skill roll again. (Oil adds to the difficulty of maneuvers and hazards, but is not a hazard in itself, so no roll is required.)

On his fourth inch of movement, Sam gets to the edge of the road, and decides to make a 45-degree turn back to the left to more or less straighten himself out. At this point, however, three of the bandits (who have patiently been aiming and waiting for Sam to get to a closer range) open fire with their SMGs and do a total of 18 points of damage, which Sam's vehicular armor soaks up. But this turn, Sam will have to make two Driving skill rolls — one for the maneuver, and one for the hazard of enemy gunfire. The first roll starts at a 16 (the 14 skill level, +2 for the car), then is modified -1 for the maneuver, -1 for being partially on the shoulder of the road, -3 for the oil, -3 for the rain, -2 for speed, and -2 for the second maneuver in a turn — which comes out to a 4. Things are getting worse for Sam, but let's cut him one more break and assume that he makes the roll.

Tractor-Trailer Movement

Moving a tractor-trailer combination is a little harder than moving a car or motorcycle. Not *too* hard, mind you, but it's worthy of special discussion.

Each tractor counter provided in this supplement (and the ones in *Car Wars*) has a black dot in the back. This shows where the fifth wheel is. Each trailer has a similar black dot, showing where the kingpin is. When the trailer is attached, the two dots should line up, one over the other.

Straight-line movement is uncomplicated: Simply move the two-counter arrangement straight ahead however far you wish.

During a maneuver, the two counters are moved one after the other, and will be separated briefly. At the end of each maneuver, the trailer's kingpin must be directly over the fifth wheel of the tractor.

To maneuver with a trailer, first move the *tractor* in a normal fashion, using the turning key or any other method. Then, move the trailer counter as follows:

First, move the trailer in a straight line along its long axis the same distance the tractor moved — if the tractor moved one inch, the trailer moves straight ahead one inch.

Second, hold down the rear corner of the trailer on the side the tractor moved toward. (If the tractor turned or drifted right, hold down the right rear corner.) Then pivot the trailer until its kingpin is as close as possible to the fifth wheel of the tractor.

Third, move the trailer (usually forward 1/8" to 1/4") until the kingpin is exactly over the fifth wheel again.

If the trailer is now touching a wall or another counter, a collision has occurred (see p. 50). However, if the trailer happened to overlap something during the first two steps of its movement, but no longer touches it in its final position, then no collision took place.

If the tractor and trailer ever form an angle less than 90 degrees, then a *jackknife* has occurred. Roll one die: on a 1, 2, or 3, the kingpin breaks and the trailer is loose (see p. 43). If the kingpin does not break, the jackknifed vehicle is locked up and cannot move — it will continue in the direction it was going at the time of the jackknife, decelerating 10 mph per turn. Once stopped, the kingpin can be released and the rig straightened out.

Speed Kills!

The speed modifier reinforces one of the basic tenets of driving — Speed Kills! The results of a loss of control at very high speeds are likely to be much more serious than at low speeds.

Use the following modifiers when rolling on the Crash Table:

0–20 mph:	–3 to roll
21–30 mph:	–2 to roll
31–40 mph:	–1 to roll
41–55 mph:	0 to roll
56–70 mph:	+1 to roll
71–85 mph:	+2 to roll
86–100 mph:	+3 to roll
101+ mph:	+4 to roll



Slingshot Sam & Losing Control

Let's go back to Slingshot Sam and his trouble with the bandits.

The last skill roll we figured out for him was modified to a 4 — Sam's really sweating, because he's already made one roll at 4 this turn, and he's got more moves to go before the end of the turn.

Taking dice bravely in hand, Sam tosses them to the table and gets — 9. That's a miss by 5. There is no modifier for Sam's speed of 55 mph, but Sam must still roll a die and add the result.

The lucky Sam rolls a 1, for a total of 6. It could have been a lot worse . . .

The second roll also starts at 16, and is modified –3 for the enemy fire, –1 for the shoulder, –3 for the oil, –2 for speed, and –3 for the rain — also a 4. Things are looking pretty bleak for Sam, but at least he knows how to figure out his modified Driving skill roll under pretty extreme conditions — and so do you. But having Sam make all those rolls is asking a lot; it's safe to assume he'll miss one. Which brings us to . . .

Losing Control

Losing control is what happens when a driver fails his Driving skill roll. The results can be anything from an annoying distraction (like a 3-foot skid) to total disaster (like flipping, rolling, and burning).

The key to determining the effects of a blown Driving skill roll is to determine by how much the skill roll was missed. If the number is greater than 10, consider it to be 10. In general, the more a roll is missed by, the more disastrous the results. The Crash Table below describes the possible results.

To determine the number you check on the table, take the amount you missed your skill roll by, roll one die and add the result, and then add a speed modifier (see sidebar). The die roll simulates the capricious nature of large machines careening out of control — sometimes a driver can do everything wrong and still live to tell the story, and other times a seemingly minor mistake can lead to disaster.

The result of a Crash Table roll is applied at the beginning of the next one-inch move the vehicle makes. A vehicle that fishtails may move normally after the fishtail is applied. A vehicle that skids must move straight ahead for the rest of that one-inch move — for example, if it skids $\frac{1}{4}$ ", it must move $\frac{3}{4}$ " straight forward (the direction its nose is pointing) after the skid. If a vehicle is down to its last move of the turn, and that move is less than one inch long, the skid is only as long as the remaining move.

A driver whose vehicle hits a road hazard as a result of a skid or fishtail must make another Driving skill roll, and may lose control again.

Critical Failure

No matter what a driver's skill level is, a natural roll of 17 or 18 is still a Critical Failure. In the event of such a disaster, figure the number to refer to on the Crash Table in the usual way, but add the result of *two dice* instead of one.

Collisions

When a vehicle counter touches a fixed object or another vehicle counter, a collision has occurred.

(Even though all the vehicle counters are the same width, the referee should use common sense when determining whether a collision has occurred. The width of the *art* on each counter may serve as a guide. A motorcycle can squeeze into tighter spots than a truck, even though the counters are the same width. If a player wants to take his cycle down a four-foot-wide alley, that would be OK. The driver of a bus won't be able to pull off the same trick.)

Collision damage is based on three things: The type of collision, the relative speeds of the vehicles involved, and the vehicles' weights.

Remember that every collision is also a hazard, and calls for a Driving skill roll on the part of the driver to avoid losing control.

Relative Speeds

The "collision speed" of a wreck depends on the collision type and the speeds of the respective vehicles.

In a Head-On collision, the collision speed is the sum of the two vehicles' individual speeds.

In a Rear-End collision, the collision speed is the speed of the faster-moving, striking vehicle minus the speed of the slower-moving, struck vehicle.

In a T-Bone collision, the collision speed is the speed of the striking vehicle.

In a Sideswipe collision, there are two possibilities. If the vehicles are traveling in the same direction, the collision speed is the difference between the

Crash Table

1 or less — Trivial skid. The vehicle keeps its same orientation, but moves $\frac{1}{4}$ " in the direction it was going at the beginning of the one-inch move in which it lost control. Therefore, it may skid in a direction other than the one it is pointing — see the illustration below. If the vehicle is moving straight ahead when this result is rolled, it must continue straight for the next inch — then it is free to maneuver again.*

2, 3 — Minor fishtail. Use logic to determine the direction of the fishtail (for example, if the maneuver that caused the loss of control was a turn to the left, the fishtail will be to the right) — or roll randomly. If the fishtail is to the left, hold down the vehicle's right front corner, and kick the left rear corner $\frac{1}{4}$ " to the left. Reverse for a right fishtail.*

4, 5 — Minor skid. Like the trivial skid, but the vehicle skids $\frac{1}{2}$ ".**

6, 7 — Major fishtail. Like the minor fishtail, but the rear corner moves $\frac{1}{2}$ ".**

8 — Moderate skid. Like the minor and trivial skids, but the vehicle skids $\frac{3}{4}$ ".**

9 — Minor fishtail and minor skid. Follow the directions above for a minor fishtail, then also execute a minor skid.**

10 — Severe skid. Like the skids listed above, but the vehicle skids 1", and each tire takes 2 points of damage.***

11 — Major fishtail and severe skid. Follow the directions above for a major fishtail, then also execute a severe skid.***

12, 13 — Spinout. Vehicle spins, rotating 90 degrees and moving 1" — in the direction it was traveling before the maneuver that caused the loss of control — for each one-inch move remaining this turn. All rotations must be in the same direction. Use logic to determine the direction of rotation, or roll randomly. Each tire takes one die of damage. In subsequent turns, the vehicle decelerates 10 mph per turn and continues to move and spin until it comes to a complete stop — that is, until it naturally decelerates to 0 or hits something solid. The driver cannot regain control of the vehicle until it stops.***

14, 15 — Sideways Roll. Vehicle turns sideways and rolls. For each one-inch move, the vehicle moves forward 1" and rolls $\frac{1}{4}$ of a complete turn — the first turn, it rolls on to its side; the second, onto its top; the third, onto the other side, and so on. Each side rolled on to takes two dice of damage, treated as collision damage (see p. 50). When the bottom hits, the tires take the damage until they are all destroyed, then the bottom armor starts taking the damage. The vehicle will continue rolling, decelerating 20 mph per turn, until it comes to a complete stop. The driver cannot regain control of the vehicle until it stops. A car, truck, or trike may still be drivable after a roll — a motorcycle will not be. If the vehicle is going 30 mph or slower, ignore this result and use the *Spinout* instead.***

16, 17 — Sideways Roll (may burn). As 14–15 above, but the vehicle is also on fire on a roll of 4, 5, or 6 on one die (see *Catching Fire*, p. 61). If the vehicle is going 30 mph or slower, ignore this result and use the *Spinout* instead.***

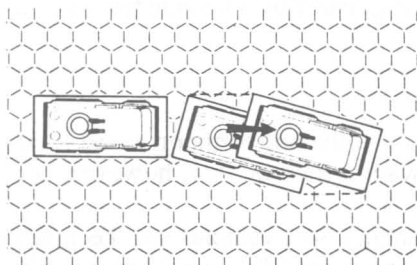
18+ — Fly though the air. As 16–17 above, but the vehicle vaults into the air by the side (or front) tires; the tires doing the vaulting take 5 dice of damage. The vehicle will then fly through the air for 1–6 inches (roll one die) in the direction the vehicle was traveling before the maneuver that caused the loss of control, revolving two sides for every inch traveled. When the vehicle lands, the side that hits takes collision damage at full speed. If the attempted maneuver was a 60-, 75-, or 90-degree turn, the vehicle will flip end over end. After landing, the vehicle will continue to roll as per 14–15 above. All occupants take 3 points of damage automatically — personal body armor does not protect against this damage. If the vehicle is going 30 mph or slower, ignore this result and use the *Spinout* instead.***

* — Any aimed weapons fire from the affected vehicle before its next turn has a -3 modifier to the appropriate Gunner skill.

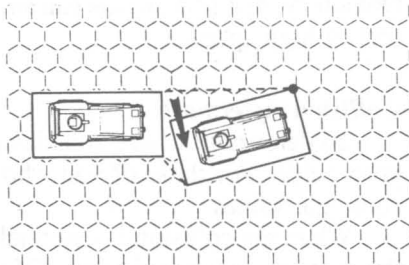
** — Any aimed weapons fire from the affected vehicle before its next turn has a -6 modifier to the appropriate Gunner skill.

*** — No further aimed weapon fire is permitted from this vehicle before the start of its next turn.

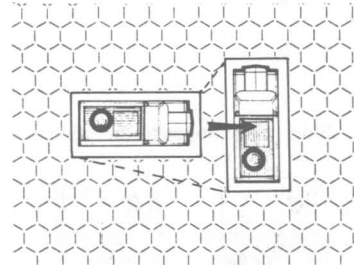
Skid



Fishtail



Beginning a Spin or Roll



Collision Types

All vehicle collisions can be divided into four categories:

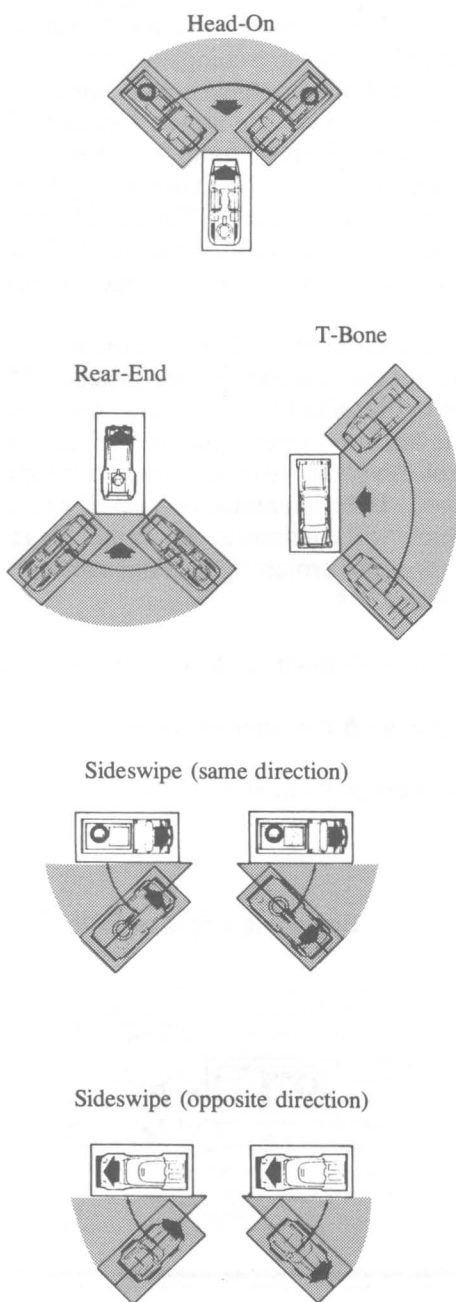
The *Head-On Collision* affects both vehicles' front armor.

The *Rear-End Collision* affects the front armor of the striking vehicle, and the rear armor of the struck vehicle.

The *T-Bone Collision* affects the front armor of the striking vehicle, and the side armor of the struck vehicle.

The *Sideswipe Collision* affects the side armor of both vehicles.

The diagrams will help define the four terms. In the event of strange occurrences, use common sense — a rolling vehicle could have a "head-on" collision with an oncoming vehicle, even though the *top* is the side involved.



two vehicles' speeds, divided by 4. If the vehicles are traveling in opposite directions, the collision speed is the sum of the two vehicles' speeds, divided by 4.

In all cases, round to the nearest 5 mph.

The amount of damage done is one die for every 5 mph of collision speed up to 100 mph, and another die for every 10 mph above that; a 25-mph collision does 5 dice of damage, for example, and a 140-mph collision does 24 dice of damage.

Vehicle Weights

The weights of the vehicles involved in a collision will not make a difference unless there is a great difference between the two.

If one vehicle weighs twice as much as the other, the heavier vehicle will take normal damage, but the lighter vehicle will take twice the damage rolled.

If one vehicle weighs three times as much as the other, the heavier vehicle will take normal damage, but the lighter vehicle will take three times the damage rolled.

If one vehicle weighs four times as much as the other or more, the heavier vehicle will take normal damage, but the lighter vehicle will take four times the damage rolled.

Armor in Collisions

Vehicular armor will absorb some of the damage from collisions. The PD value of armor is not a consideration in the case of collisions — armor can't deflect an oncoming car! However, the DR value of armor is tripled in respect to collision damage.

When vehicular armor absorbs collision damage, however, it pays the price. One point of DR is permanently lost for every three points of collision damage absorbed, up to half the DR of the armor side in question.

Internal Damage

Damage from a collision that gets past the armor is divided evenly among all exposed (i.e., "outside") components on the affected side. Use the pictorial diagram of your vehicle on your record sheet to help determine what items are in line to be damaged.

Fixed Objects

All fixed objects have a HT score and a DR value. When a vehicle collides with a fixed object, roll the number of dice appropriate for the speed of the collision, ignoring the relative weights of the vehicle and the object, and subtract the DR of the object. If the amount of damage remaining is less than the HT of the object, the vehicle stops dead against the object and takes the full damage rolled.

If the amount of damage left is greater than the HT of the fixed object, the object breaks (or is breached), and the vehicle only takes as much damage as was necessary to break the object.

Pedestrians

When a car strikes a pedestrian, assess collision speed the usual way. The weights, however, are figured differently. The vehicle will do full damage to the pedestrian, but the pedestrian will only do 1/5 the damage rolled to the car. Obviously, few pedestrians can survive being struck by a vehicle traveling at any sort of high speed.

Collision Aftermath

To determine where vehicles go after a collision, common sense should be your guide. For those of you who don't want to rely on that, however, here are some guidelines:

When the collision is essentially a glancing one, vehicles will keep going in the same direction as before. Of course, if the vehicle's driver makes his skill roll and keeps control of the vehicle after a crash, he can drive it anywhere he wants to.

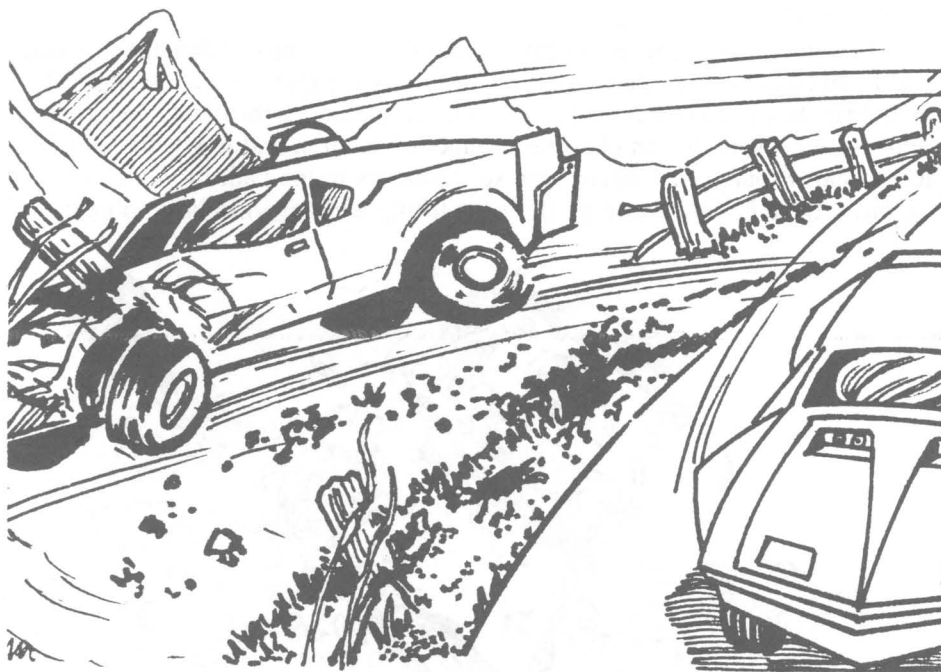
When the collision is more solid (a Head-On wreck, or a solid T-Bone), vehicles will end up moving in an entirely different direction than before the wreck. Remember that the faster and heavier vehicle in a collision will be more likely to keep its original direction, while the slower and lighter vehicle will be pushed around.

The speed of a vehicle is likely to change as the result of a collision as well. Again, let common sense be your guide. In a Head-On collision between two vehicles of roughly the same weight and speed, both come to a dead stop. If one vehicle is faster or bigger than the other, then the two vehicles may move slowly in the original direction of the larger vehicle. In a Rear-End collision, the two different speeds of the vehicles should average out, with the faster one slowing down and the slower one speeding up until they reach the same speed.

A vehicle colliding with an inanimate object and not breaking through it obviously comes to an immediate stop. If the vehicle breaks through, its speed will still be reduced greatly.

Vehicles involved in T-Bone collisions will see their speeds cut approximately in half. Sideswipes between cars going the same direction will not affect speed — if they're going the *opposite* direction, though, both vehicles should be slowed considerably.

A vehicle's new speed takes effect immediately. If the post-collision speed means less movement than has already been made that turn, the vehicle stops.



Example: A vehicle is going 80 mph. After moving 4 inches on the map, it sideswipes another vehicle. If its speed is reduced to 60 mph, it would only get to move 2 more inches. If the same collision reduced the car's speed to 30 mph, its movement would stop and the turn would be over for that vehicle.

Debris and Obstacles

A debris counter may represent any sort of junk on the road. Debris can be part of a scenario, placed deliberately by the referee, or it can appear as a result of combat. Debris counters of one-hex size are most convenient, but the size can vary according to the tastes of the referee.

Slingshot Sam Returns

Our pal Slingshot Sam got himself a new car which happens to weigh 4,850 lbs. Sam is tooling down the highway at 85 mph again when he encounters a kamikaze motorcyclist whose rig just happens to weigh 1,300 lbs. When the biker spots Sam coming up from behind, he whips around and charges.

Sam decides not to waste ammo on this bozo and swerves into his lane. The cyclist is only up to 15 mph after turning around. It's a Head-On collision, so we add the speeds together and get 100 mph — that's 20 dice damage!

The dice are rolled, and the result is 57 — a very low result. Sam's car takes 57 points of collision damage to the front. But Sam's car weighs more than 3 times as much as the motorcycle, so the cycle takes 171 points of collision damage to the front!

Armor in Collisions. Sam's new car had front armor with PD 3, DR 12. That DR 12 absorbs 36 points of damage, leaving 21 points to affect internal components.

The front armor loses 1 DR point for every 3 absorbed, which would be 12 — but the most that can be lost is half the total, so Sam's front armor is now PD 3, DR 6.

Internal Damage. The 21 points of damage are divided evenly among the "frontmost" components (if the collision had been to the right side, we'd be looking for the "rightmost" components).

Sam's got two MGs up front, both with a HT score of 7. Dividing the 21 points of damage evenly, both MGs are destroyed, and there's 7 points of damage left.

The next "frontmost" component is the power plant (HT 25). The 7 points are given to the plant, which has 18 HT left.

Slingshot Sam & the Fixed Object

Slingshot Sam draws a bead on an innocent telephone pole (HT 20, DR 8) at 80 mph. That's 16 dice of damage, and Sam rolls 59 points of damage.

The pole breaks at the base, and the front of Sam's car takes 28 points of damage — exactly the amount needed to overcome the DR and break the pole.

Flushed with success, Sam decides to take on a brick wall (HT 75, DR 20) next. He accelerates to 90 mph for an 18 dice collision, rolling 62 points of damage.

Sam comes to very sudden stop at the brick wall, and the front of his car takes the full 62 points of collision damage.



Off-Road Travel

All vehicles — except the big rigs and buses — can leave the highway and travel across open country.

An Off-Road suspension makes the transition easier (see *Vehicle Construction*, p. 31) Driving off-road *without* the proper suspension or tires is fairly difficult — subtract 3 from Driving skill every time a maneuver is attempted or a hazard encountered.

(And there should be *lots* of hazards! Large rocks and tree stumps are obstacles, and small rocks, dead branches, and holes work the same as debris.)

Driving on shifting sand, slick grass, or through mud is much like trying to navigate through an oil slick. Subtract 1, 2, or 3 (GM's option) from Driving skill when any maneuver is attempted.

In addition, for every ten seconds spent off-road in a vehicle without off-road solid tires, roll one die. On a 1 or 2, one of the tires (roll randomly) takes one die of damage — and that's also a hazard, as if the damage had come from enemy fire.

On the other hand, the proper equipment can avoid a lot of this grief. If a vehicle is equipped with Off-Road suspension, the driver gets a +1 bonus to his Driving skill instead of the -3 penalty listed above. And Off-Road Solid tires not only negate the penalties for maneuvers on sand, grass, or mud, but they provide an additional +1 bonus to the Driving skill — but only while the vehicle is off the highway.

Combat is handled the same way off the road as on. However, vehicles not equipped to handle the bumps and bounces of off-road travel may find their combat abilities affected by repeated rolls on the Crash Table . . .

Hitting Debris

A vehicle hits debris the first time any part of the vehicle counter touches the debris counter, or a square or hex marked to contain debris. Debris can only be hit once per one-inch move, regardless of how many debris counters are touched. If a vehicle starts a one-inch move already in contact with a debris counter, that debris does not affect it again; it has already done its damage.

Debris affects all of a vehicle's tires, doing one die-1 points of damage to each. Hitting debris is also a hazard (see p. 48).

Producing Debris

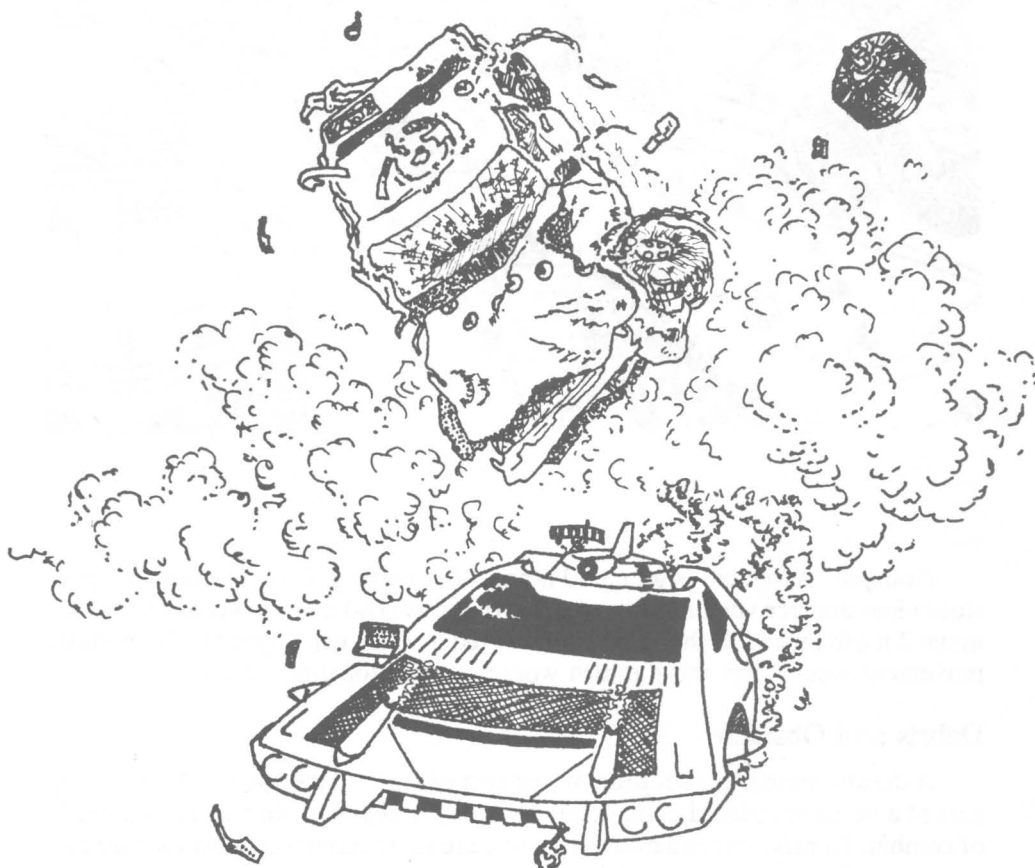
When a vehicle takes 20 or more points of damage from a single attack, pick a debris counter (or draw debris on the map) at a point next to the vehicle on the side that took the damage. Debris for top/bottom damage goes behind the vehicle. A vehicle cannot be affected by its own debris, unless it leaves the area and then returns. If a vehicle explodes, take a handful of debris counters and drop them onto the map from about a foot above the board. Debris (and obstacles) remain until the game ends.

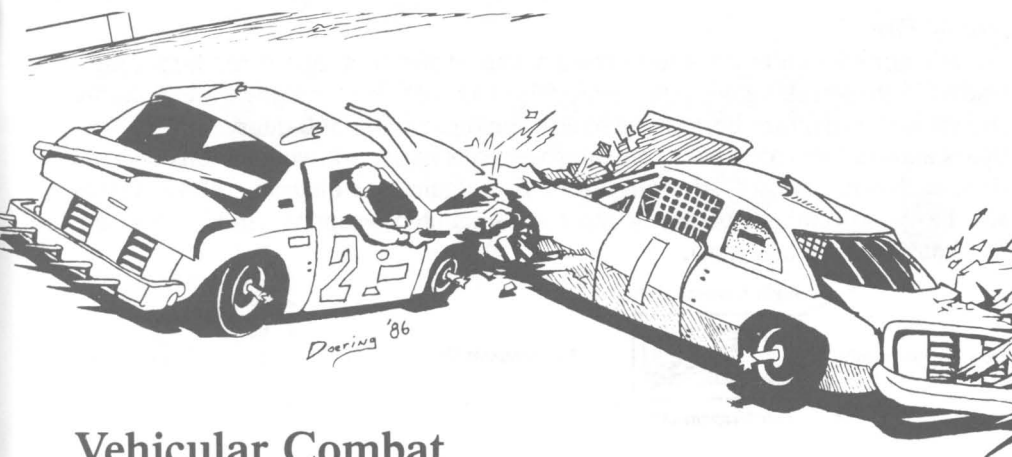
Hitting Obstacles

An obstacle counter represents a pothole, loose wheel, or other larger road hazard. Determining whether or not an obstacle is struck is done in the same way as for debris (see above). An obstacle does the same damage to each tire as debris does. A vehicle may hit more than one obstacle in a one-inch move, and must roll for each one. Hitting an obstacle is a hazard, as described above.

Producing Obstacles

If a vehicle loses a wheel or takes more than 40 points of damage in a single attack, an obstacle is placed on the map in the same manner as described above for debris. In some scenarios, debris or obstacles may be thrown from buildings, vehicles, etc. Note that an obstacle is bulky (5 cu. ft.), and few vehicles will be able to carry many. Pedestrians can set obstacles in the path of vehicles — use the basic *GURPS* rules (see p. B79) for lifting and carrying large objects.





Vehicular Combat

Now we move on to slaughter of a wholesale variety. Combat between vehicles is handled in the same basic manner as pedestrian combat (see p. 69), but with some very important differences. The combat procedure is the same — the attacker first makes an attack roll; if that is successful, the defender gets a defense roll; if the defense roll fails, then the attacker rolls for damage, and that damage is applied to the target.

Attack

In pedestrian combat, a character had a number of options — whether to make a ranged attack or close for a hand-to-hand attack, pass up an attack for extra defense, forget defense for a berserk attack advantage, or any number of other choices. Strapped into a sophisticated duelling vehicle, however, with dazzling electronics at your fingertips, you really have only one choice — *to fire, or not to fire.*

Rate of Fire

A character may only fire during his turn. If that turn is broken up into two-inch moves (see sidebar, p.46), a character may fire during any one of the movement segments, but still only one total per turn. If a vehicle is stationary, its occupants may still fire only once per turn; but for them a turn is defined as starting when the fastest-moving car begins its movement, and ending when all moving vehicles have completed their movement.

Each member of a vehicle's crew may fire a weapon or linked set of weapons once per turn. It is assumed that the driver position and all gunner positions have controls that fire any weapon on the vehicle. If a character in a vehicle would rather fire a hand weapon, that's OK, too — but that counts as that character's "firing action" for that turn. The driver of a vehicle may fire a vehicular weapon while driving at no penalty.

Line of Fire

In pedestrian combat, the rule is that a ranged attack can be made if a straight line can be drawn from any part of the attacker's hex to any part of the defender's hex. In the case of cars, which cover 12 hexes or so, this is clearly impractical. So rather than looking for clear lines of sight between the hexes, use the counters themselves.

If a clear line can be drawn from the attacking *counter* to any part of the target vehicle's *counter*, then an attack can be made. Where the line of fire starts depends on the weapon location; for an attack made from a turreted weapon, use the center of the counter as the starting point. For a non-turreted weapon, use the center of the edge of the counter that the weapon is mounted on (center of the front edge of the counter for a front-mounted weapon, and so on).

Players are encouraged to use some common sense here. If a vehicle is disappearing around the corner of a building, and the attacking vehicle can trace a line of fire only to the very back corner of the counter, the attacker cannot take a shot at a front tire. In all disputes, the GM's word is final.

Aiming

Looking at the list of combat maneuvers available to characters, there's one that looks like a natural for vehicular combat — *Aiming*. While aiming is a valuable option for players, it doesn't work with vehicular weapons the same way it does for hand weapons.

With hand weapons, aiming is an all-the-time thing. You've got to bring the weapon into a ready position, sight down the barrel, calm your nerves, steady the weapon . . . then, fire. And the recoil messes you up to the point where you have to start all over again (that's why you have to aim again between shots, even at the same target).

But weapons mounted on autoduelling vehicles are a completely different story. The weapons are already in a braced-and-ready firing position — they're installed that way. And even without special targeting accessories, the on-board firing systems and hydraulic weapon positioners make it easy to swing the heaviest weapons from one end of the weapon's arc of fire to the other. And the bracing is strong enough to handle the recoil without wavering.

As a result, vehicular weapons are allowed to aim *while they fire.*

The first shot is still considered a "snap shot" with a -4 penalty to Gunner skill, unless the character firing the weapon takes a turn to aim, of course.

The shot after a snapshot is at no penalty, and each subsequent turn the same weapon is fired at the same vehicle, the character gets an additional aiming bonus of +1 per turn, up to the maximum of +3.

To gain the bonus, the shots must be taken in consecutive seconds (though you can aim for any amount of time before you start shooting).

If a turn is skipped, the bonus is lost. Also, if the gunner switches from one weapon to another but targets the same vehicle, the bonus is still lost, and the process must start all over.

But if the gunner targets different parts of the same target vehicle (say, shooting at a vehicle's side the first turn, then targeting the turret, then moving on to take a shot at the tire), the bonus remains in effect.

Vehicular Combat Modifiers

Target Size

Motorcycles:	-2 to skill
Trikes:	-1 to skill
Compacts, Subcompacts:	-1 to skill
All other Cars:	No modifier
Tractor of a Big Rig:	+2 to skill
Trailer or Bus —	
from front or back:	+2 to skill
from side:	+4 to skill

Movement

30 mph or less:	No modifier.
31-45 mph:	-1 to skill
46-60 mph:	-3 to skill
61-75 mph:	-5 to skill
76-90 mph:	-7 to skill
more than 91 mph:	-10 to skill

Specific Target

Specific part of a pedestrian:	see <i>GURPS Basic Set</i>
Vehicle tire:	-5 to skill
Turret or Rocket Platform:	-4 to skill
Portable Earth Station (when deployed):	-2 to skill
Building:	+10 to skill
Lamppost:	+6 to skill
Tractor's Fifth Wheel:	-8 to skill
Spoiler or Airdam:	-4 to skill
Ram Plate:	-2 to skill
Ejection Seat —	
during launch:	-8 to skill
landing via parachute:*	-3 to skill
Motorcycle rider or passenger:**	-4 to skill

Miscellaneous

Firing through smoke or paint (see p. 00):	special
Night:	-5 to skill
Rain, Snow, Fog, etc.:	-1 to -5 to skill***
Gunner blinded by searchlight:	-10 to skill
Targeting Computer used:	+1 to skill
Hi-Res Targeting Computer used:	+3 to skill
Cyberlink used:	+5 to skill
Hand weapon fire from a moving vehicle —	
by the driver:	-4 to skill
by anyone else:	-2 to skill
Aiming —	
snap shot (no aim):	-4 to skill
after one turn of aiming:	No modifier
subsequent turns:	+1 to skill per turn, up to +3 maximum

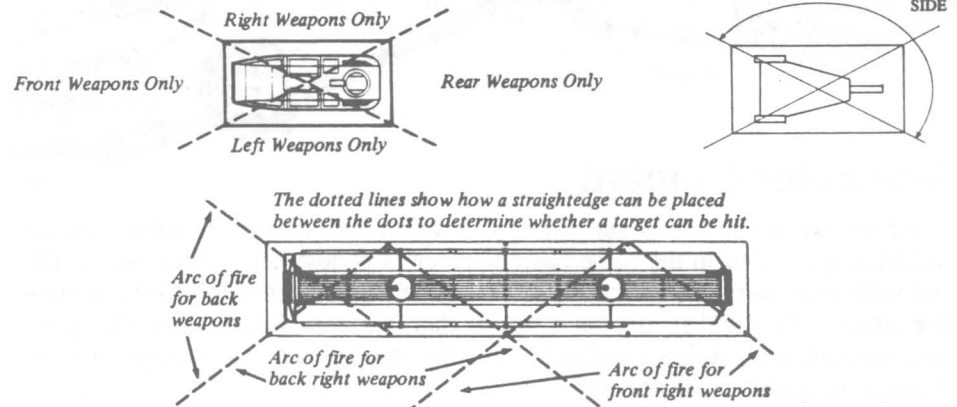
* or parachutist

** may be specifically targeted from side only

*** GM's option

Arc of Fire

It's not enough to be able to trace a line of fire to a target; the target must also be in the attacking weapon's *arc of fire*. Arcs of fire for vehicle weapons are shown in the diagram below. Turreted weapons have a 360-degree arc of fire. Buses and trailers can mount vehicular weapons in one of two positions on each side, each with its own different arc of fire; again, see diagram below. Trikes also have a special arc of fire — their side-mounted weapons can also fire into the front arc (see diagram).



When firing a hand weapon from a one-seat vehicle, the lone crewman can fire into either the left or right arc of fire. When there is more than one seat, a crewman may only fire into the arc of fire on his or her side of the vehicle — even when the other seat is empty. Motorcyclists may fire hand weapons into any arc of fire — even straight up.

Making the Roll

The Gunner skill (see p. B38) is the skill required to fire any vehicle-mounted weapon. In many circumstances, it's simply a matter of taking three dice, and rolling equal to or under your skill level. Easy, right?

You should know better than that by now . . .

Before rolling the dice, a number of modifiers must be taken into account. Large objects are easier to hit than small ones, slow-moving objects are easier to hit than fast-moving ones, and outside circumstances such as visibility will also enter into your ability to hit your target.

All modifiers are cumulative.

Range. Each weapon is rated for a Point Blank range, a Range Increment, and a Maximum Range (see *Vehicular Weapon Table*, p. 66). The ranges are given on the table in hexes — divide by 5 to determine the number of inches if you are using the 15' = 1" scale, rounding to the nearest inch if you find it easier. All attacks at the Point Blank range or closer give the gunner a +4 bonus to his skill level. Attacks at ranges greater than the range increment are at a -1 to the gunner's skill level for every full increment of distance. Attacks at ranges beyond the listed maximum range are not possible.

For example: A machine gun has a Point Blank range of 5 hexes (or 1" in the smaller scale), and a range increment of 20 hexes (or 4"). An attack at a target one inch or closer away is at a +4; an attack in the 1" to 4" range has no modifier; an attack in the 4" to 8" range is at a -1; between 8" and 12", -2; and so on.

Target Size. The *GURPS* combat system calls for sizeable targeting bonuses when shooting at large, inanimate objects — fortunately for their occupants, duelling vehicles are hardly inanimate! But the size of a vehicle is still a factor. Trucks are easier to hit than cars, and both are easier to hit than motorcycles (see sidebar).

Movement. A moving target is harder to hit than one that isn't moving. This modifier is based on the vehicle's speed (see sidebar).

Specific Target. Certain items can be "picked off" a vehicle, and other inanimate objects are common targets (see sidebar).

Miscellaneous. See sidebar.

Example: Slingshot Sam has a Gunner skill of 15 and a targeting computer, and is drawing a bead on a motorcyclist up ahead with his Vulcan MG. The cyclist is 45 hexes (9'') away, and pulling away at 75 mph.

We start at Sam's base Gunner skill of 15. Then add up all the modifiers: -2 for targeting a motorcycle, -1 for range (the range increment on a Vulcan is 30 hexes), -5 for the speed of the target, and +1 for the targeting computer. It all adds up to an 8 — a tough shot.

Defense

Frankly, vehicles don't get much of a defense — they can't Block, and they can't Parry, and they can only sort of Dodge (see *Defensive Swerve*, p. 47) — but each vehicle gets a defense roll nevertheless.

With no defensive maneuvers per se to depend on, each vehicle must use its Passive Defense score as its defense roll. One point of PD is bought with each unit of normal armor on a vehicle (see p. 32), and the PD value of that armor can be increased by taking advantage of certain armor options. In addition, a vehicle doing the Defensive Swerve maneuver has its PD increased by 5 for the duration of the maneuver.

When you add it all up, the PD of a duelling vehicle will rarely be very good; in addition, many vehicle designs take advantage of an option that allows the PD value of armor to be traded in for additional Damage Resistance — but some chance is better than no chance, right?

Of course, a roll of 3 or 4 on three dice is always a successful Defense roll.



If the attack roll is made successfully, and the defense roll is missed, damage is done to the target. This is what you've been waiting for . . .

Taking Damage

Armor Penetration

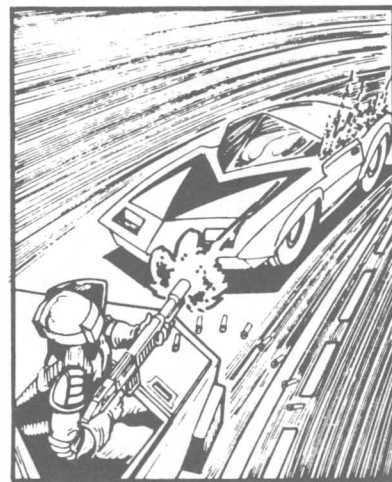
Every vehicular weapon has a Damage Type and Amount listed on the Vehicular Weapon Table (see p. 66). The Damage Type distinctions are really not important for vehicular combat — a motorcycle doesn't know the difference between Cutting and Impaling damage. Simply roll the Damage Amount listed (some weapons have special damage rules, as explained on the Vehicular Weapon List) and subtract the Damage Resistance value of the vehicle's armor. Cutting and impaling weapons do *not* get a damage bonus against vehicles.

Next, it must be determined on what side the target vehicle was hit. For simplicity's sake, it's easiest to assume that a vehicle is hit on the side whose arc of fire the attacking vehicle is in — that is, if the attacking vehicle is in the rear arc of fire of the target vehicle, then the rear facing is the one that was hit.

But as vehicular armor absorbs damage, it is reduced in value. Every time a damage roll is made, check the dice. For every 5 or 6 showing, reduce the DR value of the armor face in question by one. If the attacking weapon is a "burst effect" weapon (see p. 67), then a point of DR is lost for every 4, 5, or 6 showing on the dice. In addition, one point of PD is lost for every four points of DR lost. This armor devaluation takes place even if the attack was not powerful enough to overcome the DR or the armor. In the case of more than one attack at the same time, the full DR value of the armor counts against all attacks.

Damage Allocation

If the armor doesn't absorb all the damage, something inside the vehicle will take damage. Roll 3 dice and consult the *Vehicular Damage Allocation Table* (p. 59). If the target vehicle is hit in the front, subtract 3 from the roll; if the target vehicle is hit in the back, add 3. If the target vehicle is hit in the side, top, or bottom, simply read the result off the table.



Damage Allocation Example

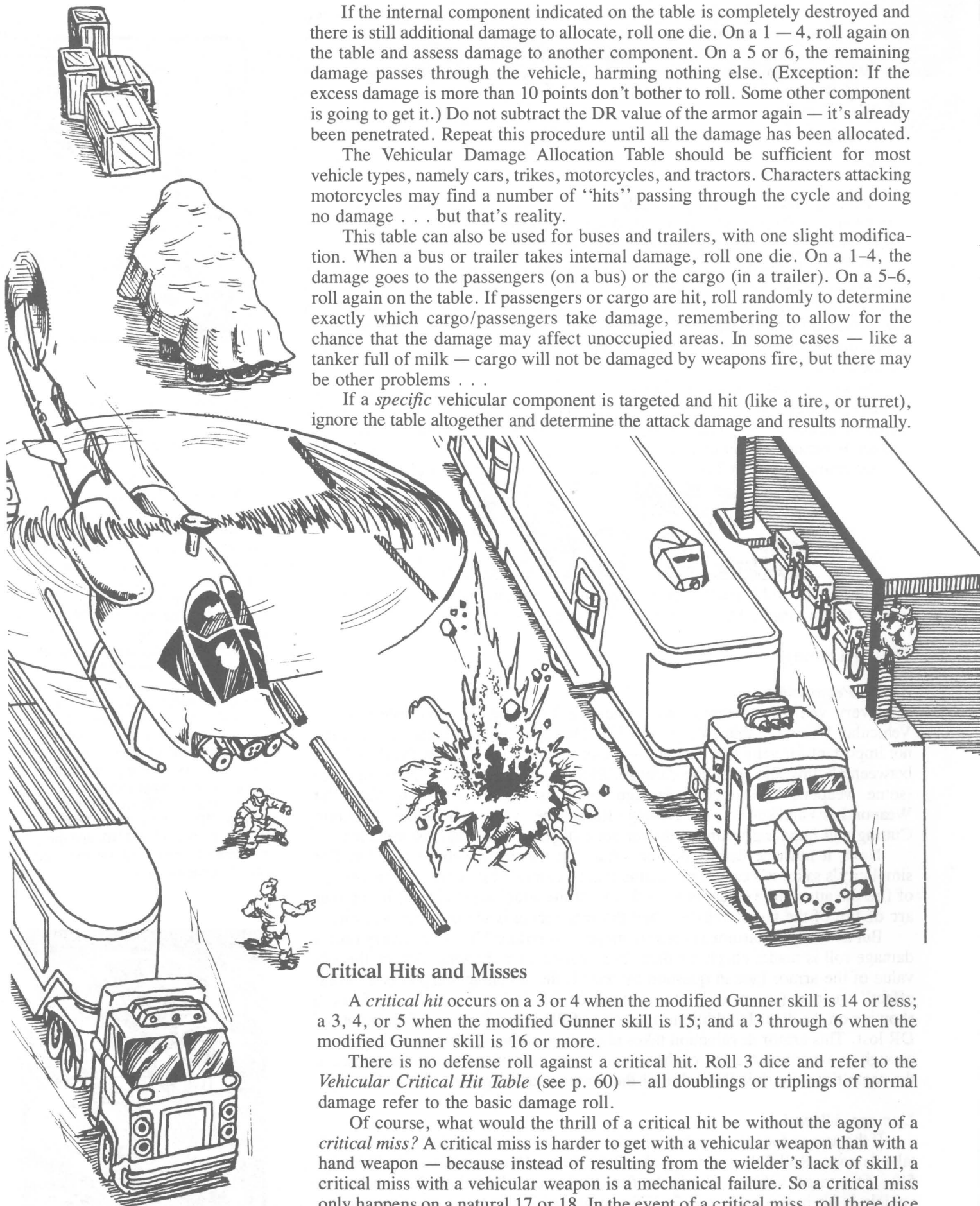
Let's say a particular side of armor has a PD value of 3 and a DR value of 15. That side of armor is hit simultaneously by a Machine Gun and a Recoilless Rifle.

Of the three slugs fired by the MG, only one hits, doing 2 dice of damage. The gunner rolls a 6 and a 2 on the dice. That's a total of 13 — not enough to penetrate the armor — but the armor will lose one point of DR because of the 6 that was rolled.

The RR gets 5 dice, which come up 6, 5, 5, 4, 1. The damage total is 21, six greater than the DR value of the armor (which is still 15, because the damage from the MG is not counted until all attacks are resolved) — 6 points of damage get through! In addition, the armor on the side that was hit loses 4 more points of DR (for the 4 dice that came up 4, 5, or 6).

That's a total of 5 points of DR lost in the two attacks, so one point of PD is lost as well (extra damage carries over — when 3 more points of DR are lost, then another point of PD will go, too). The armor is reduced from 3/15 to 2/10, and the driver is probably looking for a way to not get that side of armor hit again . . .





If the internal component indicated on the table is completely destroyed and there is still additional damage to allocate, roll one die. On a 1 — 4, roll again on the table and assess damage to another component. On a 5 or 6, the remaining damage passes through the vehicle, harming nothing else. (Exception: If the excess damage is more than 10 points don't bother to roll. Some other component is going to get it.) Do not subtract the DR value of the armor again — it's already been penetrated. Repeat this procedure until all the damage has been allocated.

The Vehicular Damage Allocation Table should be sufficient for most vehicle types, namely cars, trikes, motorcycles, and tractors. Characters attacking motorcycles may find a number of "hits" passing through the cycle and doing no damage . . . but that's reality.

This table can also be used for buses and trailers, with one slight modification. When a bus or trailer takes internal damage, roll one die. On a 1-4, the damage goes to the passengers (on a bus) or the cargo (in a trailer). On a 5-6, roll again on the table. If passengers or cargo are hit, roll randomly to determine exactly which cargo/passengers take damage, remembering to allow for the chance that the damage may affect unoccupied areas. In some cases — like a tanker full of milk — cargo will not be damaged by weapons fire, but there may be other problems . . .

If a *specific* vehicular component is targeted and hit (like a tire, or turret), ignore the table altogether and determine the attack damage and results normally.

Critical Hits and Misses

A *critical hit* occurs on a 3 or 4 when the modified Gunner skill is 14 or less; a 3, 4, or 5 when the modified Gunner skill is 15; and a 3 through 6 when the modified Gunner skill is 16 or more.

There is no defense roll against a critical hit. Roll 3 dice and refer to the *Vehicular Critical Hit Table* (see p. 60) — all doublings or triplings of normal damage refer to the basic damage roll.

Of course, what would the thrill of a critical hit be without the agony of a *critical miss*? A critical miss is harder to get with a vehicular weapon than with a hand weapon — because instead of resulting from the wielder's lack of skill, a critical miss with a vehicular weapon is a mechanical failure. So a critical miss only happens on a natural 17 or 18. In the event of a critical miss, roll three dice and refer to the *Vehicular Critical Miss Table* (see p. 60).

Vehicular Damage Allocation Table

0 or less — Front armor. Reduce the PD and the DR of the front armor by half, rounding down (PD 11 reduces to 5, for example). A debris counter is automatically created in front of the vehicle — follow the normal rules for debris. If there is no front armor, roll again.

1, 2 — Front tire. Roll randomly for left or right.

3, 4 — Front-mounted weapon. If more than one, roll randomly. If there is no front-mounted weapon, or it is already destroyed, then no internal damage is taken — do not roll again.

5, 6 — Accessory. Roll randomly among the accessories in the vehicle (an accessory is defined as anything on the *Accessory* list on p. 35 that has its own HT score and is not made of armor — so Ram Plates, Spoilers, Airdams, and Wheelguards are excluded). Include already-destroyed accessories in the random roll — if a previously-destroyed item comes up again, then subtract the original HT of the destroyed component, and re-allocate the remaining damage.

7, 8 — Power plant. If the power plant has already been destroyed, do not roll again.

9, 10 — Weapon. Roll randomly among all the vehicular weapons in the vehicle. Include already-destroyed weapons in the random roll — if a previously destroyed weapon comes up again, then subtract the original HT of the destroyed component, and re-allocate the remaining damage.

11, 12 — Crew. Roll randomly among all crew *positions* — even empty seats. If some crew members are already dead, include them in the random roll. If an empty crew position comes up, it takes 10 points of damage, and the remaining damage is allocated elsewhere — roll again. If a crew member — alive or dead — comes up, it takes a maximum of 25 points of damage; the rest of the damage blows through and is allocated elsewhere (roll again).

13, 14 — Cargo. If there is less than 5 cu. ft. of cargo space allocated in the vehicle, and that space is empty, roll again. If there is 5 cu. ft. or more of empty cargo space, then do not roll again — no damage is taken. If there is cargo in a space of any size, it takes the damage.

15 — Tire. Roll randomly among the tires the attacking vehicle could logically hit.

16 — Armor. Take whatever side was hit, and reduce the PD and DR value of its armor by half, rounding down (for example, PD 3/DR 12 armor would be reduced to PD 1/ DR 6). A debris counter is automatically created on the side hit. If there is no armor on the side that was hit, roll again.

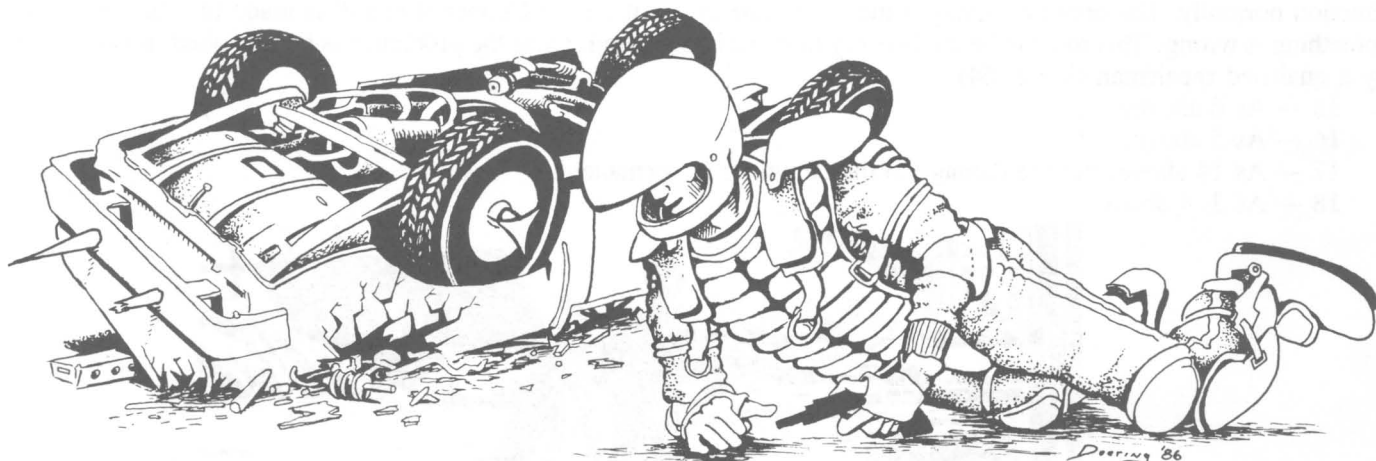
17, 18 — Rear-mounted weapon. If there is more than one, roll randomly. If there is no rear-mounted weapon, or it is already destroyed, then do not roll again.

19, 20 — Rear tire. Roll randomly for left or right.

21 — Rear armor. Reduce the PD and DR value of the armor by half, rounding down. A debris counter is automatically created behind the vehicle. If there is no rear armor, then roll again.

If the target vehicle is hit in the front, subtract 3 from the roll; if the target vehicle is hit in the back, add 3. If the target vehicle is hit in the side, top, or bottom, simply read the result off the table.

If the internal component indicated on the table is completely destroyed and there is still additional damage to allocate, roll one die. On a 1-4, roll again on the table and assess damage to another component. On a 5 or 6, the remaining damage passes through the vehicle, harming nothing else. (Exception: If the excess damage is more than 10 points don't bother to roll. Some other component is going to get it.) Do not subtract the DR value of the armor again — it's already been penetrated. Repeat this procedure until all the damage has been allocated.



Vehicular Critical Hit Table

- 3 — If the shot was aimed at a particular vehicle component (like a turret, or a tire), the component is destroyed. Otherwise, triple normal damage.
- 4 — The shot bypasses all armor and does normal damage.
- 5 — The shot does triple normal damage.
- 6 — The shot does double normal damage.
- 7 — Normal damage only — but driver of target car must make a Driving skill roll (for hazard) at -3, in addition to all other modifiers.
- 8 — One weapon (roll randomly among all weapons working on target vehicle at time of the attack) takes incidental damage and jams. No other damage is taken. The weapon is easily repaired — after the combat (see p. 64).
- 9, 10, 11 — Normal damage only.
- 12 — As 8, above.
- 13 — The shot bypasses all armor and does normal damage.
- 14 — One accessory (roll randomly among all accessories — as defined in the Vehicular Damage Allocation Table — working at the time of the attack) takes exactly as many damage points as necessary to destroy it.
- 15 — Critical hit on a crew member. Roll randomly, and refer to the table in the *GURPS Basic Set*.
- 16 — The shot does double normal damage.
- 17 — The shot does triple normal damage.
- 18 — As 3, above.

Vehicular Critical Miss Table

- 3, 4 — The weapon explodes, destroying itself and doing one die of damage to one other component (roll randomly on the Vehicular Damage Allocation Table). If the weapon was a flamethrower, roll one die — on a 1-2, the vehicle is also on fire. (See *Catching Fire*, p. 61, for the gruesome details.)
- 5 — The weapon slips out of its mounting when it fires, and as a result hits the inside of the armor on the side it was mounted on, doing normal damage. Treat this as an enemy attack in all respects (possibility of catching fire, forced Driving skill roll, etc.). The weapon cannot be used again until repaired — unless of course, you want to shoot yourself again.
- 6 — The weapon jams. It takes no damage, but cannot be fired again until repaired. Fixing a jammed weapon is fairly simple — +3 to the skill (see p. 64).
- 7 — The weapon misfires. It does not go off at all, but mark off one shot from your ammo supply anyway. It will work in subsequent turns. Any aiming bonuses are lost. If the misfiring weapon is part of a linked set, the bonus is lost for all weapons.
- 8 — Make a DX roll. If you fail, your hand slips off the firing control as you make this shot, and you cannot fire next turn. If you make the roll, you just miss your shot — no effect on subsequent turns.
- 9, 10, 11 — A wire jarred loose by combat causes a glitch in your on-board firing system. This shot is an automatic miss, and all aiming bonuses are lost. All equipment will work normally next turn, however.
- 12 — As 8 above.
- 13 — As 7 above.
- 14 — If a Targeting Computer, Hi-Res Targeting Computer, or Cyberlink is being used, it malfunctions. Instead of giving the appropriate bonus to the Gunner skill, it causes a -2 penalty instead. To all appearances, though, it continues to function normally. The crewman using it must continue to use it until a Gunner skill roll is made (at -6!) to figure out something is wrong. This roll can be made every time the item is used. Once the problem has been spotted, it is easily fixed by a qualified repairman (see p. 64).
- 15 — As 6 above.
- 16 — As 5 above.
- 17 — As 14 above, but the damage to the computer is permanent.
- 18 — As 3, 4 above.



Special Combat Situations

Injury to Crew

In *GURPS*, the human body has an almost infinite capacity to take damage. (A character with a strong HT — 15, say — can take up to 90 points of damage before it is absolutely certain he is dead!) But most firearms will only do so much damage before the bullet (or shell, or whatever) passes through the body of the poor victim. For that reason, the most damage a character can take in any one turn from any one weapon is 25 points — the rest passes through to do damage elsewhere in the vehicle (or on the street, or wherever).

When members of a vehicle's crew are wounded or killed, performance of the duelling vehicle is likely to be adversely affected. If a driver is wounded, a Driving skill roll is required to maintain control of the vehicle. Injured drivers and crewmen will also have attack roll penalties.

Injuries affect vehicle operations, but not to the extent described in the *GURPS Basic Set*. Because driving a duelling vehicle or firing a vehicular weapon is only a matter of manipulating power-assisted controls, the effect of an injury is not as great as if the same person tried to swing a sword — or even fire a pistol — after the same injury. The turn after taking damage, a character's Driving skill roll and attack roll with vehicular weapons are reduced by half the number of hits taken, rounded down.

For example: If a character takes 5 points of damage, his attack roll the next turn is reduced by 2. This only applies if he is using a vehicular weapon — if he is using a hand weapon (firearm or muscle-powered), the normal penalty of 5 would apply.

These rules apply to actual HT points lost, not damage taken before personal armor is taken into account.

A character strapped into a vehicle seat is not able to use any active defense against incoming gunfire. (Exception: A specifically-targeted, exposed crewman — like a motorcycle driver targeted from the side, or a gunner in the bed of a pickup truck — gets a chance to Dodge at half his regular value, rounded down.) If a crewman is hit because of the "Crew" result on the Vehicular Damage Allocation Table, no such Dodge is possible. If personal armor is worn (and it's highly recommended!), the character still gets a defense roll against the PD value (if any) of his armor, but that's it. The DR value of the armor, of course, will reduce the damage the character takes as it normally does.

If a motorcycle's driver is knocked unconscious or killed, then the cycle immediately goes into a roll (see Crash Table result #14, p. 51). If the driver of any other type of vehicle is knocked unconscious or killed, the vehicle will move in a straight line from the point where the driver was lost, decelerating at 5 mph per turn until the vehicle runs into something or coasts to a stop.

A front-seat gunner or passenger may attempt to take control of a vehicle (other than a cycle) that has lost its driver, but the new driver cannot also fire weapons, and all Driving skill rolls are at a -3 until the dead/incapacitated driver can be gotten out of the way. Once the vehicle is stopped, pushing the ex-driver out of the way and taking control takes 5 seconds — after that, the new driver may drive without penalty and fire weapons.

Catching Fire

There are a number of ways a vehicle may catch fire — as the result of a roll (literally) on the *Crash Table* (see p. 51), as the result of a weapon malfunction (on the *Vehicular Critical Miss Table*, p. 60), or as a result of taking damage in combat. No matter how it happens, though, one thing's for sure — fire's no fun, unless it's the other guy who's in it.

There are two ways a vehicle can catch fire in combat. The first is if the vehicle takes 25 or more hits in one turn — including hits absorbed by armor — from a fire-causing weapon, like a laser, flamethrower, or flaming oil jet. The other is if the power plant, flamethrower, or flaming oil jet takes over half its HT in damage in a single turn. If either of these happens, roll one die at the end of the turn (right at the end of movement) — on a 1 or 2, the vehicle is on fire. If both the circumstances named above happen in the same turn, roll only once.

Tires

Tires can sometimes be an appealing target, especially if you want to keep a vehicle from getting away without harming the occupants — or the more valuable parts of the vehicle.

Any vehicle that loses all its tires in one position (that's usually just one, but could be more in some circumstances) is still drivable, but the driver suffers a -5 penalty to his Driving skill until a spare tire is put on to replace the destroyed one. Exception: A motorcycle that loses one tire, or a trike that loses its front tire, is not drivable. Losing a tire is a hazard (see p. 48), with a -3 penalty to the driver's Driving skill.

A vehicle that loses all its tires on two corners (or a motorcycle that loses even one tire, or a trike that loses its front tire) must automatically go to the Crash Table (see p. 51). Roll two dice, add the appropriate speed modifier, and consult the table. A vehicle in this situation (if it's still right-side-up) will automatically decelerate 30 mph per turn, until it comes to a complete stop.

Automatic Fire

If a weapon is on *automatic*, it will fire at the end of each turn until it runs out of ammunition, or is taken off automatic.

Putting a weapon on automatic or taking it off counts as a character's firing action for that turn, but all the other times it fires do not count.

This advantage, however, is offset by the inaccuracy of such fire. A weapon on automatic is not being aimed by anyone — so instead of using the Gunner skill of the crewman as the base "to hit" roll, use a 9.

The weapon fires straight ahead (or behind, or to the side, depending on what side the weapon is mounted on). A turreted weapon cannot be put on automatic. A weapon on automatic cannot target specific parts of a target vehicle.

A weapon on automatic does not benefit from targeting computers, loses any sustained fire bonuses previously acquired, and does not acquire any new bonuses.

When a vehicle lays down automatic fire, calculate the attack from that weapon at the end of all movement for that vehicle. Draw an imaginary line straight out from the middle of the side the automatic weapon is on. If a target (vehicle, pedestrian, building, whatever) crosses that line, figure all the standard modifiers, and roll the dice.

Putting a weapon on automatic is very effective for doing property damage or dealing with a large number of opponents; it is less effective in one-on-one duels.

Dropped weapons and smoke/paint weapons can use the automatic option to great benefit — see p. 63, and the next sidebar.

Smoke and Paint

The smokescreen and paint spray are special weapons that act like dropped weapons in many ways — it takes no skill roll to successfully fire one, the weapon must be mounted on the back of a vehicle, and the smoke or paint counter appears directly behind the vehicle when fired.

When a smokescreen or paint spray is put on automatic, it fires once every time the vehicle moves an inch, creating a continuous line of smoke or paint until the weapon runs out of ammunition or is taken off automatic.

Smoke. A smoke counter is 1" x ½" (oriented lengthwise behind the dropping vehicle) and hampers visibility.

When a target is obscured by smoke, someone shooting at it is essentially firing blind. In this situation, the "to hit" number is 9 or less on three dice. (If a character's modified Gunner skill is below 9, use the lower number.) Range, size of target, and speed of target are still taken into effect — targeting computer bonuses do not count. Specific items (tires, turrets, etc.) cannot be targeted on a vehicle obscured by smoke.

A smoke cloud *completely blocks* a laser.

Smoke clouds last 60 seconds before dispersing, and come in a variety of colors (though the different colors have no game effect at all).

A smokescreen may be loaded with *tear gas*, at twice the listed cost for the weapon. A tear gas cloud is the same size as a smoke cloud and also blocks laser fire and hampers weapon aim, but only lasts 10 seconds before dispersing. For the other effects of tear gas, see p. 26.

Paint. A paint counter is also 1" x ½", and like smoke, it reduces the accuracy of any shot sighted through it and completely blocks laser fire. Paint clouds are available in a wide variety of designer colors.

There are two main differences between paint and smoke: One, a paint cloud only lasts one second before dispersing; and Two, any vehicle driving through a paint cloud will get paint on all its windows. All crew in a vehicle in such a condition are at a -2 on all attack rolls until the paint is cleaned off.

Combat vehicles come equipped with powerful windshield and window washer systems; it takes 5 seconds for the system to clean off the paint enough to eliminate the penalty — but the vehicle is still a mess.

If a vehicle has Fireproof Armor, that armor cannot be set on fire and will not burn. If a vehicle with FP armor is attacked with fire-setting weapons, damage is done normally, but there is a chance that the vehicle will be set on fire only if 25 or more hits are done to components other than the fireproof armor.

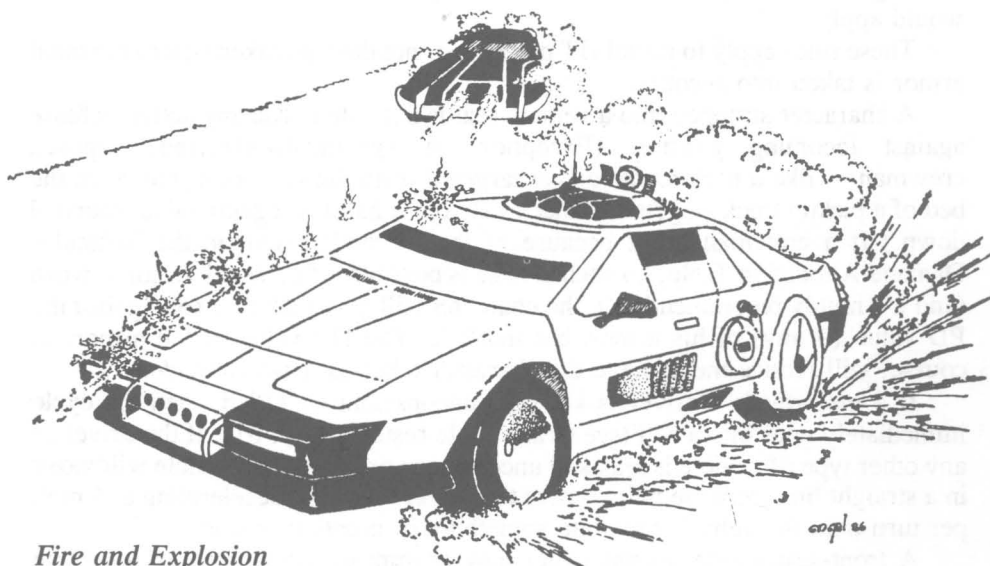
For example: If a car has FP armor with a DR of 12, and takes 25 points of damage from a flamethrower, 13 points of damage goes on to affect internal components — not enough for a chance of fire. If that same car takes 52 points of damage from a set of flamethrowers, then there would still be enough internal damage to have a chance to set a fire — FP armor or not.

Laser reflective armor works the same way in regards to the fire-causing properties of laser shots.

Once a vehicle catches fire, there is a chance that a vehicle's on-board fire extinguisher system will put out the fire before any damage is done — that is, if the vehicle *has* such a system. The various chances each system has for putting out a fire are given in the descriptions of the systems (see pp. 35 and 36).

If the vehicle is still on fire at this point, the DR value of every armor location is reduced by 1 to 3 points, and every tire loses 1 to 3 points of HT. For each four points of DR lost, each armor side also loses one point of PD.

When any one armor side is reduced to 0 DR, the fire spreads inside the vehicle. The armor and tires continue to take damage, but now every *internal component* — power plant, weapons, accessories, people, everything — takes 1 to 3 points of damage per turn. (People take fire damage in a special way — see p. B113.) This continues until the fire is extinguished or the vehicle is destroyed.



Fire and Explosion

In addition to the damage caused by a vehicular fire, there is also the possibility that a burning vehicle's weapons will *explode*. The following weapons can explode: all burst-effect weapons; flamethrower; flaming oil jet. Once these weapons start taking damage from a fire, roll one die each turn for each weapon: on a 6, the weapon explodes. (Ammo from these weapons, carried as cargo, has the same chance to explode.)

If a weapon explodes, stop rolling and assess the results. All of its ammunition detonates at once. Treat it all as one attack that is already inside the vehicle armor, and assess damage normally. (Exception: in this case, there is no chance that excess damage will pass through a vehicle — after a component is destroyed, the remaining damage *will* harm another component.)

For example: If a recoilless rifle explodes with 7 shells left in the gun, the explosion would do 35 dice of damage.

If all of the internal components are destroyed, assess the remaining damage to the vehicle's armor, distributing it evenly.

If the explosion destroys all the armor on any side of the vehicle, the vehicle is totally destroyed in a spectacular explosion! Remove the vehicle counter and replace it with a handful of debris and obstacle counters, dropped from a foot or so above the combat map.

Once one weapon explodes, there is a 2 in 6 chance (roll separately for each weapon) that the other weapons will explode *immediately*. If any other weapon explodes, roll *again* for all the others! This can lead to a very colorful chain reaction . . .

If you still have an intact vehicle after an explosion, don't forget to finish checking your weapons for explosions at the point where you stopped when one weapon went off . . .

If a weapon is completely destroyed by fire (has its HT reduced to 0) and it still hasn't exploded, you may stop rolling for it. It can no longer explode — it's been burned up instead.

To recap, the sequence of rolls is:

First. If the vehicle takes damage as detailed above, roll against the chance of fire; if the roll is not made, there is no fire. If the roll is made . . .

Second. Roll for the chance that the vehicle's fire extinguisher system puts out the fire. If it does, that's that. If the fire extinguisher fails, or there is no fire extinguisher system . . .

Third. At the end of every turn, roll one die for each side of armor and each tire, assessing 1 to 3 points of damage. If any of the armor sides were reduced to 0 DR before this turn, the fire spreads to the internal components, and all of them also take 1 to 3 points of damage (roll for each).

Fourth. Roll for the chance of explosion. If a weapon explodes, assess the damage and check for further explosions. When all weapons have been rolled for — and if the vehicle survives any explosions — the turn is over, and the vehicle is still on fire.

At the end of the next turn, go through this procedure again, starting with step 2.

Dropped Weapons

Minedroppers, Spikedroppers, Oil Jets, and Flaming Oil Jets are dropped weapons. Dropped weapons do not require skill rolls to fire.

When a dropped weapon is fired, the appropriate counter is simply placed behind the vehicle. Dropped weapons can only be mounted in the rear of a vehicle. If two dropped weapons of different types are linked together, the counters can be placed on top of one another when dropped. If two dropped weapons of the same type are linked side-by-side, then the counters are also placed side-by-side behind the vehicle.

If a dropped weapon is put on automatic (see sidebar, p.61), a counter of the appropriate type is placed behind the vehicle every time the vehicle makes a one-inch move, creating a regular pattern of counters. If a vehicle is not moving, a dropped weapon on automatic will fire once at the end of each turn.

Vehicles suffer the consequences of a dropped weapon only once per pass. When a vehicle ends its movement on top of a spike counter and takes damage, for example, it does not take damage again when it starts its movement on that same spike counter on the next turn.

Spikes. If a vehicle touches any part of a spike counter, *all* the tires of the vehicle have a chance to be affected. (This is because the $\frac{1}{2}$ " x $\frac{1}{2}$ " counter only represents the approximate location of the spikes.) Roll one die separately for each tire. On a 1-4, the tire takes 2 dice of damage; on a 5 or 6, no damage. If a pedestrian falls down (or is knocked down) on any part of a spike counter, roll one die; on a 1-3, the character takes 1 die impaling damage; on a 4-6, no damage. Spikes remain until removed; they are not "used up" in the process of damaging tires.

Mines. Mine counters are also $\frac{1}{2}$ " x $\frac{1}{2}$ ", and are triggered the same way as spikes — if a vehicle touches the counter, there is a chance the mines will go off. On a 1-4 on one die, the mines explode. When that happens, every tire *within 1"* of any edge of the mine counter (even tires on other vehicles) take 2 dice of damage, and the underbody of the vehicle that set off the mines takes 5 dice of damage! Mines are not set off by pedestrians running or falling onto them. After a mine counter explodes, remove it from the map.

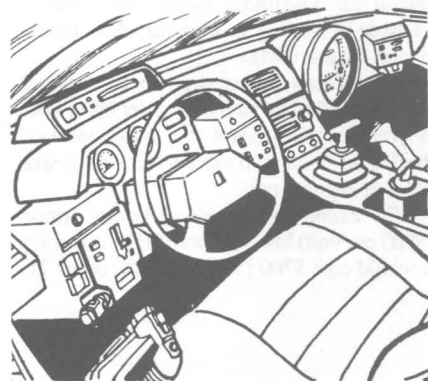
Linking Weapons

Linking weapons is a good way to get additional firepower out of a vehicle when there's only so much room for gunners and other luxuries. Weapon links cost nothing — it's a simple matter of a couple of extra wires and a new button on the firing console — and allow more than one weapon to be fired with a single firing action.

To enjoy the full benefits of a weapons link, the linked guns must be identical and mounted in the same location. Two MGs in a turret, for example, or three Heavy Rockets in front. In these situations, the weapons all go off simultaneously and all enjoy the same targeting benefits and penalties — if a targeting computer is used, for example, its benefit is applied to all linked weapons. Roll separately for each weapon, however — it is possible that one will hit and another will miss. Remember to mark off shots from all linked weapons at once.

It is possible to link weapons that are not identical, or are not mounted in the same position, or both — but the benefits are not as great. For example, if a car had a rocket launcher front, and a machine gun back, a link could be installed that would fire both weapons simultaneously — but the firing crewman could aim only one of the weapons. The other weapon would be treated as if it had been fired on automatic (see sidebar, p. 61). The crewman can pick which weapon is being aimed. Sometimes it's useful to link a dropped weapon with a weapon that needs to be aimed, since no accuracy is lost in letting the dropped weapon go off without guidance.

Note that linking a group of weapons does not limit your choices of firing combinations — it can only add to them. For example, if you had 3 machine guns (A, B, and C) mounted front and linked, you could fire any of seven combinations: A alone, B alone, C alone, A and B, A and C, B and C, or all three.



Repair

Unless you're the luckiest (or most cowardly) duellist alive, sooner or later you'll have to repair damage to your vehicle.

If a vehicular component has not been completely destroyed, it can be repaired. (This means that if a piece of equipment has taken its full HT score in damage, it cannot be repaired, and must be replaced instead.)

The parts and materials needed to make a repair will vary in cost, depending on the severity of the damage. Take the amount of damage inflicted, divide it by the total HT of the item, multiply by 1.5, and round to the nearest 10% — this is the percentage of the item's original price that the materials needed to make the fix will cost. Note that by using this rule, some items will be cheaper to replace than to fix, depending on the amount of damage. (Of course, some items — like tires and ammunition — cannot be repaired at all.)

For example: Let's say a Medium car power plant (HT 20) has taken 8 points of damage. Eight divided by 20 is 40%, multiplied by 1.5 is 60%. The parts needed to fix the damage will cost 60% of the original plant cost (\$1000), or \$600.

But that's just for parts — now you've got to pay the mechanic. Garages usually charge 10% of the original cost of the component for repairs, though the GM could set up special situations where that price is much higher (or much lower). If you decide to replace a component instead of fixing it, the labor cost is still 10% of the original cost of the component — but the damaged piece of equipment can be traded as salvage (see *Salvage* sidebar, next page).

Of course, you could always do the job yourself. Most repairs require a successful Mechanic, Electronics, or Armoury roll, depending on the component being fixed. For a list of what specialties apply to what items, see the table to the right. If a character doesn't have the available tools or garage space, a complete garage can be rented for \$100/hour (again, the price is variable according to circumstances determined by the GM).

Armor can be repaired to its original value at 50% of the unit cost per point of DR. If you want to replace the armor instead, that's fine — but you must replace the *entire* side, at regular cost.

For example: If a side of luxury armor (\$200 per unit) lost 7 points of DR, repairing it would cost \$700 (50% of \$200, times 7).

Oil. The effects of oil are explained in the *Movement* section — it subtracts from the Driving skill when a maneuver is attempted or a hazard is encountered. An oil counter is 1" x ½" (oriented lengthwise from the dropping vehicle), and will remain where dropped for the remainder of the game unless deliberately cleaned, or washed away by heavy rain — and even that would take at least a minute or two.

Flaming Oil. A flaming oil counter starts out looking just like a regular oil slick — it's even the same size. At the start of the turn after a vehicle drops it (that is, when the vehicle begins its next movement), however, it ignites! Driving through a burning oil slick (or being in it when it ignites) is a hazard, and requires a Driving skill roll (at -3) for the driver to keep control of his vehicle. The underbody and all tires of a vehicle touching any part of a flaming oil counter take 2 dice damage from the flames. A pedestrian caught in a flaming oil slick will also take 2 dice damage per turn. After 5 seconds a flaming oil slick will burn itself out, leaving nothing.

Repair Table

Use this table whenever you need to install, repair, or salvage something. Roll against the appropriate skill. Modifiers are shown for some skills; a positive modifier makes the job easier. The roll to remove or salvage an item is always at a +5 modifier, because this is easier than installation or repair.

A successful roll for *salvage* removes the item from the wreck. A successful *installation* roll mounts the item in a car. A successful *repair* roll restores 1 HT of damage. For items that do not have a HT score (like hand weapons or computers), a successful repair roll simply changes it from "not working" to "working."

When a weapon *jams*, it takes a successful repair roll at +3 to unjam it. If the weapon is otherwise functional, it can start firing right away.

Jury-rigging: When an item is reduced to 0 HT, it is basically scrap. But a successful repair roll, at -2 to skill, can "jury-rig" it, giving it 1 HT. There is a 1 in 6 chance, every hour, that a jury-rigged item will fail again. There is a further -2 for the next jury-rigging, and so on! The GM is free to rule that a particular item — e.g., a walkie-talkie that has been run over by a truck — is so badly damaged that no jury-rig is possible.

Hasty repairs: If you're in a hurry, you can attempt any repair at double speed — but at a -5 to your skill.

Equipment: A tool kit is required for repairs and salvage. If all you have is a Swiss army knife or the equivalent, you are at -3. If you have no tools at all, you are at -5.

Item	Appropriate skill and modifier	Time per attempt
Change or salvage a tire	Mechanic (any) +5	10 minutes
Salvage ammunition from one weapon	Mechanic (any) +5	5 minutes
Load/unload ammo in operable car	No roll required	1 minute
Computer	Electronics (Computer)	1-6 hours
Cyberlink	Electronics (Computer) -2	1-6 hours
Power Plant	Mechanic (Cars)	10 minutes
Armor	Armoury (Vehicle Armor)	10 points DR/hour
Radio	Electronics (Communications)	10 minutes
Radar, infrared, etc.	Electronics (Sensors) -1	20 minutes
Handgun	Armoury (Hand Weapons)	1 hour
Tripod-mounted weapon	Armoury (Veh. Weap.) +2	20 minutes
Rocket weapons <i>except</i> Rocket Launcher	Armoury (Rockets) -2	20 minutes
Rocket Launcher	Armoury (Rockets)	20 minutes
Laser	Electronics (Weapons) or Armoury (Veh. Weap.)	20 minutes
Gauss Gun	Armory (Veh. Weap.) -2	20 minutes
Vehicle weapons not listed above	Armoury (Vehicle Weapons)	10 minutes
Ejection seat	Mechanic (any) -2	20 minutes
Turret	Mechanic (Cars) -1	10 minutes
Repair kingpin or 5th wheel	Mechanic (Cars)	20 minutes
Repair MMSD	Electronics (Medical)	20 minutes

Buildings

It may come to pass in the course of an adventure that you will want to fire a weapon at a building, or hit the accelerator and enter a house “without knocking.” Hitting a building is easy — it’s big and doesn’t move very fast. In fact, there is a +10 bonus to all Gunner-related skills when firing at one. The trick is doing enough damage to make a difference.

Buildings in 2036 are fairly strong — the ones that weren’t have been knocked down already! And large, plate-glass windows are a thing of the past. (The architecture of the 2030s is very high on survivability and not so high on aesthetics.) Most buildings described in scenarios will have a DR and an HT rating. A typical HT score for a building is 25 or 30, though a heavily-fortified building may have an HT as high as 75 or 100. DR scores will typically be anywhere from 4 to 10, but certain specially fortified buildings will have a DR as high as 20.

If, after the DR value of the building is taken into account, any damage inflicted is less than the HT score of the building, nothing happens.

If the damage inflicted exceeds the HT value of the building, however, a breach occurs. A breach is a hole in the building, approximately 3’ wide and covering one floor’s worth (more or less) of height. A breach is large enough for a person to go through. If a vehicle rams a building, and overcomes the HT value of the wall, then two breaches are created side-by-side, and the vehicle enters the building. (How far it gets depends, of course, on what’s inside!)

If a building suffers half as many breaches as its HT value (rounded down) — for example, 12 breaches for a HT 25 building — the building will collapse. All people and vehicles in a collapsing building take as many dice damage as the number of breaches required to collapse the building — in the example above, 12 dice of damage. This is crushing damage for people. Vehicles take the damage to their top armor, and treat it like collision damage.

Some buildings are not so easily described, however. A large wooden barn may be easy to breach, but it would take a lot of breaches before it would collapse. And on the other end of the spectrum, a reinforced concrete tool shed would be nearly impossible to breach, but only one or two breaches would collapse it. In these cases, a second number will be provided in parentheses after the HT of the building — this second number will be the number of breaches required to collapse it. For example, if a building was listed as HT 30 (6), that would mean that while it takes 30 points of damage to create a breach in the building, only 6 breaches will collapse it.

Cover

There are many situations where a potential target — car, motorcycle, or pedestrian — will try to use another vehicle for cover, or hide behind a parked car, or in a doorway.

If the target is a pedestrian, the rules on *Cover and Concealment* (see p. B104) should cover most situations. A pedestrian firing from a doorway, for example, would be considered “Body half exposed” — -3 to hit. Taking cover behind a parked car and firing over the roof would be “Head and shoulders exposed” — -4 to hit. If he’s not interested in shooting back, a pedestrian can also hide completely behind a car; the only way to hurt him in this situation would be to get down on the ground and shoot him in the foot.

Any situation in which a pedestrian is only partially covered will not help against explosions and burst effects. A grenade, for example, will have full effect against a pedestrian hiding in a doorway. In the case of the pedestrian ducked completely behind a parked car, a vicious GM may assess damage to the player’s feet — or a lenient GM may rule the player to be protected fully.

When firing at a vehicle partially screened by another vehicle, the rule for *Firing Through an Occupied Hex* (see p. B105) applies. Assess a -4 penalty for every intervening vehicle, and if the shot is missed, check for accidentally hitting one of those intervening targets, starting with the closest one. Assume a “to hit” base roll of 9 (hitting the wrong target by accident is not a matter of skill), with all other modifiers (except aiming and targeting aids) treated normally.

Salvage

Salvaging an item means removing it from one vehicle to sell or install in another vehicle.

Salvage is much easier than repair, but it still takes some aptitude. Use the appropriate skill — Mechanic, Electronics, or Armoury, depending on the item being salvaged — but add 5 to the skill when attempting to salvage.

Special circumstances can modify the skill roll. If a car was involved in a massive head-on collision, for example, it might be more difficult than usual to salvage a front-mounted machine gun, or even its ammunition, as the GM decides.

Salvage times can be anywhere from one minute (for ammunition) to an hour (for a power plant) — or even more, as the GM decrees. Most items will take 10–30 minutes to remove from a vehicle.

The salvage value of an item is the original cost minus 5% for every point of damage, but never less than 25% of the original cost if the item still works. This is what a damaged but working item will *cost* at a junkyard, parts shop, or from a fence. Characters get about half this value when selling salvage, modified by any bargaining skills they have.

The salvage value of ammunition and undamaged hand weapons is always the full price. The salvage value of cargo depends on the cargo.

The salvage value of armor is the full construction cost per unit. When salvaging armor, however, any excess DR beyond multiples of 4 is lost. Salvaging armor takes about one hour per location.

For example: Let’s go back to the luxury car in the *Repair* sidebar (previous page).

Let’s say it was originally PD 3, DR 12. Instead of repairing the armor (which would cost \$700), or replacing it (which would cost \$600), the owner decides to salvage the remaining armor and sell it. There are 5 points of DR left, but since each unit of armor has 4 DR points, only one unit can be salvaged — the extra is lost. That unit has a salvage value of \$200 (the unit cost of luxury armor) — but the owner probably won’t get that much for it.

Vehicular Weapons

The following weapons can be installed in the road vehicles of the 2030s. The cost and weights given for the weapons assume a fully-loaded weapon. Two numbers are

given in each range category — the first is in hexes, just like in the *GURPS Basic Set*. The second number is in inches, and is for those playing out battles in the *Car Wars* scale of 15 feet to the inch.

Vehicular Weapon Table

Abbr.	Damage		Range Information				HT	Cost	Wt.	# of Shots	CPS	WPS	Loaded		Cu. Ft.
	Type	Amt.	P-B	Inc.	½ Dm.	Max.							Cost	Wt.	
MG	Crush	3	5(1)	20(4)	300(60)	900(180)	7	1000	150	20	25	2.5	1500	200	6
VMG	Crush	4	8(1.6)	30(6)	450(240)	1200(240)	9	2000	350	20	35	5	2700	450	10
AC	Crush	7	6(1.2)	25(5)	—	600(120)	10	6500	500	10	75	10	7250	600	16
FT	Special	3	10(2)	20(4)	30(6)	50(10)	6	500	450	10	25	5	750	500	12
RL	Crush	5	4(.8)	12(2.4)	—	600(120)	6	1000	200	10	35	5	1350	250	10
MML	Crush	2+2	5(1)	15(3)	—	500(100)	5	750	100	10	20	2.5	950	125	5
RR	Crush	5	5(1)	20(4)	—	1000(200)	12	1500	300	10	35	5	1850	350	11
AT	Crush	7	4(.8)	15(3)	—	1500(300)	15	2000	600	10	50	10	2500	700	16
L	Impale	5	8(1.6)	50(10)	600(120)	2000(400)	6	8000	500	—	—	—	8000	500	8
TG	Crush	15	4(.8)	80(16)	—	4000(800)	25	10000	1200	10	100	20	11000	1400	60
MD	Crush	2	—	—	—	—	5	500	150	10	50	5	1000	200	9
SD	Special	—	—	—	—	—	5	100	25	10	20	5	300	75	4
SS	Special	—	—	—	—	—	10	250	25	10	10	5	350	75	4
PS	Special	—	—	—	—	—	10	400	25	25	10	2	650	75	5
OJ	Special	—	—	—	—	—	8	250	25	25	10	2	500	75	8
FOJ	Special	2	—	—	—	—	7	300	30	25	35	2	1175	80	10
GL	Special	—	5(1)	20(4)	—	60(12)	5	1000	200	10	—	4	—	240	10
HR	Crush	7	3(.6)	20(4)	—	300(60)	5	200	100	1	—	—	200	100	5
MFR	Crush	2+2	4(.8)	10(2)	—	300(60)	7	450	150	1	—	—	450	150	10
GG	Impale	4	10(2)	30(6)	400(80)	800(160)	8	10000	300	10	50	10	10500	400	12

Weapon Descriptions

Machine Gun (MG). A machine gun fires a burst of 3 slugs in its “shot.” Each slug is considered a separate attack; a separate attack roll, defense roll, and damage roll is made for each one. A machine gun is also an area effect weapon (see p. 67).

Vulcan Machine Gun (VMG). The Vulcan MG also fires a burst of 3 slugs in its “shot,” and follows the same rules as the MG. The VMG is also an area effect weapon.

Autocannon (AC). The autocannon is similar to the Vulcan, except it throws fewer shells, and those shells are explosive. Since they explode on impact, the damage they do is crushing instead of impaling. The autocannon is a burst effect weapon (see p.67).

Flamethrower (FT). In addition to the damage listed, the flamethrower has a chance to set fire to its target. When an FT is fired at another vehicle, assess damage in the usual way, then check the *Catching Fire* rules (p.61) for the chances of the vehicle catching on fire.

When an FT is fired at a *building*, there is a chance of that building catching on fire. Not much of a chance, admittedly, since the architecture of 2036 is very heavy into materials that don’t burn. (Buildings that *could* be burned down, for the most part, *have been* by now.) There are

a number of factors to consider, including how much damage is necessary to set a fire, how fast a fire will spread, how much damage it does and how quickly, etc. These questions are of such complexity and scope that only the GM can handle the details, using the methods of *educated guess* and *divine fiat* (see p. B122).

When an FT is fired at a *pedestrian*, the initial damage is treated as crushing damage (that is, there is no multiplier for damage that gets past armor). After that, roll three dice — on a 14 or less, the person is on fire!

Rules for taking damage once set aflame are given in the *GURPS Basic Set* (see p. B113). Flamethrowers squirt burning, jellied stuff on their targets — extinguishing such a fire is fairly difficult. Standard techniques (like rolling on the ground, or smothering with a blanket) take five seconds per attempt, and succeed on a roll of 1 on one die. Certain special equipment (like a Portable Fire Extinguisher, p. 27) may improve your chances.

A flamethrower also creates a *smoke cloud*, identical in all ways to a smokescreen, each time it is fired. Orient the smoke cloud lengthwise along the line of fire, coming directly from the vehicle.

A flamethrower is an area effect weapon.

Rocket Launcher (RL). The rocket launcher fires unguided missiles — that is, once fired, their course cannot be altered. It fires one rocket at a time. The rocket launcher is a burst effect weapon.

Micro-Missile Launcher (MML). This weapon is just like the rocket launcher above, except smaller. It, too, is a burst effect weapon.

Recoilless Rifle (RR). One of the most common weapons. It is also a burst effect weapon.

Anti-Tank Gun (AT). Also a burst effect weapon.

Laser (L). A devastating anti-personnel weapon because of its high amount of impaling damage. It is also a favorite of duellists because of its high accuracy at long range. It has its drawbacks, however — it cannot fire through smoke or paint (see sidebar, p. 62), and special armors have been developed to lessen its damage (see p. 33). The laser also has a chance to set a vehicle on fire (see *Catching Fire*, p. 61). The laser is an area effect weapon.

Tank Gun (TG). The tank gun is too big to mount on any vehicle except oversized vehicles. The tank gun is a burst effect weapon.

Minedropper (MD). The minedropper is a dropped weapon. Its effects are fully described under *Dropped Weapons*, p.63.

Spikedropper (SD). Also a dropped weapon — see p. 63.

Smokescreen (SS). The smokescreen fires a cloud of smoke to obscure vision. The effects are fully described in the *Vehicular Combat* section (see sidebar, p. 62).

Paint Spray (PS). Similar to the smokescreen — see sidebar, p. 62.

Oil Jet (OJ). A dropped weapon that does no damage, but could cause the target vehicle to lose control. See p. 48.

Flaming Oil Jet (FOJ). A dropped weapon — see p. 63. The FOJ also has a chance of setting a vehicle on fire — see *Catching Fire*, p. 61.

Grenade Launcher (GL). The damage this weapon does (and even the cost) depends on what kind of grenades are loaded in the weapon. The grenade launcher can carry a mixed load of grenades, but the type and order of grenades loaded must be written down. The different grenades available are listed on p. 26.

When a grenade launcher is fired, the grenade might not end up exactly where you intended — see p. 26.

Heavy Rocket (HR). The heavy rocket is a one-shot weapon — once fired, it's gone and must be replaced in its entirety. The heavy rocket is a burst effect weapon.

Multi-Fire Rocket Pod (MFR). Also called the *Six Shooter*, the MFR fires six small rockets simultaneously.



Like the heavy rocket, once fired, this weapon is gone and must be fully replaced. When firing the six shooter, roll separately for each rocket. The MFR is a burst effect weapon.

Gauss Gun (GG). The Gauss Gun uses electromagnetic energy to fire a stream of small needle-like slugs. The gauss gun is an area effect weapon.

Weapon Notes

Area Effect

Some weapons may be used against an *area*. These weapons, identified above, can sweep an area, distributing damage over it (but to pedestrians only). The targets for this type of attack must be within 5 hexes of each other, and all in the same arc of fire. (Even a turreted weapon can only use an area attack against a group in the same arc of fire.) The attacker then rolls to hit each target in the group separately. Those hit take normal damage. (When an MG, VMG, or similar hand weapon is used, the firer can choose any three adjacent targets (within the five hexes) to receive one slug each. Roll to hit as normal, and assess damage normally.

Burst Effect

Many weapons have a *burst effect* component. When an explosive weapon strikes its target, the concussion of the blast is likely to damage nearby vehicles, buildings, and people.

Burst effect damage is as follows: 3 dice within 5 hexes of the impact point, 2 dice within 10 hexes, and 1 die within 15 hexes. The only exception is the tank gun, which fires a much larger shell — all damage is doubled! This damage should be considered crushing damage against people. Armor protects normally, of course.

Burst effect damage does not affect tires.

Ammunition

The cost and weight of ammunition is figured separately from the cost and weight of the weapon it's carried in. For the sake of convenience, the loaded cost and weight of each weapon is also given on the *Vehicular Weapons Table* (see p. 66). If ammunition is carried as cargo, it requires space equal to 10% of the cu. ft. of the weapon it serves (rounded up), per full load.

For example: A full load of MG ammo would take up 1 space (10% of 6, rounded up), while a full load of Tank Gun ammo would take up 6 spaces (10% of 60).

Note that in the case of a fire, certain ammunition types have a chance to explode, even when carried as cargo (see p. 62).

VEHICLE RECORD SHEET

Character _____ Player _____
 Vehicle Name _____ Type _____

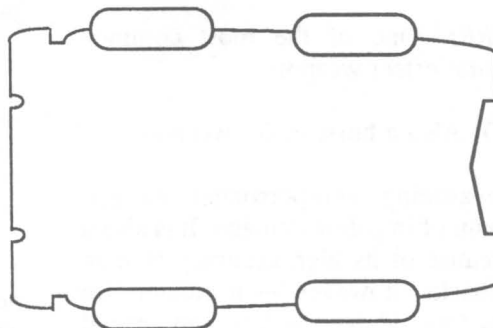
Acceleration: _____
 Top Speed: _____
 Driving Skill Modifier: _____
 Weight Capacity: _____
 Vehicle Weight: _____
 Weight Left: _____
 Cu. Ft. Capacity: _____
 Total Cu. Ft. Used: _____
 Cu. Ft. Left: _____
 Total Cost: _____

Vehicle Diagram

Left: _____

Back: _____

Under: _____



Right: _____

Front: _____

Top: _____

Driver's Name: _____
 Driving Skill: _____ ST _____
 Gunner Skill: _____ DX _____
 Guns Skill: _____ IQ _____
 Other: _____ HT _____
 Other: _____ : _____
 Other: _____ : _____

Personal Equipment

Item \$ Weight

Total:

Gunner's Name: _____
 Driving Skill: _____ ST _____
 Gunner Skill: _____ DX _____
 Guns Skill: _____ IQ _____
 Other: _____ HT _____
 Other: _____ : _____
 Other: _____ : _____

Personal Equipment

Item \$ Weight

Total:

Permission is granted
 to photocopy this sheet
 for personal use only.

Item	Cost	Total Cost	Weight	Total Weight	Cu. Ft.	Cu. Ft. Left
Body:						
Chassis:			0		0	
Suspension:			0		0	
Power Plant:						
Tires:						
Driver:	0				10	
Gunner(s):	0				__ x 10	
Passenger(s):	0				__ x 5	
Weapon:						
Ammo:						
Weapon:						
Ammo:						
Weapon:						
Ammo:						
Weapon:						
Ammo:						
Armor: (from worksheet below)						
Accessories:						
Totals:						

Armor Worksheet

Armor Type:	Front:	Left:	Right:	Back:	Top:	Under:
Armor Amt./Location						
Base PD/DR	/	/	/	/	/	/
Slope Modifier	/	/	/	/	/	/
Custom Composition:	/	/	/	/	/	/
Final PD/DR	/	/	/	/	/	/
Cost/Weight	/	/	/	/	/	/

Pedestrian Combat

Combat between pedestrians is quite common in the world of *GURPS Autoduel*. It works just like combat in the *Basic Set* — the attacker makes an attack roll, and if that is successful, the defender gets to make a defense roll. If that roll fails, damage is assessed to the defender. The maximum damage a human being can take from any one shot from any one weapon is 25 points — the rest would just blow through.

Attacks

All the attack options described in the *GURPS Basic Set* are available — see pp. B82–84, B88–93 — though most attacks will probably be ranged ones. The maneuvers likely to be the most useful are Aim, and Step and Wait. Also be sure you're familiar with the concept of Opportunity Fire (see p. B104).

Defense

Since it is not possible to Parry or Block bullets (and since most autoduellists don't carry shields, anyway), characters must rely on the PD of their personal armor and their Dodge score to see them through. Any number of attacks can be Dodged in a turn (see pp. B85 and B94). No, this doesn't mean you can see the bullet coming and step out of the way (wait for *GURPS Superheroes* for that . . .). What it does mean is that you saw the bad guy pull his gun, or caught something out of the corner of your eye, or had a warning shouted to you — and ducked. Any high-tech weapon, including lasers and rockets, can be Dodged.

Critical Hits and Misses

When a pedestrian scores a Critical Hit, the Critical Hit Table provided in the *GURPS Basic Set* is sufficiently gruesome to take care of the unfortunate victim. The Critical Miss Table, though, assumes the uncoordinated attacker who made the bad roll is using a medieval hand weapon. Most of the results just don't apply to personal combat in the 2030s.

So, in the event of a Critical Miss result with a personal firearm, roll three dice and consult the following table:

Firearm Critical Miss Table

3, 4 — The firearm breaks. It can be repaired (with the proper tools) in 1 to 6 hours (roll one die) with a successful Armoury skill roll. If the attack is with a grenade, it simply fails to go off.

5 — You managed to shoot yourself in the leg (50% chance, right or left), doing normal damage.

6 — You shot yourself in the foot (50% chance, right or left), doing normal damage.

7 — The weapon recoil knocks you off balance. You can do nothing until next turn, and all active defenses are at -2 until then. If the attack is with a grenade or a laser rifle, ignore this result.

8 — A dud. This shot simply doesn't go off (and the ammunition is wasted), but the weapon is not harmed.

9, 10, 11 — The weapon jams. It will require a successful skill roll (Gunner-4, or Armoury — see p. B40) to unjam it. If the weapon is cheap, the skill is at a -3 penalty. If the attack is with a grenade, laser rifle, or portable flamethrower, ignore this result.

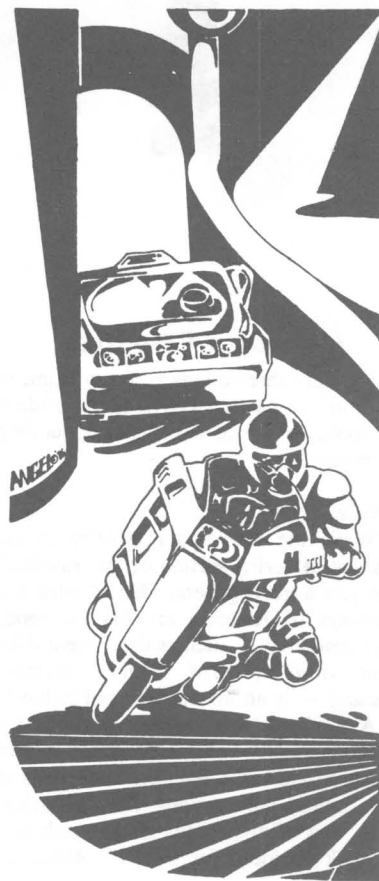
12 — A dud, as #8 above.

13, 14 — You drop the weapon. A cheap weapon breaks (to fix it, see #3,4 above). Otherwise, you must pick it up and ready it again. If the attack is with a grenade, place the activated grenade in an adjacent hex — and hope you set it for a long delay . . .

15 — The weapon recoil knocks you down. You are on the ground, in a sitting or lying position (your choice). Make a DX roll to hold on to the weapon! If your ST is 5 or more than the minimum ST for the weapon (or 12 and higher, in the case of weapons with no minimum ST rating), ignore this result, and use #7 above, instead.

16, 17 — The weapon breaks, as in #3, 4 above.

18 — The weapon explodes. You take the Damage Amount of the weapon in Crushing damage (one die for a .45 pistol, for example, or 2-1 for an M16-A1 assault rifle), with the following additions: If the Aim maneuver was taken before the shot was made, you are also blinded for five minutes. If the weapon was a grenade, it goes off in your hand, doing maximum damage to that hand, plus normal damage. If the weapon was a laser rifle or a portable flamethrower, you are also on fire — see *Catching Fire*, page 61.



Converting Characters

Some players will want to take their favorite *Car Wars* duellist, and play him or her in *GURPS Autoduel*. Go ahead! The only important information that needs to be translated is skills — base stats, advantages, disadvantages, appearance, and even quirks will have to be made up from scratch, and wealth is wealth!

What few skills are described in *Car Wars* should be the equivalent of a skill level of 12 in *GURPS*. +1 should be 13, +2 should be 14, and +3 should be 15.

Having a skill at base level in *Car Wars* should be the equivalent of a skill level of 12 in *GURPS*. +1 should be 13, +2 should be 14, and +3 should be 15.

The last *Car Wars* stat is prestige. Prestige is earned for arena and witnessed road victories, and for brave actions and skillful duelling. The closest *GURPS* equivalent is Reputation (see p. B16). For every 20 points of Prestige a *Car Wars* character has, give him 5 character points of Reputation as a good duellist; the details of the reputation are up to the player.

4

THE AUTODUEL ADVENTURE

Campaign Resources

Here are three things you may want, in addition to your *GURPS Autoduel* rulebook, to create a better autoduell campaign:

A Road Atlas

While the map and mini-atlas in the *Autoduel America* section of this rulebook give you a good general idea of what the roadways of America are like, a good, large road atlas — such as the current *AAA Road Atlas (United States, Mexico, Canada)* — is an invaluable asset to have.

A good road atlas will show you every highway, major and minor, in North America, and will often have inset maps of large cities, plus driving tips, historical notes, and other benefits from which you can pick up ideas for *GURPS Autoduel* adventures.

Almanacs

In the same vein, a good U.S. or world almanac will give you, in concentrated form, a lot of information about the states and cities. If you're planning to set an adventure in Eugene, Oregon, for instance, the almanac will tell you its current population, industries, and facilities; a little imagination will let you update these facts for the 2030s.

Additionally, if you pick a single setting for your campaign — one city, county, or state — you can find a state almanac which will provide in-depth information about that area.

Autoduel Quarterly

ADQ, the magazine which deals with the original *Car Wars* game, presents information which can be invaluable to a *GURPS Autoduel* campaign — updates on American cities of the 2030s, new personalities (i.e., non-player characters) that your campaign's characters might meet, scenarios with arena or combat maps, and so forth.

It's not absolutely essential that you pick up *ADQ* to run your campaign — we've included enough information in this booklet for you to do that. But it couldn't hurt . . . and it will definitely add color.

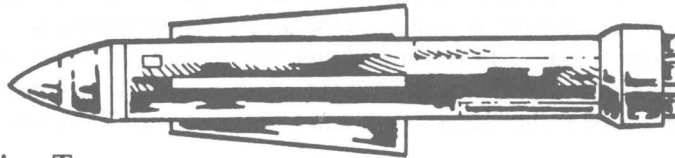
Similarly, other *Car Wars* releases, while they don't present as much roleplaying material, often include material on the personalities and sites of the world of the 2030s.

Campaigning in Autoduel

Note to Players: This is a GM-Only section. If you are not planning to game-master a GURPS Autoduel campaign, do not read the following section.

In this section, we'll talk about the best ways to create a *GURPS Autoduel* campaign.

First, we'll deal with campaign settings, and types of campaigns, and how to set one up. Next, we cover what to do in the *Autoduel* campaign (other than driving around in an arena and shooting things). We wind up with advice on how to run adventures — the Do's, Don't's, Maybe's, and Why's.



Campaign Type

It's time to make an important decision: What is your campaign going to be about?

While the *Car Wars* game was about autoduell — climbing into armed cars and killing one another — the simple mechanics of vehicular combat are not enough for a roleplaying *GURPS Autoduel* campaign. After all, why are these characters fighting? How do they feel about it? What do they do when they're not shooting at one another? How do they relate to the world around them?

Following are notes on several types of campaigns — you may wish to follow one of these patterns when creating your campaign.

Clubhouse Blues

Campaign Description: The characters are part of a club or organization — such as a local chapter of the AADA, Scout Commandos, the State Police, or even EDSEL.

Character Roles: Most or all of the characters would be organization members. Within that organization, they'd have specific roles and tasks, such as: Commander, Chief Driver, Chief Gunner, Electronics Expert, Communications Expert, Munitions Expert, or whatever the players want.

Things To Do: This depends on the organization. If it's a law-enforcement group, they're sent to trouble spots in the state or nation to deal with particularly nasty problems or criminals. If it's an AADA chapter, they'll be in competition, having run-ins with BLUD or EDSEL, and so on.

Campaign Advantages: The characters never lack for purpose: they've joined an organization to do a job, and, in adventure after adventure, you give them opportunities to do just that.

Campaign Disadvantages: The choice of organizations must not be too restrictive. If you design a group whose sole mission is to drive around in armed dune buggies and exterminate rogue cycle gangs, that's all you'll be doing — it will get old fast. A more general organization is a better choice. For instance, law enforcement groups are particularly good campaign bases: peace officers of the 2030s don't just pursue and defeat felons, they also conduct investigations, assist at accidents, perform rescues, etc.

Helpful Reference Sources: "Street Legal," *Space Gamer* #58; "Effie," *ADQ* 2-1; "Nightsworld," *ADQ* 2-4; "On My Honor," *ADQ* 4-2.

Lone Wolf

Campaign Description: This campaign is for small gaming groups — one GM, one or two players. The campaign's theme is Survival. From episode to episode, the characters cope with the dangers they meet and the threat of starvation and fuel cells running dry. This type of campaign works best in a semi-wilderness area, but it could be run anywhere.

Character Roles: The characters would be tough-minded survivors, men and women who (for some reason) cannot or will not return to civilization. They must make their lives in dangerous surroundings.

Things To Do: The characters have to keep themselves supplied with food, fuel, and ammo — meaning that they must either (a) salvage it from kills or (b) steal it; the constant quest for supplies will constitute some of the campaign's adventures. Always on the move, they will encounter other people — villains (whom they must combat), victims (whom they may aid — sometimes bringing them back into conflict with the villains), etc.

Campaign Advantages: This is certainly a dramatic campaign style, and one where consequence-free violence is a standard element. Many players really, really like to play psychologically aberrant tough-guy loners, and this campaign is ideal for that sort of player.

Campaign Disadvantages: This campaign is not much good for gaming groups with more than three player-characters; three, in fact, is stretching it a little. It's also possible that the players will become depressed by the sadness of the whole campaign — playing outcasts is not fun forever. (Of course, once they're tired of being in the wilderness, perhaps they'll return to civilization, and you can embark on another campaign style.)

Helpful Reference Sources: "Doppleganger" (ADQ 3-2).

The Western

Campaign Description: In this campaign, you take a good, old-fashioned Western and update it to the 2030s. The PCs are residents in some large town or small city, not too close to the military forces or strong regional authority. The town is replete with gunslingers (trigger-happy autoduellists), the sheriff and his deputies, and ordinary citizens; there are Indians (rogue cycle gangs) in the surrounding region; there are local cattle barons (wealthy owners of algae plants, or even actual cattle ranchers) who engage in range wars (corporate clashes) or meddle in town politics; etc.

Character Roles: Any character you find in a TV or movie western can be updated for this campaign style: The town doctor, the sheriff, the new school marm, the gunslingers, the bartender, the laconic loner, the widowed rancher, the bounty hunter, etc.

Things To Do: Any storyline appropriate to a TV or movie western is also appropriate here. Examples: Wagon Train (characters escort bus convoy through the area in light of possible cycle gang attack), Desperados (gunslingers with a grudge against the characters show up for a duel to the death), Uprising (the local cycle gang decides to take the town out), Posse (the characters have to hunt down the duelling gang that knocked over the bank), Range Wars (two local companies have it out courtesy of their security forces, the player characters and town being caught in the middle), The Gang (some gang is knocking over the "stage" coming through — e.g., robbing tractor/trailer rigs coming through the region — and the characters must stop them), etc.

Campaign Advantages: The diversity of character roles and possible stories are the two major advantages of this campaign style.

Campaign Disadvantages: No significant disadvantages.

Helpful Reference Sources: Any local or cable TV channel which carries lots of Westerns.

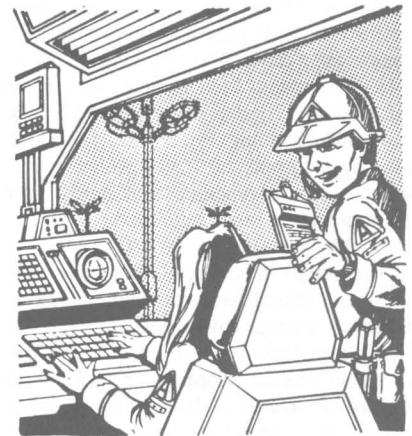
Campaign Setting

You've seen the campaign styles above and presumably chosen one to run. Now, you have to decide upon and develop your campaign setting . . .

Being Wealthy

Game Masters should limit the Wealth Advantage in a "Lone Wolf" or "Making a Living"-type campaign, since the PCs are usually rising from oilrags to riches in a tough world where employment is scarce and money is in short supply.

No more than one player character should be Wealthy or higher in Wealth; the GM may even insist that no PC be Comfortable or higher! If the GM permits one character in the party to be Wealthy or better, and several players want their characters to have Wealth, they must agree which one can buy the advantage . . . or none can. Likewise, the GM must not let the Wealthy player share his wealth without restrictions.



Making a Living

Campaign Description: The characters are freelance bodyguards, gunners, duellists, or other road-jocks; they accept jobs doing whatever brings in money.

Character Roles: The characters should be combat-oriented, but other than that can be of any personality and stereotype.

Things To Do: The variety of missions that will come to a band of freelancers is immense. Whenever people need to hire someone to commit violence (or to repel it), for good reasons or bad, the player-characters can be hired. Sample missions: Running goods (legal or illegal) from city to city, capturing or killing local bandits, rescuing kidnapped citizens, acting as proxy or champion (i.e., stand-in) for a challenged duellist, carrying endangered passengers through enemy gauntlets, etc.

Campaign Advantages: First, the broad range of adventures possible in this campaign is a major advantage. From the characters' perspective, they get to travel, probably from coast to coast; they can meet very wealthy patrons and make great amounts of money (assuming they're not killed); the characters can determine the moral and ethical tone of the campaign by deciding which jobs to accept and refuse; etc.

Campaign Disadvantages: No significant disadvantages.

Helpful Reference Sources: "Alkahest" (ADQ 3/3), "Amateur Status" (ADQ 4/3).

On the Duel Circuit

Campaign Description: The characters are members of the AADA, participating in the annual duelling circuit.

Character Roles: The characters are chiefly combat drivers or gunners, of course; beyond that restriction, they can have any personality profiles, interests, hobbies, and other characteristics that the player wants. (If you wish, player-characters can also be mechanics, technicians, AADA officials, newscasters, etc.; but they won't be seeing as much action as the drivers and gunners, which is a problem with those roles.)

Things To Do: Of course, one major element of each play session should be a competition duel: The tire-squealing and rocket-launching excitement of arena autoduellling. However, there **MUST** be other things going on in the campaign: Sabotage attempts, tavern brawls, side missions, personal vendettas that start before the tournament duel but wind up in that duel, etc.

Campaign Advantages: The characters will feel a sense of accomplishment as they progress through the duel circuit year. They never lack for purpose: They're trying to become the winning duellists in their division(s), and do so by beating everyone and overcoming every obstacle in their way.

Campaign Disadvantages: You have to be careful not to let the campaign become tedious — don't let it be the "duel of the week," and nothing but. It's necessary to create other encounters and situations for the characters to deal with between arena duels, and this can be a lot of work.

Helpful Reference Sources: The AADA Circuit rules from this rulebook's *Encounters* section, p. 76.

Combined Campaign Styles

Finally, you can take elements from each of these campaign styles and combine them for your campaign.

For instance, the campaign might be a *Making a Living* series — but the characters are also on the Duel Circuit, running goods from city to city as they travel from tournament to tournament. Or, the campaign could be a combination *Clubhouse Blues* and *Western* series — the characters are part of a single organization (Scout Commandos, law enforcement agency, AADA chapter) in one city where all these doings take place.

Mix and match to suit yourself and your players.

Choosing Your Setting

The first thing to do is to decide *where* your campaign will take place.

If you're running an AADA Circuit campaign or any campaign which takes the characters from place to place, all over the nation, you don't have to do as much work with any one setting; however, you have many settings which you'll need to develop to lesser degrees.

Assuming that you want to run your campaign out of one town or smallish (e.g., county-sized) region, you have to decide which town/region it is. One good approach is to use the area where you live — after all, you're familiar with it, and maps, reference works, and historical material are all readily available to you. Another approach is to choose some setting because the writeup on it from the *Mini-Atlas* or *ADQ* appeals to you.

Once you've picked your area, accumulate as much material as you can on it. Street maps are available for practically every city on the continent. State almanacs are helpful in giving you maps and information on surrounding cities and counties.

Making Changes

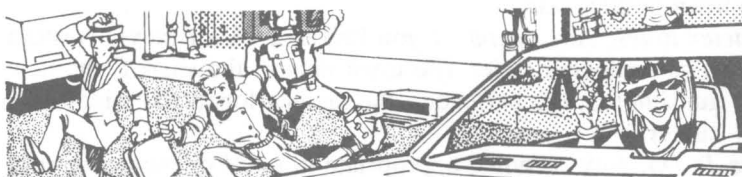
And, now that you have your setting and some reference material on it, you can begin *making changes*.

First, you need to decide how the area weathered the turbulent changes of the 1990s through 2010s. What did the oil depletion, Blight, and Food Riots do to this area? Was the city ruined by the Riots? Did the city fortify itself?

Second, you need to find out what has been established about the area in *GURPS Autoduel* (and, perhaps, *Autoduel Quarterly*) and decide whether or not you like these facts. Perhaps you will, and choose to use the city writeups precisely as presented. But if you don't like something that's been said about your area — change it. This is your campaign, not ours.

Third, you can go through material already written for the *Car Wars* world — including articles in *ADQ*, *Space Gamer*, and other magazines — and start pulling out any non-player characters which strike your fancy. For instance, you might have a California campaign but like several of the Midville characters from *Crash City* — if so, transplant them.

Once you've taken these steps, you know where you're playing, what the area's history is, and who the important NPCs are. Now you need . . .



Campaign Activities

The main focus of this supplement is on autoduellling. Autoduellling, whether it is arena combat or battles for survival on some forlorn road, is all the same thing: drivers of armed vehicles trying to destroy one another.

But that one thing is not enough to sustain a *GURPS Autoduel* roleplaying campaign! A good campaign will get the PCs out of their cars — *a lot*. There should be non-vehicle combat, and non-combat adventure, to sustain an interesting campaign. For instance:

Self-Improvement

Players enjoy campaigns in which they have real opportunities to improve their lot; to improve the lots of those about them; and to conceive and execute big, elaborate plans to help them and cause grief to those they dislike.

Characters should be presented with problems — both small and large — which exercise their brains as well as their trigger fingers. While they're planning, the characters are conversing with one another, speaking with NPCs (and getting to know the NPCs better), learning things about the problem they're trying to solve and the people they're trying to help, etc., all of which make for good roleplaying.

Intrigue and Mystery

Intrigue and mystery are two things that flying bullets don't solve very well.

If a player character's old friend is murdered by parties unknown, mindlessly attacking everyone in the area is not going to solve anything — it'll get the character killed. In classic mystery style, he has to investigate and learn what his old friend was up to just before he died; who might have wanted him killed, and why; and what hard evidence supports his claim. This is all investigative and roleplaying work: He has to interact with other characters, use his brains and wits, and find and analyze clues to arrive at his conclusion.

Once he's solved the mystery, of course, you can run a grand finale as our hero in his vehicle has a climactic duel to the death with the murderer. (The hard evidence he dug up is what helps keep the local law, or murderer's family and friends, from hunting our character down and imprisoning or killing him.)

Intrigue is another thing that brainless gunfire will not affect. If your local war between EDSEL and the AADA is being fought on two fronts — in street battles and at the Governor's Mansion (where no arms are allowed and the fighting is with words, wits, and facts), the PCs need to fight *and* think.

Stealth and Infiltration

Many episodes just won't call for the use of armed vehicles.

For instance:

A mission to rescue a kidnap victim being held in a no-vehicles area of a fortress city.

A personal-challenge episode where the challenged party has chosen a no-vehicles duel.

A task where the characters must break into a corporation headquarters and escape with vital information.

An intrigue and stealth episode taking place on an airship or large Mississippi riverboat.

Campaign Adventures

Prepackaged Scenarios

Included in the *Scenarios* section of this book are full-length *GURPS Autoduel* scenarios and scenario ideas. If you have little experience as a Game Master, you might wish to run these for your first several adventures, then begin coming up with your own scenarios as you grow more accustomed to Gamemastering.

Creating Adventures

One of the hardest things about running a continuing campaign is coming up with new adventure ideas, episode after episode after episode.

Well, there's a formula which will make it much easier. Try these steps:

The Goal. The first thing to do is to decide what the characters' goal will be. Some simple examples: Win the local AADA championship. Rescue a kidnap victim. Deal with a "gunslinger" duellist who wants to kill one of the characters. Run a parcel or passenger through dangerous territory.

Presenting Obstacles. Once you have your basic goal in mind, you should define what problems the characters will have while trying to attain that goal.

When creating the encounters, the GM should think in terms of his player-characters' special abilities. Is one PC an electronics whiz? Give him an electronics problem to solve — perhaps the EDSELS are jamming the heroes' radio gear, and the character must somehow break the jam to deliver an important message.

Once the GM has decided on the encounters, he should work them up — create the vehicles and NPCs for the story.

Getting the Heroes Involved. Next, the GM has to relate the player-characters to the story. There are two good ways to do this: Reward and Personal Involvement.

A Campaign Example

In the playtest campaign, one player character was contacted by an old friend, the mayor of an undefended wilderness town. The town was a doormat, victimized time after time by the local cycle gang — would he come and be their new sheriff and bring law to the wild country?

He accepted, and deputized his friends (the other player characters). They arrived in town at the tail end of one of the biker attacks, and captured or killed several bikers. This was *Step One*: Letting the villains know there was new law in town.

Step Two involved planning for the inevitable retaliation from the bike gang.

The player characters used their tactical skills to find out the direction from which the bikers would probably approach, and set up a series of ambushes and assaults to harass, separate, damage, and kill bikers *en route* to town.

The planning was fun, and the successful realization of these plans was a satisfying payoff.

Step Three was the sheriff's attempt to improve the town's economy . . . by restoring a ruined tractor-trailer rig, loading it with local unBlighted grain, and making a dangerous convoy run to Las Vegas — demonstrating to regional truckers there was profit to be made in trade runs to the campaign city.

With this approach, the PCs had a definite goal — the defense and restoration of their campaign city — and had the satisfaction of seeing gradual but real improvement in the town they'd chosen to defend. The town grew from a ruined doormat to become prosperous and well-defended — a decent place to live.

And the PCs knew they were wholly responsible for the change, which gave them a real sense of accomplishment.

Getting Them Out Of Their Cars

You can exercise a brute-force approach in separating characters from their vehicles for short periods of time.

One example (you can think of many more):

A character stumbles into a duel in some boondocks town. He wins, but his engine is taken out by the other vehicle's last shot. Yes, the locals can fix it; it'll take two weeks. Hotel accommodations around here are pretty cheap; he'll get along fine. But for this two-week period he has to get by without his car; you can throw all sorts of non-vehicular adventures at him while this is going on.

Obstacles

If you want a combat-heavy adventure, you can define a plot line just by listing the obstacles that the PCs face. For instance:

The characters have been hired to transport a witness to a county courthouse. The witness has evidence which will prove damaging to one branch of EDSEL; this branch has a rogue commander and will stop at nothing to kill the witness. Between the characters and their goal are 200 miles of rough terrain and its various gangs, EDSEL assassins, and other troubles.

This gives you a rough idea of what the characters will be facing. It's easiest to set this adventure up with *site encounters* — when the characters reach a certain point on the map between starting point and goal, they “trigger” one of the encounters. You may decide, for instance, that the adventure's encounters include:

(1) An illegal toll booth set up by a bandit gang, ten miles down the highway; the characters must either pay an exorbitant passage fee or fight their way through

(2) An EDSEL ambush, enough enemy vehicles to soften up the heroes, 50 miles from the starting point

(3) A motorcycle pack attack, 120 miles into the mission

(4) A traitorous NPC among the characters' crew — he tries to kill the witness, 150 miles into the mission

(5) And an EDSEL attack helicopter, only a mile from city limits and safety.

Medicine in the 2030s

Medicine is highly advanced — TL8 — but it's costly and not available to everyone. Recovery without medical help is as per p. B112.

Ordinary Treatment

A doctor treating a patient rolls daily (see p. B112) to restore HT lost to injuries and illness of all kinds. Medical care comes in three levels:

Outpatient care — rolling daily vs. Physician skill of 12. \$100 per day.

Hospital care — rolling daily vs. Physician skill of 14. \$500 per day.

Gold Cross or equivalent luxury medical treatment, including security services — rolling daily vs. Physician skill of 16. \$2,000 per day.

Crippling Injuries

A crippling injury can be cured by grafting on a replacement eye or limb cloned from the character's own cells. Some rich folks keep a spare clone on hand just for this purpose. Or a limb can be grown from your cells: \$5,000 and 6 weeks. Cost of the operation is \$10,000; a month's bed-rest is required while the nerves knit.

(continued)

With the *Reward* approach, some NPC hires the characters to perform this mission. This is an easy approach for a beginning GM; you just have to make sure that the mission doesn't offend the PC's sensibilities, for if it does they might refuse. For instance, unless your characters are all amoral creeps, they're not going to accept a mission to blow an occupied orphanage to pieces.

With the *Personal Involvement* approach, you must come up with some reason for one or more of the characters to have a personal interest in getting involved with the story.

Perhaps the mission involves saving or helping an old (NPC) friend of the hero's. Perhaps you've designed the villain to press the hero's buttons — in other words, you've created a villain who triggers the hero's Mental Disadvantages. Perhaps the story's villain is the character's personal Enemy. Perhaps the person who wants the hero to embark on the mission has kidnapped the hero's Dependent. In any case, you get the heroes involved with the story.

Running the Adventure. The *GURPS Basic Set* covered this in detail.

Character Points. You should award character points just as recommended in the *GURPS Basic Set* (p. B125). As a rule, no PC should get more than 5 character points for any one adventure.

Character Death

In any campaign, you must deal with the chance that PCs will die during adventures. Death is a little strange in *GURPS Autoduel*, however.

Life is Cheap

Life is often cheap in the autoduellling world. It's legal to carry weapons openly across most of the continent: any bar brawl can turn into a small-unit military action, with flying artillery and sports-APCs roaring everywhere.

However, although life is cheap, players tend to develop an altogether natural liking for their characters. So, though you don't want to go out of your way to save the PCs (especially if they're acting stupidly) you also shouldn't go out of your way to kill them.

For instance: A player character has an Enemy. Logically, one of these days the Enemy will be parked outside a building where the player-character is. The PC will walk out the door; the Enemy will chop him to hamburger with .50-caliber fire and drive away laughing.

That's logical, but it's not very fair, and it's certainly not exciting. We don't see this happening to movie heroes who have Enemies (usually).

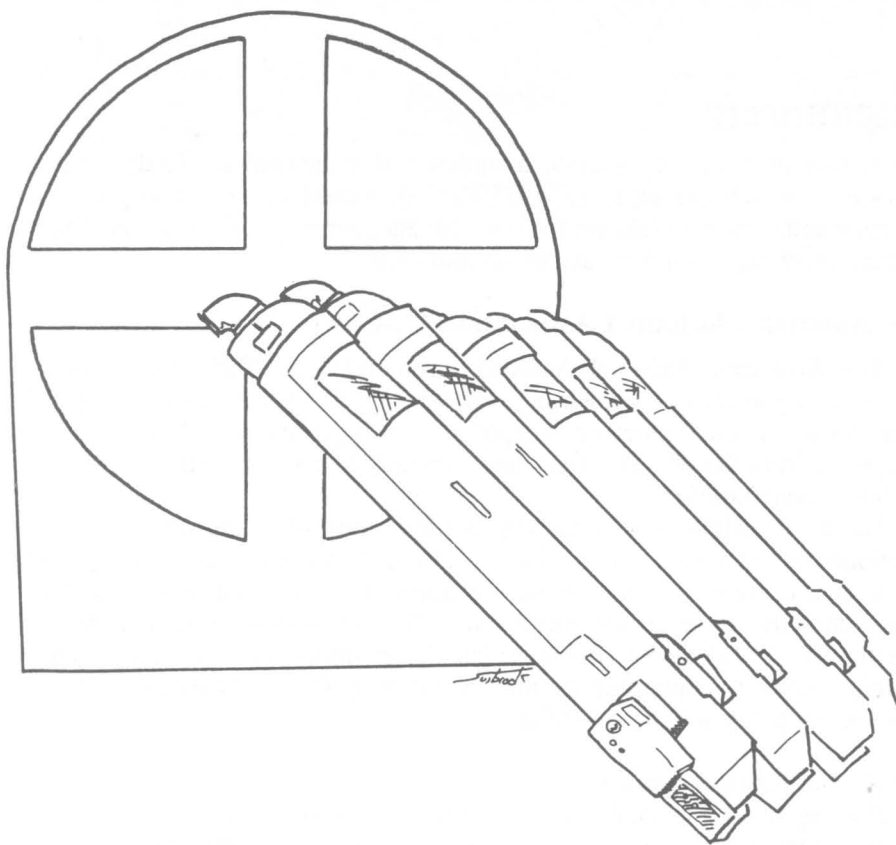
What we do see is the hero noticing the ambush an instant before it happens and making a wild, terrified dive for cover behind a pair of ornamental stone lions as bullets and stone chips fly everywhere . . . he makes a desperate race for his vehicle as he's tracked by automatic weapons fire . . . he gets inside only to find that his power leads have been cut. The villain drives away laughing. With this incident, we've frightened the character, given him even more reason to hate his Enemy, and taken one more step toward the climactic showdown between these two characters.

And remember that a major character's death, whether it's a player-character or an NPC, *should* be a climactic moment. Life may be cheap, but a character's death (if it really *is* his death — as we'll discuss below) should be an emotional and momentous event. Don't let a character die casually or purposelessly. It doesn't matter whether he's a hero or villain: He should die in battle, or saving the life of an innocent, or trapped in a web of his own Mental Disadvantages, in some grand and climactic manner . . . not because his Enemy has set up a sniper rifle in a window across the street.

Life is Also Affordable

Now, just to complicate matters, we have to deal with the spectre of Gold Cross (see sidebar, at left).

When characters get to a certain financial level, they're going to start investing in Gold Cross — for the obvious reason that they'll be able to *survive* their deaths. Yes, the character dies . . . but, a day or two later, his clone is



programmed with his memories up to his last visit to the Gold Cross offices, and the character wakes up in a perfect and undamaged body, ready to go out and do battle once again. Consider what Gold Cross means to the campaign.

Diminishing Death

When a character dies and everyone know that he has a clone in the nearest hospital, it takes a lot of punch out of the character's death. That's all right, as far as it goes. You just have to make sure that characters don't get in the habit of going on suicide missions or using suicide tactics to get what they want.

There are a couple of ways to keep an awareness of mortality in the characters' minds.

First, unless the character dies within a few hours' travel of a Gold Cross facility, then the clone's memory will only be current up to the character's last visit. The "new" character gets character points only up to that visit: Any character points earned since that time disappear.

Second, just as a character who has an arm damaged and fails a HT roll may be crippled, characters can acquire psychological problems from their own deaths. (Sounds a little strange, doesn't it?) If a character's corpse's memory is read into his clone, the trauma of his death is there, too. If characters are letting themselves die too easily, have them suffer psychological effects relating to their deaths.

Third, you can occasionally put real fear into a character with some non-damaging nastiness. Imagine getting this phone call five minutes before you're to go into a death-duel with your Enemy: "Mr. Cutter? This is Gold Cross, Columbus. Can you come into our facility in the next day or two? I'm afraid your clone's been terminated . . . some sort of foul-up in the nutrient mix. We'll replace it at no charge, of course, but we need to get your current memories in an MMSD . . ."

Fourth, you have to keep in mind just how long it takes for a clone to grow. Assuming that a character dies and his clone is awakened, it'll be six weeks before the next clone is ready. If the character is killed again in the meantime, he's dead — his memories died with him. Alternatively, if his memories were recorded in an MMSD, they'll still be around . . . but it'll still be a while before he can be awakened.

Medicine in the 2030s (continued)

Cloning

Anyone with enough money can arrange with Gold Cross to have a clone body prepared. If he dies, his clone legally *is* the character, with all his rights, responsibilities, and property. He has the memories and skills of the original at the time the clone's memory was last updated.

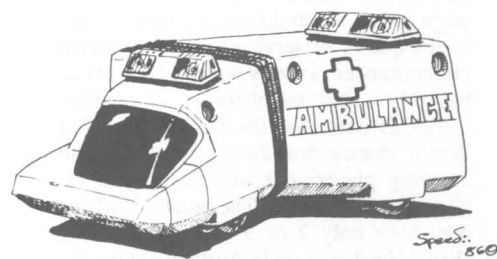
There is an initial fee of \$10,000 for the *clone growth*. A cell sample is taken, and six weeks later the clone is grown, biologically 25 years old. (If an old PC gets a new clone body, the GM should "set the clock back" on any attributes he had lost to age, and charge him the character points to pay for the improvement!)

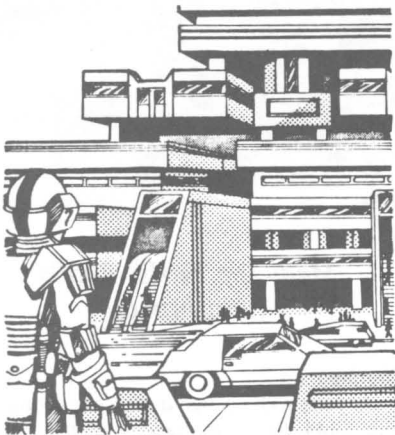
After a clone is grown, it costs \$1,000 per month to maintain (or GC will use it for organ transplants).

The character can then visit GC and *program* the clone with his memories. This may be repeated as often as desired, at \$2,000 a shot. If not reprogrammed for a month, the clone's mind goes blank.

Another method (introduced 2035) is to buy storage space in an MMSD, a *Mechanical Memory Storage Device*. This costs \$25,000 each time memory is updated . . . but the data never disappears. Even if someone has no clone, GC can grow one from stored cell samples and program it with an MMSD, years or even decades after the character died. This costs \$5,000. The MMSD is a big, ungainly device (800 pounds, 40 cubic feet, HT 6/40), like a large photocopier on a dolly; it's not convenient to lug around.

Gold Cross can also read *all* memories from a corpse directly into his clone, for \$5,000, if it can be gotten to his clone within a day (10 days if he is in refrigerated storage). The body must be reasonably intact: HT no worse than -5 x HT, and head neither smashed nor missing. The character will remember his death, and must make an IQ roll or acquire an appropriate new Phobia (p. B27) from the trauma.





AADA Behind the Scenes

The “behind-the-scenes” activities of the AADA actually take up more of the organization’s time and money than running the autoduellling circuit.

The AADA employs full-time lobbyists in every national and state capital to make sure the rights of all citizens to bear vehicular arms are protected.

The AADA also provides members with up-to-the-minute reports on road conditions, gang activity, and even weather on most major routes. This service is free to members, and never further than a phone or radio call away — though if confidentiality is necessary, you’d better go by in person.

The AADA also publishes a quarterly journal — *Autoduel Quarterly* — that keeps duellists abreast of the latest technological developments, offers in-depth features on new trends in duelling, and relates the exploits of fellow duellists from around the globe.

Despite the “American” in its title, the AADA is a truly international organization. World Headquarters is in Austin, Texas. There are affiliated groups in the United States, Oklahoma, Louisiana, Canada, Quebec, Mexico, Brazil, Venezuela, Puerto Rico, Panama, Australia, New Zealand, England, Finland, France, Portugal, Spain, Italy, Greece, and PanArabia. Many of these countries now hold their own National Tournaments under AADA sanction.

There are also AADA offices for most states and provinces within each country, as well as local offices in each major city (roughly those with populations over 100,000).

Each office is headed by a paid, full-time administrator, usually a retired autoduellist. As can be expected, some are more gifted at administration than others, so the quality of service under exceptional circumstances can vary widely. Each office has other staff members — secretaries, clerks, assistants and the like — so there’s a decent chance that there’s someone who can help players out with an unusual request in each office. The smallest offices may have only 2 or 3 employees — the World Headquarters in Austin employs 85.

Encounters

In this section, we describe a number of organizations (and non-player characters) which can be used in *GURPS Autoduel* whole, or in part. Campaigning and scenario ideas are included for each writeup. Players *may* (and are, in fact, encouraged to) look at this section.

The American Autoduel Association (AADA)

The American Autoduel Association, founded in 2025, has become an umbrella organization representing and serving all segments of society “that have cause to use vehicular weapons in a legal manner.” This includes everybody from the richest arena superstars and the cross-country trucker to the freelance cycle courier.

The most visible AADA activity is the organization and operation of the sanctioned autoduellling circuit. The AADA inspects new arenas for spectator safety and fairness to duellists before approving them for tournament use. Arenas already approved are periodically checked to make sure standards are kept up. The AADA also enforces vehicle design limits and other rules to ensure the fair, competitive autoduellling that fans expect. Broadcast fees from the TV networks help pay for these services.

The AADA Annual Circuit

The beginning duellist doesn’t have much of a support team — he’s lucky if he has a friend who’s a mechanic. If he’s good, he’ll win enough money to make repairs. As he goes through successful seasons, however, he’ll gain audience recognition, perhaps pick up some extra money doing commercials for manufacturers.

Each time a duellist places high in competition, *rating points* are earned — points used to determine the duellist’s placement during a season. Rating points are kept separately for each division in which a duellist completes (see below).

If a duellist is good enough — he has to be rated as one of the best *thirty duellists* in his region, by points — he’ll go on to the *regional* championships held at the end of September. If he places in the top ten there, he goes on to the *national* championships (held at the beginning of October). Should he be a fine enough duellist to win that competition, he’ll advance to the *international* championships (held at the end of October).

Divisional Breakdown

The AADA is broken into divisions. Each division represents the maximum dollar value of the vehicles which may participate in that division’s duels. All personal equipment carried by a vehicle’s crew counts toward this cost. Division 10, for instance, means that participating duellists may use personal equipment and a vehicle worth no more than \$10,000 (Detroit Standard Exchange Rates) combined.

March: Regional Duelling

The March duels are regional competitions: The duellist may only duel in the arenas of the region he registers in. These March duels are a good shaking-out period for rusty duellists. The combats tend to be comparatively friendly ones — few deaths. These duels bring full point values, however.

April through September 15: Regular Season

Each weekend, six sites across the continent are *Designated Arenas* for official competition; the chosen arenas change from week to week.

The Designated Arenas are chosen well in advance, based on arena offers of facilities and publicity. One arena can be designated several times during the year. Only the duels fought in these arenas are counted toward official AADA point totals for the season. They usually last two days.

A duellist may choose which of the six he will attend. Most plan a "tour" around the country that hits their favorite arenas at least once during the year.

Duelling still goes on elsewhere: Amateur Nights, challenge and grudge matches, demonstration duels, and duelling by semi-pro duellists not on the real circuit.

As summer comes on and rating points rack up, tempers get short — and the proportion of arena deaths rises dramatically.

September (Last Half): Regional Championships

During the third and fourth weeks of September, the United States and Canada hold their regional championships for each division. The thirty highest-scoring duellists from each region return to their regional circuit's Designated Arena and duke it out for the championship. The top ten point scorers for each division advance to the national championships.

In Texas, Louisiana, Oklahoma, Australia, and Quebec, the autoduellist returns to the arena registered as his *home arena*. The thirty top-scoring duellists from each arena participate in the circuit finals, and, when the dust clears, the ten top-scoring duellists in each division from each AADA arena in that country are advanced to the national championships.

October (First Half): National Championships

National championships are held at a Designated Arena — no arena may sponsor the nationals more than once every five years.

Non-champion duellists continue to compete into October. These late season matches allow competitors to acquire ratings points which, while not counting for championship purposes, still count for career standings. Scouts for the major autoduelling patrons watch late season matches carefully, looking for next year's surprise combatants.

October (Last Half): International Championships

The national champions in each division meet in the International Championship's designated arena. The United States, Canada, Quebec, Texas, Oklahoma, Louisiana and Australia are each represented by their divisional champions. The winner of each division is proclaimed that year's international champion for that division.

November through February: Off-Season

The regional, national, and international champions appear in commercial after commercial on television. Arenas remain open for practice, grudge matches, and the occasional exhibition.

Placement and Point-Scoring

In each official AADA competition, the top finishers earn rating points. These points determine the duellist's place in the official AADA standings. How many points the character receives for an arena duel depends on his placement among the finishers of the duel, and on how many duellists participated in the combat:

Place	Field (Number of Drivers)				
	3-6	7-12	13-20	21-30	31+
First (Winner)	10 pts	10 pts	10 pts	10 pts	10 pts
Second	5 pts	7 pts	8 pts	9 pts	9 pts
Third		4 pts	6 pts	7 pts	8 pts
Fourth			4 pts	6 pts	7 pts
Fifth			2 pts	4 pts	6 pts
Sixth				3 pts	5 pts
Seventh				1 pt	4 pts
Eighth					3 pts
Ninth					2 pts
Tenth					1 pt

The AADA Circuits

Atlantic Armor Circuit

Maine, Maryland, Massachusetts, New Jersey, Pennsylvania, Virginia, West Virginia, District of Columbia.

Canadian Crown Circuit

Manitoba, Miquelon Island, New Brunswick, Newfoundland, Nova Scotia, Ontario.

Deseret Mountain Circuit

Deseret Autonomous Region, Idaho, Montana.

Dixie Duel Circuit

Arkansas, Bourbon Free State, Florida, Georgia, Mississippi, North Carolina, Tennessee.

Flashfire Circuit

Colorado, Kansas, Nebraska, North Dakota, South Dakota, Wyoming.

Great Northwest Circuit

Alaska, Alberta, British Columbia, Saskatchewan, Yukon Territory.

Hot Asphalt Circuit

Arizona, Nevada, New Mexico.

L'Outrance Circuit

Illinois, Indiana, Iowa, Michigan, Minnesota, Missouri, Ohio, Wisconsin.

Overdrive Circuit

California, Hawaii, Oregon, Washington.

Quebecois Circuit

Quebec.

Royal Flash Circuit

Australia.

Shooting Stars Circuit

Louisiana, Mexico, Oklahoma, Texas.

Duelling and Death

To place in competition, a duellist must be alive at the end of the duel — not necessarily conscious, but alive. If the apparent victor of a duel is found to be DOA, the second-place finisher is advanced to winner, the third-place finisher to second place, etc.

If a duellist dies in competition but has Gold Cross, he is not eliminated from the year's circuit, but cannot place among the winners of the duel in which he died (and receives no rating points for it), regardless of how well he did in the duel.



Surrendering

A duellist in trouble has two ways to get out of an arena duel.

An autoduellist who escapes from the arena through any of the exit gates is out of the fight — he cannot reenter, and he places in the standings just as if his vehicle had been “killed” at the time he exited. In official AADA competition, the exit gates are not opened until 30 seconds after the duel has begun. Some arenas also have pedestrian escape routes, to be used by a duellist who’s abandoned his vehicle.

Drivers may also “yield” by radio — surrender — to their fellow duellists. If any duellists accept this surrender, the surrendering vehicle is considered “killed” instantly for standing purposes (but *not* for salvage rights purposes). By AADA regulations, a surrendered vehicle must proceed to the nearest exit at top speed, and may fire only upon vehicles which have fired on it since the surrender. Duellists who accept a surrender may not fire on the surrendered vehicle . . . but other duellists may!

Winning Duels

The victors of a duel are the occupants of the last functioning vehicle on the duel field.

A vehicle is considered “killed” if it can neither move nor fire.

It is also considered “killed” if its crew are all dead . . . though it could be brought “back to life” — an *undead* vehicle, in duellist slang — if commanded by the crew of another dead vehicle.

The second-place finishers of a duel are the occupants of the next-to-last functional vehicle on the field; the third-place winners would be the occupants of the vehicle rendered non-functional immediately before the second-place finisher’s; and so on.

Thus, if you win second place out of a field of 17 drivers, you win 8 points for the duel.

A driver who earns 55 points in a single season is considered to have had a successful season; a driver who earns 75+ points had a very successful season, and has earned enough notoriety for sponsors and patrons to take notice; a driver who earns 90+ points in a single season is a world-class duellist. Since it’s not feasible to play out the entire autoduelling season for every one of the hundreds of participants, simply assume that any player amassing more than 55 points in the year will qualify for the regional tournament.

Prizes

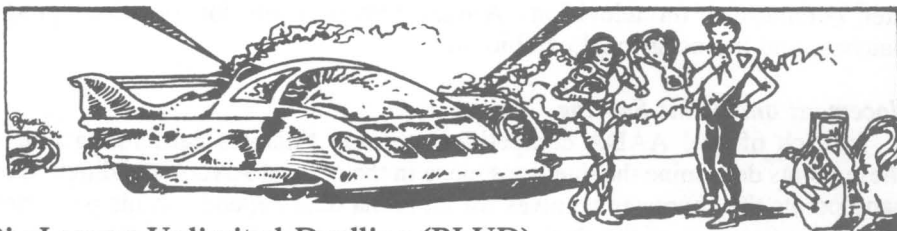
Successful drivers win prizes based on how they place in a duel, according to AADA regulations. The size of the prize also depends on the importance of the duel (see table).

Place	Type of Competition				
	Regional Duel	Regular Season	Regional Champ	National Champ	Internat’l Champ
First	\$15,000	\$25,000	\$75,000	\$200,000	\$500,000
Second	10,000	17,500	50,000	100,000	250,000
Third	7,000	12,500	30,000	60,000	200,000
Fourth	3,000	10,000	18,000	30,000	150,000
Fifth	1,500	7,000	12,000	20,000	100,000
Sixth	1,000	3,000	10,000	15,000	75,000
Seventh	750	1,500	7,500	10,000	50,000
Eighth	600	1,000	4,000	8,000	30,000
Ninth	500	750	2,000	6,000	20,000
Tenth	300	500	1,000	4,000	10,000

Anarchist Relief Front (ARF)

This gang of crazies wants to overthrow the American governments (and other governments, too). While the idea is not entirely without merit, the ARF approach — an organized group promoting anarchy — is decidedly strange. Nevertheless, the ARF is an effective gang of terrorists engaging in continual acts of sabotage and murder across the continent.

ARF is badly-organized and badly-equipped, but extremely unpredictable. They could give any group of players all they could handle.



Big League Unlimited Duelling (BLUD)

The exact origins of Big League Unlimited Duelling are shrouded in obscurity, but the consensus is that BLUD got its start in the small towns of Kansas, Nebraska, and Missouri in the early 2030s. Today, the Midwest continues to be its strongest power base, but BLUD has informal chapters all over North America.

In almost every way, BLUD is the antithesis of the American Autoduel Association. The AADA is slick and organized; BLUD revels in its lack of structure. The AADA portrays its champions as gleaming, mechanized warriors, heroes to the world; BLUD has no champions and laughs at the notion of heroes. The AADA goes to great lengths to ensure spectator safety and avoid unnecessary deaths; BLUD has expressed no concerns.

BLUD has no formal organization and no known leaders. Groups become BLUD chapters pretty much by declaring themselves to be so. Individual memberships work the same way.

In many areas, BLUD and the AADA get along by actively ignoring each other. In other areas, though, there is an intense rivalry that has led to petty vandalism, road ambushes, and even open warfare.

Scout Commando Corps (SCC)

The Scout Commandos, created in 2024 from the remnants of several earlier scouting organizations, are devoted to the principals of Self-Improvement, Protection of Innocents, and Destruction of the Guilty. SCC troops engage in service projects to help communities deal with natural disasters, riots, raids, or other troubles. They also engage in attacks upon criminal organizations and gangs. Scouts practice conservation and take care not to destroy wilderness areas in the pursuit of combat goals.

Scout Commandos must be between the ages of 13 and 18; at 18 they are ceremonially retired from duty. The Scout Commandos are no joke — they are a youth paramilitary force, and their intensive training and organizational talents have helped many communities cope with riots and bandit activity.

Members of the SCC wear distinctive uniforms at all times; the uniforms (and matching armor used in assaults) indicate their organization and rank within that organization.

The United Broadcast Network (UBN)

The United Broadcast Network is one of the largest television networks in the world, an astounding success story considering that the network is less than 15 years old. UBN offers all kinds of programming now, but it made its reputation on its coverage of autoduelling. Even today, vehicle combat shows pay the bills.

In addition to extensive coverage of arena duelling, UBN has an aggressive policy toward finding and broadcasting spontaneous road duels — live whenever possible. Toward this end, UBN owns and maintains hundreds of helicopters across the country, all equipped to link up to the UBN network on a moment's notice and broadcast live.

If a broadcast helicopter catches a player committing an “unsportsmanlike” or cruel act — like an unprovoked attack on a lone cycle by a well-armed van, or shooting fleeing pedestrians in the back — the effect on Status or Reputation may not be very good. Illegal activity, if televised, will attract the attention of the appropriate law enforcement agencies as well. Of course, if the players are not identified, none of these penalties can apply.

The Brotherhood

The Brotherhood is the society of professional truckers. With airship service still spotty, and trains easy targets for criminals with shovels or a few sticks of dynamite, the truckers are the primary cargo movers of the 2030s.

The organization came into being in the late 2010s, a time when National Guard units were riding shotgun on critical trucking runs. The runs were far too dangerous, but pressure from the government and from the truckers' own union kept the truckers at the lethal roads and punishing runs.

This state of affairs lasted until 2017, when the Midwestern truckers, led by Michael “Mongo” McGuire and backed by the National Guard (who were much more sympathetic to the truckers' position after the months of gauntlet-running), called a general strike.

This led to the legendary 2017 *Battle of Pittsburgh*. In terms of gains and losses the battle was inconclusive, but its effects were far-reaching. Mongo McGuire, dying on the battle site, declared that the truckers would form a “Brotherhood” of truckers, dedicated to cooperation and mutual protection.

Today, the Brotherhood is a widely-respected part of American society. Brothers are dedicated to mutual support, courtesy in driving, and violent retaliation against those who oppose, cheat, or otherwise discomfort them.

The *Knights of the Brotherhood* are the unofficial leaders of the Brothers. They are widely-respected and (for the most part) wealthy truckers who look out for the Brotherhood's interests — and also discipline their own. Knights are the



Televised Interviews

At the end of a road duel covered by UBN, the network sportscaster on hand will contact the winner by radio and try to get him to identify himself and agree to an interview.

If the winner is so inclined, the helicopter will land and a sportscaster and cameraman will jump out, sprint over to the duellist and start a brief and predictable interview:

“What sort of duelling experience have you had?”

“Was the duel tougher than you expected?”

“What sort of tactics did you use to gain the upper hand?”

“We noticed your heavy reliance on (whatever . . .). Is that your favorite weapon system?”

The interview will go on about as long as the duellist is willing to stand there and put up with stupid questions — the UBN has a lot of time to fill, and the average road duel lasts less than a minute.

Duellists who dislike publicity, or have to keep to a schedule, can politely decline an interview request.

Players can gain or lose temporary Reputation by appearing on TV. The exact amount is determined by the GM (see p. 21). Winning a road duel (particularly against heavy odds) and granting a lengthy interview afterwards can launch a career! If the action was broadcast only regionally, or was not particularly spectacular, or the player only gives a radio ID instead of an interview, the Reputation increase should be reduced, both in size and duration.

Sample NPC: John Abbott — 190 points

Attributes

ST 11, DX 13, IQ 14, HT 13.

Basic speed = 6; Move with equipment listed below = 5.

Advantages

Attractive appearance	5 points
Status (2 levels)	10 points
Wealthy	20 points
Reputation (+2, duelling fans, 10 or less)	2 points
Acute Vision (4 levels)	8 points
Danger Sense	15 points

Disadvantages

Enemy (Criminal gang, 9 or less)	-20 points
Honesty	-10 points
Overconfidence	-10 points

Quirks

Talks like a comic book when in Foxbat persona	-1 point
Refuses to admit secret identity	-1 point
Checks every vehicle he gets in for sabotage	-1 point
Always accepts opponent's surrender	-1 point
Will not associate professionally with "ungentlemanly" duellists	-1 points

Skills

Driving (Cars)-16	16 points
Motorcycling (Heavy)-15	4 points
Gunner/TL7 (Gauss Gun)-17*	8 points
Gunner/TL7 (MG)-14*	1 point
Guns/TL7 (Pistol, .357)-16*	2 points
Guns/TL7 (SMG, Ingram)-16*	2 points
Mechanic/TL7 (Cars)-13	1 point
First Aid/TL7-14	1 point
Judo-14	8 points
Throwing-12	2 points
Criminology-13	1 point
Stealth-13	2 points
Streetwise-13	1 point
Sex Appeal-14	4 points
Savoir-Faire-15	2 points
Politics-13	1 point
Law-12	1 point
Area Knowledge (San Mateo)-15	2 points
Area Knowledge (California)-14	1 point

*Includes +2 IQ bonus

Personal Equipment

Ingram M-43 SMG:	\$150, 7 lbs.
.357 Magnum:	\$100, 3 lbs.
2 Concussion Grenades:	\$80, 2 lbs.
2 Tear Gas Grenades:	\$60, 2 lbs.
Improved Body Armor:	\$1500, 25 lbs.
Telescopic Sight (for pistol):	\$150, 1 lb.
Silencer (for pistol):	\$50, ½ lb
Handcuffs:	\$50, 1 lb.

Vehicle

Complete stats on Abbott's Foxbat can be found in *Sample Vehicles*, p. 38.

only Brothers who can declare someone to be an *Enemy of the Brotherhood* — the equivalent of a death warrant.

The Eastern Driving Safety Enforcement League (EDSEL)

The Eastern Driving Safety Enforcement League was founded in 2030 in Albany, New York by a group concerned about "hooliganism on the highways." By this, they meant all combat, even in self-defense. Strictly a political organization in its infancy, EDSEL sounded a sympathetic chord among the populace of many East Coast states, and succeeded in having road combat declared illegal.

Clearly marked EDSEL vehicles began prowling areas that had been designated "No Duelling" zones, and if any vehicular combat erupted, the EDSEL vehicles would converge and fire on all participants (except each other), using superior numbers and firepower to blast everybody in sight.

Today, EDSEL is not so much concerned with expansion as it is with consolidating the gains made in the first half of the decade. If your players campaign in an area that has no current EDSEL activity, it is unlikely any will start up in the near future. But when travel to the East Coast is planned, EDSEL is another factor the players must take into consideration — or pay dearly for the mistake.

Cycle Gangs

The bike gangs of the 2010s were pretty shabby affairs — criminals, petty warlords, malcontents, and desperate citizens determined to do whatever it took to survive. They used whatever vehicles they could find, steal or assemble — mostly junker cycles and jeeps or buggies kept running only by constant maintenance. They rode into small communities, took what they needed to survive, and rode out again, often leaving starvation and death in their wake.

Gradually, things changed. Towns fortified, citizens' militias formed. Many gangs broke up when their leaders were killed, but many gangs stayed with the times by gradually acquiring better equipment — newer bikes, armed bikes, armored bikes, support vehicles and personnel.

The War Dogs

The War Dogs are a criminal bike gang — cycle-riding criminals who engage in any and all felonious activities in order to increase their personal wealth and power.

The War Dogs came into being in 2016 — at the same time as many other criminal gangs, at the height of the Food Riots. Jake "Chicken" Frazier, son of a St. Louis scrapyard owner, chained his father in his basement and opened his doors to some of his friends — friends who were willing to do everything he said provided it kept them in food, weapons, and women.

Over the next few years, the War Dogs adhered to the standard codes of behavior for bike gangs: They invaded and demolished small towns, killing and kidnapping townspeople, raiding stores of food, and keeping on the move, occasionally sparring with civilian defense forces, state and local police, other bike gangs and autoduellists.

Ten years ago, Frazier's lieutenant, "Mastiff" Moulin, challenged Frazier for the chieftainship of the gang and killed him. Mastiff is now leader of the War Dogs, and will be until the gang is destroyed or he is killed by the next contender for the gang's throne.

Typical Gang Members

The average War Dog usually has ST and HT of 12 and DX and IQ of 10, and carries gear such as a sawed-off shotgun, heavy pistol, grenades, and chain. He wears a breastplate-and-leather arrangement decorated with spikes, studs, leather straps, feathers, warpaint, and similar accoutrements that looks tougher than it really is (PD2, DR2, torso only).

The War Dog that player characters are most likely to meet — and the one they least want to — is Mastiff Moulin (see sidebar).

Also on hand at War Dogs camps are gang prisoners — usually young women and various technicians (mechanics, electronics experts, etc.) captured

from small towns all over the region and kept until their usefulness is ended, whereupon they are abandoned or killed.

The War Dogs don't have any standing facilities. On occasion, however — particularly during the winter — they'll take over a small town, especially one distant from normal trucking routes, cut all communications out of the area, confiscate or ruin all the town's radios, and live off the town for a few months, giving their wounded time to heal and their mechanics long enough to get their vehicles into tip-top condition. Then they depart again, taking along any townswomen and town technicians they care to.

The average War Dog drives a cycle like the RoadMiser (see p. 40). All prisoners are carried in vans — probably something like the Torch (see p. 38).

Scenario Ideas

There are several ways to introduce your player characters to the War Dogs, few of them nice. For instance:

Winter Retreat. The player characters could be wintering in a small town which the War Dogs choose for the same purpose.

Caravan. The War Dogs could ambush the characters' caravan on any main highway.

Death to the Dogs. The characters could be hired to take out the War Dogs, either by discovery of their secret base (and calling for an air strike) or in direct frontal assault

Kidnapped. A character's Dependent could be kidnapped by Mastiff Moulin, forcing the characters to rescue the character.

You can place the War Dogs wherever you wish; they travel everywhere, but thrive in areas just on the fringe of civilization and law enforcement.

The Paladins

One of the most unusual biker societies on the roads today is the Paladins. Most highway travellers have seen the Paladin vehicles, with their distinctive markings — a customized cross in white on a red field — and know not to fire upon them.

Today, the Paladins "gang" is actually a dozen or so clans, all owing allegiance — sworn fealty, in fact — to the famous "Hellbent" Braker. Each clan has 50 to 100 members, with a combat strength usually half that.

The clan's warriors train not only in modern weapons but also in medieval weapons and fighting techniques. Paladin warriors favor stock combat armor, but wear medieval-style surcoats with the Paladin colors or their personal badges embroidered thereupon.

Paladin clans make their operating funds in a variety of ways: By sacking and destroying criminal gangs; by hiring out to town governments to rid the area of criminals; and by doing demonstrations of trick cycle-riding and medieval combat techniques at AADA exhibitions.

The Typical Paladin Warrior

The average warrior of the Paladins has a ST and DX of 12, IQ and HT of 10, and carries a shotgun and a bowie knife. Most wear a flak jacket or Kevlar; a few have body armor.

The Paladins usually live in camps in backwoods areas, far from commonly-used roads, easily surveyed and well-guarded. The clans have regular campgrounds they stay at for a month or so at a time, returning to a site twice or so in a year.

The average Paladin cycle is a medium cycle like the Hawk (see sidebar, p. 40) or one of its options. Not all Paladin warriors have their own cycles; some are foot-warriors, snipers, and other nonvehicular fighters. Each clan will have one bus, usually something like the Commando (see sidebar, p. 44). The bus carries the clan's children under 14 years of age, all equipment and supplies, and all seriously injured or incapacitated Paladins. Additionally, each clan will have three or four combat-worthy automobiles similar to the Iron Horse (see *Sample Vehicles*, p. 38).

John Abbott: Up Close

John Abbott is a successful California duellist and former AADA champion (Division 25, California State Champion, 2035). What makes him interesting as a possible game encounter, however, is his "secret identity" — Foxbat, vigilante avenger and righter of wrongs in his home town of San Mateo, California (just south of San Francisco).

Abbott's secret identity is not much of a secret — many of his friends and associates have figured it out. Still, Abbott steadfastly clings to the pretense that Foxbat is somebody else, even in the most private of conversations. Foxbat is an obscure comic-book character from the 20th century, and when prowling the streets of San Mateo in his Foxbat identity, Abbott tends to think, act, and talk like a comic-book character. This often gets him in quite a bit of trouble.

Abbott is still a respected duellist by day, and continues to duel in AADA Division 25. He does not use his arena vehicle on his vigilante missions, but instead uses a vehicle he also calls Foxbat. The car belonged to a paid assassin trying to kill Abbott, but Abbott used a remote-controlled car as bait for the assassin, then killed him in a well-planned trap, capturing the car undamaged. Using the assassin's car to further the cause of justice appeals to Abbott's comic-book sense of irony.

Abbott was first born in 2004, but has used 'Gold Cross' services on three different occasions: therefore, he appears to be under 30. Abbott is a small, wiry man, perfectly built for autoduellling. He stands 5'8", and weighs 145 lbs., with brown eyes and thick, dark brown hair. He is a favorite interview subject of the journalists covering the California duelling circuit, because he's handsome, single, and amusing. Even without his duelling reputation, he'd be a jet-setter; his late father was a wealthy state senator, and Abbott retains many political connections. This, and his definite (though wacky) vigilante effectiveness, insures that the law looks the other way when Foxbat is on the prowl.

If the players are engaged in illegal activity, they could run into Foxbat as an adversary. More likely, however, is a scenario in which the players, befriending Abbott on the duelling circuit, learn of his nighttime activities and find themselves in a position to help out . . . when, as is sometimes the case, Foxbat bites off more than he can chew.

Mastiff Moulin — 160 points

Attributes

ST 15, DX 15, IQ 11, HT 12.

Basic speed = 6.75; Move with equipment listed below = 6.

Advantages

Ambidexterity	10 points
Toughness (DR 2)	25 points
Combat Reflexes	10 points

Disadvantages

Reputation (-3, everybody, all the time)	-15 points
Enemies (practically everybody, large group, appearing on 9 or less)	-30 points
Megalomania	-10 points
Paranoia about Competitors for Throne	-10 points
Berserk	-15 points

9 quirks

Too disgusting to list here. Use your imagination. -5 points.

Skills

Leadership-13	6 points
Detect Lies-10	2 points
Tactics-12	6 points
Strategy-12	6 points
Motorcycle (lg)-18	8 points
Gunner/TL7 (MG)-17*	4 points
Guns/TL7 (Rifle, AK-13)-17*	2 points
Crossbow-16	2 points
Axe/Mace-15	2 points
Knife-15	1 point
Fast-Draw Knife-15	1 point
Knife Throwing-16	2 points
Brawling-15	1 point
Mechanic/TL7 (Cars)-11	2 points
Acrobatics-15	4 points
Swimming-15	1 point

*Includes +1 IQ bonus.

Personal Equipment

Armor	
(see <i>War Dogs</i> , p.80)	\$80, 10 lbs.
Mini-Crossbow	\$50, 3 lbs.
AK-13 Assault Rifle	\$350, 12 lbs.
Knife	\$50, 1 lb.

Vehicle

Moulin rides a Slasher (see sidebar, p. 40).

Mastiff Moulin:

Up Close (not pleasant)

Moulin is a terrifying figure, a monster and lunatic who is still free after ten years of murder, rape, and robbery.

He's been given lots of extra Mental Disadvantages because he's a classic NPC villain; his massive physical abilities are balanced with massive disadvantages.

Moulin is 6'4", 230 pounds, with pale blue-gray eyes and a black mohawk. His eyes burn with a lunatic light. He's constantly suspicious of all his henchmen, believing they're plotting against him.

The typical Paladin clan will have one or two members with extensive medical training and good medical gear; the gear rides on the Paladin bus.

Scenario Ideas

The Paladins are found all over the central American states; they travel so extensively that they can be found from Colorado to Ohio, from South Dakota to the Republic of Texas, during their yearly migrations. A scenario idea:

Tricks of the Council. The player characters are hired by a city council to defeat the cycle gang that is terrorizing the city — only to find out, once they're in combat, that they've been tricked and sent against the Paladins, who were coming in to town to deal with the villainous city council.

The Paladins can also be the basis for a campaign, if you want something with a more medieval flavor; characters can run into them at AADA tournaments (doing demonstrations) or during field activities against criminal gangs. A driver who's just narrowly lived through a road duel, or is being pursued by enemies, would count himself lucky to stumble across a Paladin encampment.

Citizens' Militia

Many communities have strong Citizens' Militias. One of the most famous such groups, of course, is the notorious and peculiar Midville Operatives for Neighborhood Defensive Ordnance — the MONDOs of Midville, Ohio.

The MONDOs are a strange bunch, but typical of the sort of pedestrian neighborhood watch that your characters are likely to encounter all over the continent.

The Mondos

When the Grain Blight devastated crops the world over in 2012, Midville (Ohio) was hit as hard as anywhere else and watched its corn and winter wheat Blight away. Mayor Albert Cordray (nicknamed "Shiner" for the black eyes he used to hand out in his youth), an amateur economist and historian, accurately guessed that things would get worse before they got better.

When the Food Riots hit in 2016, Mayor Cordray figured — rightly, it turned out — that the regional and national governments wouldn't be able to provide any protection for Midville, so he organized a raid on the local Army base armory. The raiders got away anonymously and with an enormous store of weapons and ammunition. Only recently were any of the participants willing to admit to it.

As the national situation rapidly deteriorated, Cordray's irregulars were formally reorganized in 2018 as the Midville Security Regulars, or MSR (or Mashers, as they came to be known). In 2020, the Mashers were responsible for the utter destruction of the Dervishes, a Midwestern cycle gang that had sacked and destroyed many a larger community than Midville.

After Cordray's death in 2024 (he was killed while performing a vital delaying action in his stolen APC, the now-famous Sarah Bellum), two strong-minded Midville residents immediately stepped in and kept things moving. One was the young Danielle Adair, who was later to become a well-respected Western duellist. The other was Joseph "Jumpin' Joe" McFadden, an Army veteran. Joe renamed the security regulars the MONDOs and taught them larger-unit tactics and strategy.

During this time, Dani Adair was learning about and promoting local interest in the new sport, autoduelling. McFadden worked out means to use the tactical benefits of small armed vehicles.

In 2026, when the first edition of the AADA Road Atlas and Survival Guide was released, the entry on Midville listed the unwallled city as a "Fortress Town." — high praise for the city's defensive prowess.

Facilities and Equipment

MONDOs don't have much in the way of facilities. All members have their own personal armor and weapons; the MONDOs organization, in addition, has a

few squad weapons (tripod MGs and recoilless rifles, for instance) which are only broken out in times of great trouble.

The MONDO office facility is anything but — it's the large circular table at the back of the Bar None, a large Midville tavern.

Scenario Ideas

The MONDOs are always taking action, both defensive and offensive, against lawbreakers in a 40-mile radius around their town; player characters can encounter them in a variety of situations in central Ohio:

MONDO-Biker Battle. The characters could stumble across a pitched MONDO-biker battle; alternatively, MONDOs could inject themselves into a character-biker altercation.

Mass Raid. The characters could pass through Midville just as one of Black Jesse's surviving lieutenants launches one more punitive mass raid.

Trojan Horse. The characters, captured by a gang of bikers or criminals, could be aided by Mandy Jones, who is performing one of her "Trojan Horse" operations against the gang.

You can transplant whichever characters and parts of the history that you like to your own campaign area if you prefer not to interact with Midville.

The Police

Most peace officers are brave, honest folk who are paid to keep the peace — the easiest way to do that being to warn the lawbreaker to surrender, and then kill him if he doesn't.

In some cities, the police are security forces paid to protect the interests of a political machine or corporation. They are still basically decent, but their bosses' interests come before those of the citizens.

And in many areas, the "police" are thugs with badges, the enforcers of the ruling crooked politicians or corporations. They engage in high-priced toll booth collections, arrest travellers on little provocation (with bail amounting to kidnappers' ransoms), and use deadly force capriciously.

The average police officer has attributes of 11 across the board and the following equipment: Kevlar vest or flak jacket, shotgun, .38 pistol, handcuffs, walkie-talkie, and nightstick.

Uniformed police officers, except for those assigned beats in non-vehicular districts, are assigned cars or motorcycles. A typical police car is given on p. 38; a typical motorcycle is provided on p. 40.

The average precinct house will be a heavily-armored bunker (PD 6, DR 20) with exterior gun emplacements and secure personnel and vehicle entrances. The precinct garage is enclosed, usually beside or beneath the precinct.

The department's cell-block is deep in the interior of the building; the bars are PD 10, DR 20, and the cells are monitored by closed-circuit TV and can be flooded either with tear-gas or anti-personnel grenade shrapnel.

Scenario Ideas

Police Campaign. You can use the local precinct as the basis for your ongoing campaign; the characters would deal with the local region's criminals.

Toll Booth. In many backwoods regions, local police departments erect toll booths with exorbitant rates — sometimes as high as \$5,000 per vehicle, though most are in the \$500-\$1000 range. The usual means is to erect a barricade across the road, complete with heavy firepower on all sides, and stop all vehicles on the road, collecting the toll or confiscating their vehicles if they can't pay.

Hiring Freelancers. The police are the local law enforcement; and, this being the 2030s, they can be looser about their methods than in the previous century. If they want a local criminal captured or eliminated but don't have the time or manpower for the extensive search-and-destroy mission this would entail, they're more than willing to hire freelancers to do the job for them: Freelance duellists, bounty hunters, even assassins (those with no criminal records to speak of).

Thomas "Hellbent" Braker 215 points

Attributes

ST 14, DX 13, IQ 12, HT 13.

Basic speed = 6.5; Move with equipment listed below = 5, or 6 if he drops the SMG.

Advantages

Reputation (+2 everybody, all the time).	10 points
Toughness (DR 2)	25 points
Moderately Wealthy	10 points
Charisma (+3)	15 points

Disadvantages

Fanaticism: Code of Chivalry	-15 points
Enemies (criminals, rarely)	-15 points
Honesty	-10 points

Quirks

Never Smiles, Always Serious	-1 point
Speaks in the Royal "We"	-1 point
Dislikes Media Coverage	-1 point
Always Willing to Talk to Youngsters	-1 point
Will Always Help Orphans & Lawmen	-1 point

Skills

Axe/Mace-12	1 point
Bow-14	8 points
Brawling-13	1 point
Broadsword-14	4 points
Calligraphy-13	2 points
Driving (Car)-13	2 points
Gunner/TL7 (Recoilless)-14*	2 points
Guns/TL7 (SMG, Uzi)-16*	4 points
Guns/TL7 (Pistol, .44 mag)-16*	4 points
History-11	2 points
Knife-13	1 point
Fast-Draw Knife-13	1 point
Knife Throwing-13	1 point
Law-11	2 points
Leadership-13	4 points
Motorcycle (Heavy)-15	4 points
Shield-15	4 points
Spear-13	2 points
Stealth-12	1 point
Survival (Woods)-12	2 points
Survival (Desert)-12	2 points
Strategy-14	8 points
Tactics-14	8 points
Interrogation-13	4 points
Diplomacy-13	6 points

*Includes +1 IQ bonus

Personal Equipment

Uzi Submachine gun	\$250, 9 lbs.
.44 Magnum	\$175, 3 lbs.
Body Armor	\$250, 20 lbs.
Very Fine Thrusting Broadsword	\$2400, 3 lbs.
Bowie Knife	\$50, 1 lbs.

Vehicle

Braker rides a Cycle Concepts *Spider* (see sidebar, p. 39). The Spider usually comes with an extra magazine for the recoilless rifle, but Braker's a big man, and something had to go, or the cycle wouldn't make its weight limitation!

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ADVENTURES

NOTE TO PLAYERS: This section is for GMs only; it contains sample adventures. If you aren't planning to gamemaster a *GURPS AUTODUEL* campaign, do not read the following section.

Amateur Night

"Amateur Night" is a quick and easy way to begin a *GURPS Autoduel* campaign.

Campaign Types

All except "AADA Circuit" campaigns with already-established characters, or ongoing "lone wolf" stories.

Character Types

Beginning characters, particularly those with an interest in duelling.

Overview

AADA Amateur Night events are held weekly at many arenas across the continent. The site for your Amateur Night competition should be the home town of your player characters or the nearest town large enough to have an AADA arena with some TV coverage (at least local coverage).

On Amateur Night, the local arena and the sponsoring TV channel or network provide inexpensive combat vehicles to prospective duellists. Competitors are generally people off the street who are willing to take a risk in order to launch duelling careers.

The participants take their armed tin-foil wonders and fight one another in the arena. The winner — the last character operating a functioning vehicle — gets to keep his vehicle. Winners may also cannibalize the remains of competitors' vehicles for their own use or to sell for salvage. Losers get nothing except a chance to try it again — to a maximum of three losses. (Once you've failed Amateur Night three times, sponsors tend to think you're not worth the dollar value of the cars.) Once you've won, you can't participate in Amateur Night events again.

Encounters

Here's how an Amateur Night adventure is run:

Registration

When they decide to participate in Amateur Night competition, the characters simply travel to the nearest arena and tell the folks at the box-office they want to register. (They don't have to be AADA members to participate in Amateur Night competitions — this is the only AADA-approved activity that doesn't require participants to be members.)

The box-office attendant will direct them to an office marked "Registration." There, an office worker will have them sign waivers — legal forms which state that the arena and sponsors are not responsible for injury or death to participants. Once the waivers are signed, the characters will be assigned to one of the events on the evening's card and given a "Duel Number," indicating the duel in which they'll participate.

In the Ready Room

Next, the characters will be directed to the "Ready Room," a locker room where duellists suit up, alongside the arena's field personnel. If the characters don't have their own body armor, the arena will loan them suits of light combat armor. The arena doesn't loan hand weapons.

Getting the Characters Involved

You can't force characters to participate in Amateur Night competitions, but you can encourage them: Tell them that Amateur Night is about the only way for them to acquire vehicles (other than theft) and that it's a dandy way to get some publicity. Then ask them if they'd like to participate. They'll probably jump at the chance.

Wade Brogden, Amateur Duellist

If an NPC driver participates in an Amateur Night competition, he might as well be interesting. By way of example, here's local cretin Wade Brogden:

Wade is 6'3" and 205 lbs., with a shock of black hair, deep-set brown eyes, and a professional wrestler's build. He's arrogant, pushy, and will take an instant dislike to one of the player characters in the ready room. Some character will offend him to his core with one of these classic errors (listed in order of Wade's priorities): (1) being a woman; (2) being of ethnic extraction; (3) having some unusual or distinctive physical feature; (4) just not being a big manly sort of man.

If all the player characters are Caucasian he-men with interchangeable features, Wade will "accidentally" bump into one of them anyway, and then verbally assault the character for being such a clumsy walking mound of (expletive deleted).

Until the duel starts, he'll make muttered or overt threats, depending on the other characters' disposition. If the PCs seem inclined to wipe him out in the ready room, he'll mutter and cast murderous glances instead of being physically aggressive.

Wade will turn the duel into a personal grudge match with any character who offended him.

Wade is: ST 14, DX 10, IQ 9, HT 13. Advantage: Toughness (DR 1).

Disadvantages: Paranoid, Odious Personal Habits (male chauvinism and terminal rudeness); Intolerance (described in *GURPS Fantasy*, p. 76 — but easily figured out if you don't have that book) of non-Aryans.

Quirk: Fanatic combat-football fan. Thinks autoduellings is wimpier than football (he's here because he lost a football bet).

Skills: Driving (Cars)-12, Gunner (Machine-gun)-12, Guns (Pistol)-12.

While they're waiting for their battle, the characters can hear faint sounds of combat through the walls and watch the current field action (probably another Amateur Night battle) on the TV mounted on the ready room wall.

If there are fewer than four PCs, have enough NPCs suiting up in the ready room to make a total of four participants. If there are more than four player characters, that's fine . . . but Amateur Night duels have a minimum of four participants. A sample competitor NPC is given in the sidebar.

Preparing for the Duel

When the current duel is resolved, the track manager will come into the ready room, announcing, "Time to check out your vehicles, gentlemen." He'll answer any questions the characters have as he leads them out a side door, down a long corridor, and into an arena garage. He shows little interest in the characters — he's seen too many Amateur Night competitors who are eager young folks one minute and body-bag stuffings the next. He doesn't bother learning their names, responding to their jokes, or calming them down if they're nervous; he just does his job. The characters will get similar treatment from all arena personnel.

The characters are taken to a clump of several cars — identical except for colors and the numbers painted on top. The arena worker gives the characters a quick rundown on their vehicles — Sargasso XHs. Give the players the information below:

Sargasso XH — Subcompact, X-Hvy chassis, Hvy suspension, Medium power plant, 4 PR tires, driver only. Micro-Missile Launcher front. Armor: F 3/12, L 2/8, R 2/8, B 2/8, T 1/4, U 0/0. Accel. 5, Top speed 90, Driving skill modifier: +2, 2525 lbs. (235 left for crew and cargo), 0 cu. ft. remaining, \$4,900.

As this is going on, another duel is coming to a close outside and the announcers are priming the audience for the next. Arena personnel clean off the track. Tension builds as the characters are told to get in their cars and start their motors. The garage door cranks open, and the characters see several lines painted on the asphalt outside. Each character is told to follow the line that's the same color as his or her car to the starting gate for that color.

We've included a small sample arena; if you're a *Car Wars* player and already have a favorite arena style, use it instead.

The characters follow their arrows to different arena entrances. Before them is a set of sequential starting lights. Beyond that is a closed arena gate and glory . . . or death.

The Duel

The participants can hear the announcer over their car radios, giving all their names — make sure to mispronounce at least one name and perhaps get one city of origin wrong — and then the announcer will say, ". . . and the flagman has given his signal" just as the characters see the starting lights flashing down from red to green and the gate opening.

The duel should run normally — no peculiar events (sabotage, for instance) to confuse matters. The best (or luckiest) duellist will win.

After the Duel

Once the dust has settled, drivers who are seriously injured (6 or more HT lost) are taken to the arena infirmary, then transferred to an ambulance and taken to the nearest hospital.

Drivers who aren't badly injured (no more than 5 HT lost) will be returned to the ready room. There, an announcer with film crew will corral the winner, ask him the obligatory questions ("Are you happy with the way things went out there?" "What's your analysis of the duel?" "Can we expect to see more of you on the duel circuit?" and questions about any remarkable shot, Driving roll, or other incident on the field). Any losing PC who made an especially good showing will also get his moment of glory on TV.



CB Gooby 1986

Meanwhile, the arena's medics will be treating mild injuries, even as the cameras roll. These medics know how to bandage wounds quickly and professionally while giving the cameras good angles on blood and puncture wounds.

The participating vehicles will be driven or towed to the arena garage where the winner can decide what to do with them:

(1) He can keep one vehicle of his choice and sell the rest of them back to the arena. The arena will offer $\frac{3}{4}$ of the total value of the vehicles minus damage value (as described in the Salvage rules on page 65). The arena then restores the vehicle the winner kept to pristine condition, subtracts the cost of the repairs from the amount offered for the other damaged cars, and gives him the difference in cash.

(2) The winner can sell all of the vehicles to the arena (for $\frac{3}{4}$ of the total value minus damage value, as above), keeping the proceeds to buy himself another vehicle.

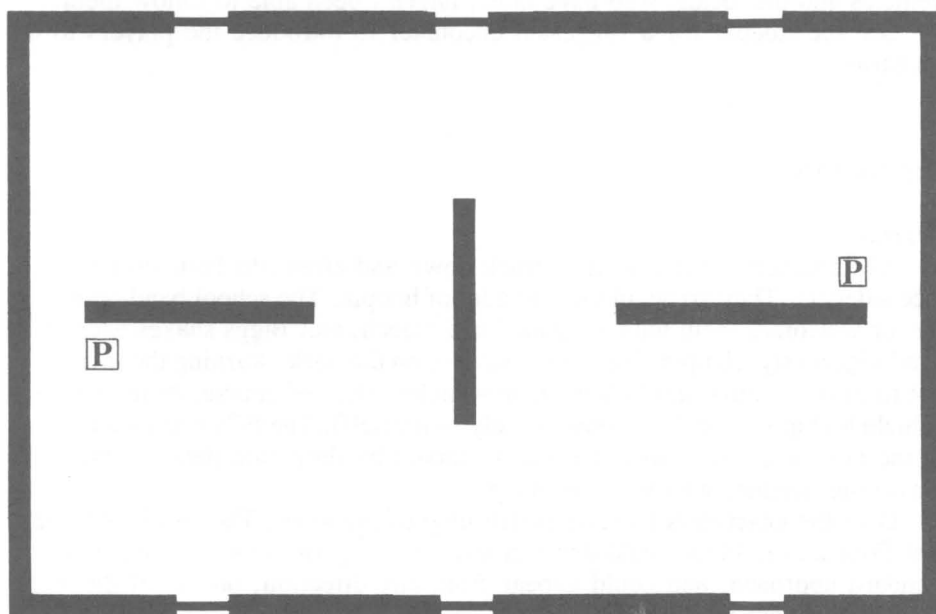
(3) The winner can work on the vehicles himself or have his regular mechanic do so. The arena will tow the vehicles anywhere within five miles of the city limits for a fee of \$20/vehicle.

Rewards

The monetary and equipment rewards for the adventure are given above, but you can give characters less tangible rewards as well. Certainly, the winner would have an improved Reputation for a week or so. After the competition, a famous duellist could give the winner an encouraging word, or a character could run into a Dependent. In short, the post-duel activities provide a good opportunity for characters to meet NPCs and set the stage for the next adventure.

The Path to Glory:

Bakersfield Amateur Autoduel Arena



Map Key

— Gate

[P] Pedestrian Bunker (DR 4, HT 20[4])

■ Barriers and Outer Wall (DR 12, HT 25)

Scale

When redrawing this map, you can make it as big as you like! Just keep the proportions roughly the same, and you'll be ready to go!

Four on the Floor: Getting the Characters Involved

One of the PCs — the one with a personal reason for caring about the town, or the one with the greatest Reputation, or the one who's been in the news most lately — will be approached by a frightened old man who introduces himself as Boyd Biggs. The character may have heard of Biggs — check against his reputation.

This encounter should take place in a bar, restaurant, or other public place. Biggs' eyes dart nervously toward the door, occasionally scanning the other patrons of the establishment. He's heard that the character is a talented duellist (successful bounty hunter, courageous defender of the oppressed, whatever is appropriate). He and his town are in desperate need of help.

About six weeks ago, Biggs says, members of the mercenary outfit Four on the Floor began rampaging through his town. He's contacted the state government, which has promised to help but hasn't come through. Would our Hero save the town from this gang of murderers-for-hire?

Biggs will offer \$60,000 — his life savings, he says — to the character if he will come. If the PC demands an advance or the whole sum up front, Biggs will haggle, but will pay half right then and there. Biggs recommends bringing friends: Four on the Floor is a tough bunch of mercenaries. There's no time to purchase a custom car or off-road vehicle for this episode — hundreds of people might die. There is enough time to buy any of the factory vehicles found in this supplement (except the "Foxbat" car).

If the character offers to help, Biggs will thank him profusely, then depart to tell friends at home that salvation may be at hand. If none of the characters is inclined to accept freelance assignments, and you can't tie them to the town through prior association, there are a couple of things you can do: Four on the Floor could have kidnapped a character's Dependent. Alternatively, one of the PCs could be shot in the back by a creep wearing a distinctive badge on his jacket — a throwing-knife design with the numeral "4" on it. When the PC is released from the hospital, he and his friends discover that the badge is the symbol of "Four on the Floor." A little checking around reveals the area in which Four on the Floor is operating.



Four on the Floor

The four chief members of Four on the Floor are "Sawtooth Mike" Groghan, "Brickyard" Levitz, "Sad Sally" Simms, and Edwin "Irontooth" Hemsley.

If you use them as faceless clay pigeons, the stats below will give you all you need. If you want to have the PCs actually meet and talk to them, you may want to make up full character sheets, fleshing them out a little bit and varying some stats. Sawtooth Mike is a 100-point character; the others are 75 points.

For ease in playing, let each of them be ST 12, DX 12, IQ 10, HT 13.

Disadvantages: Reputation (-2 from law enforcement community and Brothers, on 10; -2 points); Greed (-15 points).

Skills: Driving-12, Gunner-13, Guns-11 — specialties appropriate for their cars' main weapons.

"Sawtooth Mike" Groghan is the leader of Four on the Floor. He drives a customized Piranha (see *Sample Vehicles*, p. 38): His vehicle has the MGs F, L, and R, HR Back, and Off-Road Suspension; he doesn't carry a gunner, though he has a gunner position and controls. Additional skills: Strategy-12, Area Knowledge-15.

"Brickyard" Levitz is the team's lineman. He drives a customized Vigilante pickup (again, p. 38): His vehicle has Off-Road Suspension. Additional skills: Mechanic-11, Escape-12.

"Sad Sally" Simms is the team's forward observer and communications specialist. She drives a customized Outlander (see sidebar, p. 39): Her vehicle has Off-Road Suspension and a long-range radio. Sad Sally has Acute Vision +3 and Electronics (Communications)-13; she monitors the bugs Biggs planted on the PCs.

Edwin "Irontooth" Hemsley is the team's artillery expert. He drives a customized Joseph Special (from the *Sample Vehicles* list): His vehicle has Off-Road Suspension. Additional skills: Carousing-12, Brawling-14, Armoury (vehicle weapons)-15, Mechanic (cars)-14.

The group has a few hangers-on, mechanics, and other assorted scum; the GM can whip these up as necessary.

Four On the Floor

In this adventure, the characters are hired or otherwise inspired to track down and take out a quartet of mercenaries terrorizing a town.

Campaign Types

All except, perhaps, for "Lone Wolf" campaign. An excellent change of pace for "AADA Circuit" campaigns that normally never leave the arena.

Character Types

Combat characters who have a little experience under their belts. The adventure works better if they've got vehicles of their own, but loaner vehicles can be provided by Biggs. At least one of the player characters should already have acquired some notoriety as a duellist or combat freelancer; as an alternative, one character could hold a position of authority in a law enforcement agency.

GM Overview

A small town — preferably one for which the characters have an emotional attachment — is being terrorized by "Four on the Floor," a well-known quartet of freelance guns. Four on the Floor is a mercenary outfit, willing to do anything for the right money. The PCs will know this if they make the bandits' Reputation roll of 10 or less — or they could try Streetwise or Area Knowledge rolls. What they won't know is why the bandits are attacking this particular town in such an unusual way.

The bad guys come roaring through town in the dead of night, blowing up houses and shooting people on the street, attacking vehicles entering or leaving the town. They've made no demands, and stolen only what was convenient before roaring back to their hidden base of operations. They all drive off-road vehicles and the locals, who have none, haven't been able to follow them.

See the sidebar for a suggested encounter to introduce the players to the scenario.

Encounters

Arrival

The characters agree to help track down and eliminate Four on the Floor (see sidebar). They arrive in town to a lot of hoopla: The school band plays, the mayor welcomes them with an inane little speech, etc. Biggs shakes each PC's hand vigorously, clapping his town's saviors on the back, warning the townsfolk not to crowd around the PCs or their vehicles. (He, of course, examines each vehicle lovingly — and a bit possessively — himself). The PCs will be quartered in the best hotel (such as it is) and be served by desperate people anxious to please the duellists who will free them.

Give the characters a crude sketch map of the town. The locals will warn that Four on the Floor could drive in any time, day or night. The gang has no standard approach, and could appear from any direction, on or off the road. Their actions are utterly unpredictable.

Let the players plan their strategy. If they want to use their Strategy and Tactics skills, tell them these skills will tell them what's wrong with the plans they come up with, but won't make the plan in the first place — the players can't let the dice do their thinking! Once the players have a plan, have them explain it to you in detail. Then allow Strategy and Tactics rolls and explain problems according to how well the rolls were made. (In other words, a roll made exactly will only expose glaring flaws in the plan; a roll made by 5 or more would reveal any and all problems that occur to you.)

The locals are willing to man surveillance posts, build and man barricades, etc., but are not willing to do any vehicular combat. They have ordinary rifles

and cars, but no heavy armaments. A successful Strategy roll will let a character know that the locals can best be used as a warning system: The PCs can choose the dozen or so strategic city-limit points and assign locals with walkie-talkies to those positions; this would give the town's defenders 20 to 30 seconds to prepare for the arrival of Four on the Floor.

The First Clash

Once the players have come up with their plan and positioned their forces, run the first encounter with Four on the Floor. No adventure can take into account every clever plan and contrivance players devise, so be prepared to improvise, bearing in mind these factors:

The bandit team will charge into town at midnight the night after the PCs arrive. They will blast into town through the least defended approach; they will know where all the ambushes and traps are; they will lob a few explosives at occupied houses; they will engage the heroes only briefly, if at all, and race out of town with a decent head start (at least 240'). The first river bridge they cross will collapse the instant the last bandit is over. In short, contrive things so that the bad guys get away; unless the PCs (or players) are idiots, they will realize that Four on the Floor knew precisely what to expect when entering the town.

What Failed, and Why

The disgusted heroes will have to go back to the drawing-board. Let them do as they please, making more plans and setting up more ambushes, and have Four on the Floor attack every two or three days while they're there. The villains will win every encounter, but will make no special effort to kill PCs — though they may shoot them up a bit. But the bad guys have a big advantage:

Somehow, Four on the Floor has bugged the player characters. Each character has a mini-transmitter on his combat suit, vehicle exterior, and room, and there are transmitters in any council rooms and planning chambers they use. Biggs — the mastermind behind the Four on the Floor attacks — planted the bugs during the hubbub surrounding the PCs' arrival, but the characters must deduce this for themselves (see "The Real Enemy," sidebar).

Until the characters figure out they're being spied on, they won't be able to cope with Four on the Floor's "tactical superiority." They must realize that they're being spied upon and take steps to correct the situation before they'll be able to outmaneuver Four on the Floor.

Finishing Four on the Floor

Don't tell the characters this, but, of course, their best option is to leave all the bugs in place and use them to lure Four on the Floor into an ambush. This will take out the bulk of their strength — the dregs can be cleaned up in a raid on the gang's headquarters.

If the characters simply rip out the bugs and go on making their plans, the raiders will know they've been found out, and their approach will become a lot more cautious: Instead of full-scale assaults on the town, they'll hit cars on the highways and in outlying neighborhoods. This sort of activity can continue forever. The PCs can't win a guerilla war. The only answer is to find and destroy Four on the Floor on their own home turf — no easy task!

The simplest way to find the headquarters is to capture a Four on the Floor member. Use of the Interrogation or other appropriate skill will uncover the HQ location. If the PCs fail to capture any Four on the Floor members, they'll have to search. Each PC may make one roll (Tracking, local Area Knowledge, or Streetwise) for each 24 hours of investigation he puts in. A successful roll finds the HQ.

Four on the Floor headquarters is in an old barn several miles south of town, in a valley far from any roads. From the outside, the barn seems to be in a state of disrepair, but inside, it has strong metal walls (DR 8, 80 HT), a photoelectric garage door opener, a well-appointed living area, a full garage facility, etc.

One way or another, orchestrate a battle at Four on the Floor HQ. At the end of this duel, assuming the PCs won, point out that two mysteries remain — the

The Real Enemy

The property is owned by Boyd Biggs, who will have bolted as unobtrusively as possible once the bandit lair was found. If you want to have one last duel in your adventure, allow the player characters to catch up with the escaping Mr. Biggs; otherwise, you can let him get away scot free, perhaps to face the characters' vengeance or legal actions sometime later.

Investigation of Boyd Biggs, whether it occurs during the adventure or at its conclusion, will uncover the following:

Reputation Roll

A character who makes Biggs' Reputation roll of 7 the first time he hears the Biggs name will recognize it. Boyd Biggs was a big man in sports promotion some time ago — before the turn of the millenium. He arranged and promoted some of the biggest boxing and wrestling competitions of the 1990s.

What the News Media Know About Biggs

A character who does some digging through old 1990s newspapers and makes a successful Research roll will come up with some interesting facts about Biggs. First, he was incredibly wealthy — family money, plus all his sports promotions gains. He's still wealthy today (and, no, \$60,000 cannot possibly represent the limit of his "life savings.")

Back in 1997, he promoted a big wrestling match between two stars — Thunderhand Eisenfaust and Red Chief McGonigle. The match ended when McGonigle applied full force to a blow which was traditionally thrown understrength, for show; the blow killed Eisenfaust and caused a media sensation. Investigators could not convict Biggs or McGonigle on charges of conspiracy to commit murder.

However, during the trial, Biggs began shouting insults at the judge. He was held for psychiatric evaluation, the results of which showed that Mr. Biggs had little grasp of the real world and was a danger to himself and others. In his warped view, people were all potential participants in dangerous sporting events (which he, of course, would promote).

Biggs spent twenty years in an institution, but was eventually declared sane and released in 2020. Upon his release, he dropped out of sight, taking his formidable fortune with him. (The money is scattered around the country in accounts under assumed names.)

People answering Biggs' description have been named in various investigations since — all dealing with duellists involved in grudge matches for no good reason, or racers who blew up in spectacular manners, or combat football teams accused of throwing games, etc..

In short, Biggs is a hellishly rich old loon who loves setting up big, gory combat situations and watching them until the bitter end . . . which is what he did here.



Boyd Biggs

Biggs is 5'8", 130 lbs., with close-cropped white hair, mustache, and beard, blue eyes, and a nervous tic. He has ST 10, DX 12, IQ 13, HT 9.

Advantages: Filthy Rich; Reputation (+2, sports fans, 7 or less to recognize: 1 point).

Disadvantages: Age (75); Severe Delusion (All Life is Sports, -15 points).

Quirks: Fear of psychiatrists and psychologists; loves to arrange "Sporting Events"; doesn't care about deaths and disfigurements he causes.

Skills: Administration-15, Profession (Sports Promotion)-15; Driving-12, Gunner (Rocket Launcher)-13, Acting-15, Computer Operation-13, Fast-Talk 14, Piloting (light plane)-12. GMs may give him other skills; he's had both the time and the money to study almost anything he cared about — but no new skills should be over 13.

Note that any time the players try to use Detect Lies on Biggs, the GM should roll this as a Contest of Skills vs. his Acting ability of 15!

If you choose to put Biggs in a vehicle for some sort of final battle, where the characters track him down to waste him, try this one:

Raketen — Van, X-Hvy chassis, Hvy suspension, Sports power plant, 6 solid tires, driver only. 2 linked Rocket Launchers front, RL right, RL left, RL back, 2 linked Minedroppers back, Hi-Res Targeting Computer. Honeycomb Custom Armor Composition Option (one point PD converted in all locations): F 1/10, R 1/10, L 1/10, B 1/10, T 0/5, U 0/5. Accel. 15, Top speed 100, Driving skill modifier: +1, 6900 lbs. (300 left for crew and cargo), 31 cu. ft. remaining (25 in cargo area), \$30,250.

Biggs has kept this vehicle in his garage; he will flee in it when he realizes the jig is up.

If the characters don't catch him and put him away, Biggs will hold them no grudges — after all, in his peculiar mind, their story is over.

If they catch and kill him, though, his young-seeming clone — equally demented, cached in some large city somewhere, updated just before the adventure began — will emerge, check into what killed him, and look for revenge. He'll put them in some other promotional situation, hard to escape alive. (Hard, but not impossible.) But that's another adventure. . .

mystery of why a strictly mercenary outfit like Four on the Floor attacked the town in the first place, and the mystery of the who planted the bugs.

Surviving gang members know only that they were paid an outrageous sum of money to devastate the little town; they don't know why or by whom. The keys to the old barn, and the monitor for the bugs, came by public courier.

The Mystery Solved . . . Almost

An hour or two of investigation, including the time it takes to radio the request to the county courthouse and for courthouse employees to dig up the information, will reveal that Four on the Floor headquarters was located on property owned by Boyd Biggs! If the PCs don't think to check this, the local media will.

Biggs is nowhere to be seen. It's clear he set the whole thing up; it's not clear why, unless someone researches him, or makes a Psychology roll (at -3) to figure out his mental problems. He likes to play God and watch the carnage! If the PCs encounter Biggs again (which is up to you), he will bear them no ill will unless they have specifically attacked him.

Rewards

Award the money Biggs promised — even if he didn't give it to them initially, he left it in trust with a local attorney. (He's a lunatic, but he makes his payoffs.) Award experience appropriate to the length and difficulty of the adventure, and let the PCs know they have the good will of this town (which they'll keep until they start to abuse it). Certainly, at a minimum, the town will patch up and resupply their vehicles before seeing them off.

Scenario Ideas

Each of the following scenario ideas can be fleshed out to an adventure as long or as short as you like.

Mission of Mercy

This adventure works well in "Making a Living" campaigns. A delivery job brings the characters into fairly wild territory, where they'll be contacted by a representative of Amalgamated Meditech, a major commercial medicine corporation.

A small town about sixty miles away (through rough territory) has wired an emergency request to Amalgamated for a rare antitoxin: Toxic chemicals stored in the 1970s broke their containments last night and spilled into the town reservoir. Now, half the population is in mortal danger.

The Amalgamated helicopter en route to the troublespot suffered an engine failure and won't be ready to fly again for at least a day — long enough for all those folks to die. A replacement copter can't get here until tomorrow. But the characters, who have the only armed vehicles in the immediate area, could get to the town in an hour or two . . .

If the characters accept the assignment, they'll be given \$30,000 — half now, half when they reach the beleaguered town. En route, however, they'll run into all sorts of encounters. Some examples: a bike gang; a trench-trap dug by a clan of lunatics or cannibals in the hills; a demolitions ambush by the vengeful madman who blew up the toxic waste containers in the first place (though no one knows this until the man is encountered); a batch of local townsmen driven mad by the chemical waste.

The New Blight

A quarter of a century ago, the Grain Blight appeared in Nebraska and the Ukraine. Why? Nobody knows . . . except the bio-engineer who created the stuff.

In 2012, the aunt of one of the player characters (choose the character who will respond most predictably to the following situation) disappeared, and was

presumed to have fallen from the cliffside (or other precipice) where she was last seen. The aunt was a private detective.

As the adventure begins, the body has been found — not far from where it was originally thought to have fallen. It was identified by dental records, and by the personal effects — watch, dogtags, jewelry, and keys. One of the keys has been traced to a private mailbox in the nearest large city. If the character investigates (who wouldn't?) he'll find that that the box account was prepaid through 2017 and its contents are in storage. If the character pays the storage fee (about \$300), the clerk will drag out the box contents: the detective's diary and notes.

The diary is encoded; when it was written, it was probably uncrackable. But 25 years later, code-cracking software is widely available. 6 hours of work, and a successful Computer Use roll, will crack any given day's entry. The code is progressive; the PCs must read the first page before cracking the next one, and so on. This will allow the GM, if he wishes, to parcel out the information below, one page at a time. Thus, the PCs can start investigating before they get all the data.

The diary chronicles the aunt's investigation of Dr. Edwin Myler, a young bio-engineer and radical political theorist. Myler, popular with eco-revolutionaries, advocated abolition of national governments, reduction of population levels, and the preservation of the natural landscape. The diary relates how the aunt was hired by one of Myler's colleagues (perhaps a relative of another PC?) to investigate Myler's suspicious extracurricular activities at the research center where they both worked.

As the diary entries progress, the aunt found that Myler was indeed performing secret experiments. Then the patron who hired her died under mysterious circumstances. The aunt broke into Myler's files and discovered evidence of a plot to poison the world's food supply. There the diary ends.

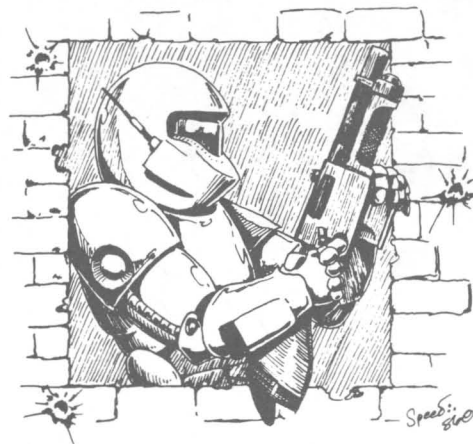
If the character picks up the investigation, he'll find that Dr. Myler disappeared in 2015. The players will have to track him down on their own, making Research rolls (one roll per week, at a -2). Characters who work in the media will have the easiest time; for those without media or business connections to commercial databases, these rolls will be at -4. A critical failure of any roll will alert Myler that he's being investigated.

But they'll eventually find evidence. One successful roll will reveal that Myler was wanted when he vanished (law-enforcement records from the period are fragmentary). But part of the record will be a "Facefinder" computer datafile. A successful Computer Programming roll, to reconstruct the original program, will show what the suspect would look like at different ages and with different disguises. Having this, they'll be able to recognize Myler when they see him, even 25 years later.

A second successful roll will find Myler himself. Adopting the name Dr. Joel Reddenbaum, he took a position with ConTexCo, where he is now chief technician, working on ways to create better and more nutritious algae foods.

Of course, Myler is up to no good. Using ConTexCo resources, he is feverishly working to create an Algae Blight to rock the world again. Once he's aware the player characters are on to him, he'll use his still-formidable underground political and financial resources to harass and even murder them, if necessary. (Yes, he killed the detective 25 years ago.)

Should the characters fail in their quest to reveal Myler's new plot, the world could be headed toward another period of Riot Years far more devastating than the last. But the PCs will have to take care of Myler without help from the authorities, the news media, or ConTexCo: Everyone believes Myler died years ago and won't believe stories of his having resurfaced under a new name. The players are on their own against a madman and his underground empire . . .



Scenarios Already in Print

You can greatly expand your store of *GURPS Autoduel* adventures by converting existing *Car Wars* adventures to the *GURPS* system. The *Car Wars* game has been around for so long that many adventures have been written for it; additionally, lots of resource material dealing with the world of the 2030s is already in print.

On page 43 you'll find advice for converting *Car Wars* vehicles and equipment into *GURPS Autoduel* terms. Character conversion can be found on p. 69. Following are short notes on the *Car Wars* releases already in print that have the most to offer for your campaign.

AADA Vehicle Guide

This is possibly the most useful addition to a *GURPS Autoduel* campaign; it contains writeups of more than 120 vehicles for the autoduellling world, with mentions of most of the automobile manufactures of the 2030s and their specialties. It's a simple matter to convert most of these to *GURPS Autoduel* terms, and you'll never lack for vehicles.

Uncle Albert's

In much the same vein are the Uncle Albert's catalogues (2035 and 2036 editions). They don't contain full vehicle designs, but do present numerous car components, examples of personal gear, etc.

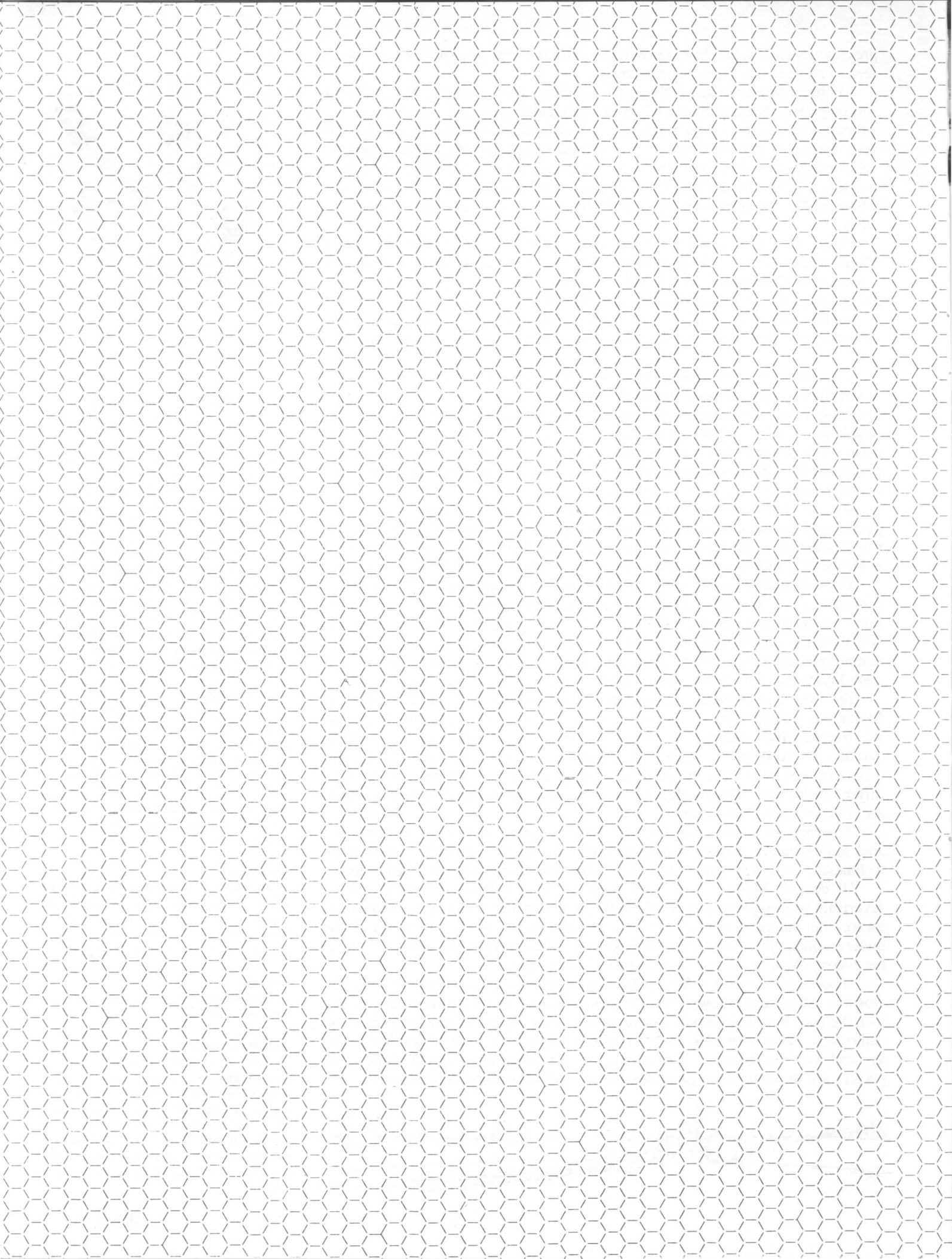
Convoy

This is a lengthy roleplaying adventure, ideal for conversion.

Autoduel Quarterly

Each issue of this magazine includes new scenarios, explorations of the autoduellling world, excerpts from the *AADA North American Road Atlas and Survival Guide* (detailing single cities and regions all over North America), strategy and tactics articles, and other pieces which can help to flesh out an autoduellling campaign.





Common Hazards

Hitting curb, obstacle, or pedestrian:	-4 to skill
Hitting loose debris:	-2 to skill
Colliding with (or sideswiping) any vehicle or large fixed object (like a building):	-5 to skill
Enemy fire does 1-15 points damage:	-1 to skill
Enemy fire does 16-30 points damage:	-3 to skill
Enemy fire does 31+ points damage:	-5 to skill
Driver injured:	-5 to skill

Miscellaneous Control Roll Modifiers

These modifiers apply for both maneuvers and hazards. In each situation, use as many of these as apply:

Light rain:	-1 to skill
Heavy rain, light snow:	-3 to skill
Heavy snow:	-4 to skill
Ice, packed snow on road:	-5 to skill
Oil on road:	-3 to skill
Gravel on road:	-1 to skill
All or part of the vehicle on the shoulder of the road:	-1 to skill

Vehicle travelling —	
0-20 mph:	+1 to skill
21-30 mph:	No modifier
31-40 mph:	-1 to skill
41-60 mph:	-2 to skill
61-75 mph:	-3 to skill
76-90 mph:	-5 to skill
91+ mph:	-7 to skill
in reverse:	-3 to skill
Second maneuver in same turn:	-2 to skill
Third maneuver in same turn:	-4 to skill



Firearm Critical Miss Table

3, 4 — The firearm breaks. It can be repaired (with the proper tools) in 1 to 6 hours (roll one die) with a successful Armoury skill roll. If the attack is with a grenade, it simply fails to go off.

5 — You managed to shoot yourself in the leg (50% chance, right or left), doing normal damage.

6 — You shot yourself in the foot (50% chance, right or left), doing normal damage.

7 — The weapon recoil knocks you off balance. You can do nothing until next turn, and all active defenses are at -2 until then. If the attack is with a grenade or a laser rifle, ignore this result.

8 — A dud. This shot simply doesn't go off (and the ammunition is wasted), but the weapon is not harmed.

9, 10, 11 — The weapon jams. It will require a successful skill roll (Gunner-4, or Armoury — see p. B40) to unjam it. If the weapon is cheap, the skill is at a -3 penalty. If the attack is with a grenade, laser rifle, or portable flamethrower, ignore this result.

12 — A dud, as #8 above.

13, 14 — You drop the weapon. A cheap weapon breaks (to fix it, see #3,4 above). Otherwise, you must pick it up and ready it again. If the attack is with a grenade, place the activated grenade in an adjacent hex — and hope you set it for a long delay . . .

15 — The weapon recoil knocks you down. You are on the ground, in a sitting or lying position (your choice). Make a DX roll to hold on to the weapon! If your ST is 5 or more than the minimum ST for the weapon (or 12 and higher, in the case of weapons with no minimum ST rating), ignore this result, and use #7 above, instead.

16, 17 — The weapon breaks, as in #3, 4 above.

18 — The weapon explodes. You take the Damage Amount of the weapon in Crushing damage (one die for a .45 pistol, for example, or 2-1 for an M16-A1 assault rifle), with the following additions: If the Aim maneuver was taken before the shot was made, you are also blinded for five minutes. If the weapon was a grenade, it goes off in your hand, doing maximum damage to that hand, plus normal damage. If the weapon was a laser rifle or a portable flamethrower, you are also on fire — see *Catching Fire*, page 61.

Vehicular Critical Hit Table

3 — If the shot was aimed at a particular vehicle component (like a turret, or a tire), the component is destroyed. Otherwise, triple normal damage.

4 — The shot bypasses all armor and does normal damage.

5 — The shot does triple normal damage.

6 — The shot does double normal damage.

7 — Normal damage only — but driver of target car must make a Driving skill roll (for hazard) at -3, in addition to all other modifiers.

8 — One weapon (roll randomly among all weapons working on target vehicle at time of the attack) takes incidental damage and jams. No other damage is taken. The weapon is easily repaired — after the combat (see p. 64).

9, 10, 11 — Normal damage only.

12 — As 8, above.

13 — The shot bypasses all armor and does normal damage.

14 — One accessory (roll randomly among all accessories working at time of the attack) takes exactly as many damage points as necessary to destroy it.

15 — Critical hit on a crew member. Roll randomly, and refer to the table in the *GURPS Basic Set*.

16 — The shot does double normal damage.

17 — The shot does triple normal damage.

18 — As 3, above.

Vehicular Critical Miss Table

3, 4 — The weapon explodes, destroying itself and doing one die of damage to one other component (roll randomly on the Vehicular Damage Allocation Table). If the weapon was a flamethrower, roll one die — on a 1-2, the vehicle is also on fire. (See *Catching Fire*, p. 61, for the gruesome details.)

5 — The weapon slips out of its mounting when it fires, and as a result hits the inside of the armor on the side it was mounted on, doing normal damage. Treat this as an enemy attack in all respects (possibility of catching fire, forced Driving skill roll, etc.). The weapon cannot be used again until repaired — unless of course, you want to shoot yourself again.

6 — The weapon jams. It takes no damage, but cannot be fired again until repaired (see p. 64).

7 — The weapon misfires. It does not go off at all, but mark off one shot from your ammo supply anyway. It will work in subsequent turns. Any aiming bonuses are lost. If the misfiring weapon is part of a linked set, the bonus is lost for all weapons.

8 — Make a DX roll. If you fail, your hand slips off the firing control as you make this shot, and you cannot fire next turn. If you make the roll, you just miss your shot — no effect on subsequent turns.

9, 10, 11 — A wire jarred loose by combat causes a glitch in your on-board firing system. This shot is an automatic miss, and all aiming bonuses are lost. All equipment will work normally next turn, however.

12 — As 8 above.

13 — As 7 above.

14 — If a Targeting Computer, Hi-Res Targeting Computer, or Cyberlink is being used, it malfunctions. Instead of giving the appropriate bonus to the Gunner skill, it causes a -2 penalty instead. To all appearances, though, it continues to function normally. The crewman using it must continue to use it until a Gunner skill roll is made (at -6!) to figure out something is wrong. This roll can be made every time the item is used. Once the problem has been spotted, it is easily fixed by a qualified repairman (see p. 64).

15 — As 6 above.

16 — As 5 above.

17 — As 14 above, but the damage to the computer is permanent.

18 — As 3, 4 above.



Crash Table

1 or less — Trivial skid. The vehicle keeps its same orientation, but moves ¼" in the direction it was going at the beginning of the one-inch move in which it lost control. Therefore, it may skid in a direction other than the one it is pointing — see the illustration below. If the vehicle is moving straight ahead when this result is rolled, it must continue straight for the next inch — then it is free to maneuver again.*

2, 3 — Minor fishtail. Use logic to determine the direction of the fishtail (for example, if the maneuver that caused the loss of control was a turn to the left, the fishtail will be to the right) — or roll randomly. If the fishtail is to the left, hold down the vehicle's right front corner, and kick the left rear corner ¼" to the left. Reverse for a right fishtail.*

4, 5 — Minor skid. Like the trivial skid, but the vehicle skids ½".**

6, 7 — Major fishtail. Like the minor fishtail, but the rear corner moves ½".**

8 — Moderate skid. Like the minor and trivial skids, but the vehicle skids ¾".**

9 — Minor fishtail and minor skid. Follow the directions above for a minor fishtail, then also execute a minor skid.***

10 — Severe skid. Like the skids listed above, but the vehicle skids 1", and each tire takes 2 points of damage.***

11 — Major fishtail and severe skid. Follow the directions above for a major fishtail, then also execute a severe skid.***

12, 13 — Spinout. Vehicle spins, rotating 90 degrees and moving 1" — in the direction it was traveling before the maneuver that caused the loss of control — for each one-inch move remaining this turn. All rotations must be in the same direction. Use logic to determine the direction of rotation, or roll randomly. Each tire takes one die of damage. In subsequent turns, the vehicle decelerates 10 mph per turn and continues to move and spin until it comes to a complete stop — that is, until it naturally decelerates to 0 or hits something solid. The driver cannot regain control of the vehicle until it stops.***

14, 15 — Sideways Roll. Vehicle turns sideways and rolls. For each one-inch move, the vehicle moves forward 1" and rolls ¼ of a complete turn — the first turn, it rolls on to its side; the second, onto its top; the third, onto the other side, and so on. Each side rolled on to takes two dice of damage, treated as collision damage (see p. 50). When the bottom hits, the tires take the damage until they are all destroyed, then the bottom armor starts taking the damage. The vehicle will continue rolling, decelerating 20 mph per turn, until it comes to a complete stop. The driver cannot regain control of the vehicle until it stops. A car, truck, or trike may still be drivable after a roll — a motorcycle will not be. If the vehicle is going 30 mph or slower, ignore this result and use the *Spinout* instead.***

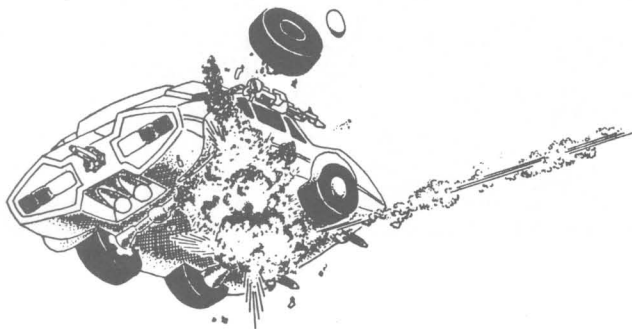
16, 17 — Sideways Roll (may burn). As 14–15 above, but the vehicle is also on fire on a roll of 4, 5, or 6 on one die (see *Catching Fire* p. 61). If the vehicle is going 30 mph or slower, ignore this result and use the *Spinout* instead.***

18+ — Fly though the air. As 16–17 above, but the vehicle vaults into the air by the side (or front) tires; the tires doing the vaulting take 5 dice of damage. The vehicle will then fly through the air for 1–6 inches (roll one die) in the direction the vehicle was traveling before the maneuver that caused the loss of control, revolving two sides for every inch traveled. When the vehicle lands, the side that hits takes collision damage at full speed. If the attempted maneuver was a 60-, 75-, or 90-degree turn, the vehicle will flip end over end. After landing, the vehicle will continue to roll as per 14–15 above. All occupants take 3 points of damage automatically — personal body armor does not protect against this damage. If the vehicle is going 30 mph or slower, ignore this result and use the *Spinout* instead.***

* — Any aimed weapons fire from the affected vehicle before its next turn has a -3 modifier to the appropriate Gunner skill.

** — Any aimed weapons fire from the affected vehicle before its next turn has a -6 modifier to the appropriate Gunner skill.

*** — No further aimed weapon fire is permitted from this vehicle before the start of its next turn.



Speed Kills!

The speed modifier reinforces one of the basic tenets of driving — Speed Kills! The results of a loss of control at very high speeds are likely to be much more serious than at low speeds.

Use the following modifiers when rolling on the Crash Table:

0–20 mph:		-3 to roll
21–30 mph:		-2 to roll
31–40 mph:		-1 to roll
41–55 mph:		0 to roll
56–70 mph:		+1 to roll
71–85 mph:		+2 to roll
86–100 mph:		+3 to roll
101+ mph:		+4 to roll



Vehicular Combat Modifiers

Target Size

Motorcycles:		-2 to skill
Trikes:		-1 to skill
Compacts, Subcompacts:		-1 to skill
All other Cars:		No modifier
Tractor of a Big Rig:		+2 to skill
Trailer or Bus —		
from front or back:		+2 to skill
from side:		+4 to skill

Movement

30 mph or less:		No modifier.
31#45 mph:		-1 to skill
46#60 mph:		-3 to skill
61#75 mph:		-5 to skill
76#90 mph:		-7 to skill
more than 91 mph:		-10 to skill

Specific Target

Specific part of a pedestrian:		see <i>GURPS Basic Set</i>
Vehicle tire:		-5 to skill
Turret or Rocket Platform:		-4 to skill
Portable Earth Station (when deployed):		-2 to skill
Building:		+10 to skill
Lamppost:		+6 to skill
Tractor's Fifth Wheel:		-8 to skill
Spoiler or Airdam:		-4 to skill
Ram Plate:		-2 to skill
Ejection Seat —		
during launch:		-8 to skill
landing via parachute:*		-3 to skill
Motorcycle rider or passenger:**		-4 to skill

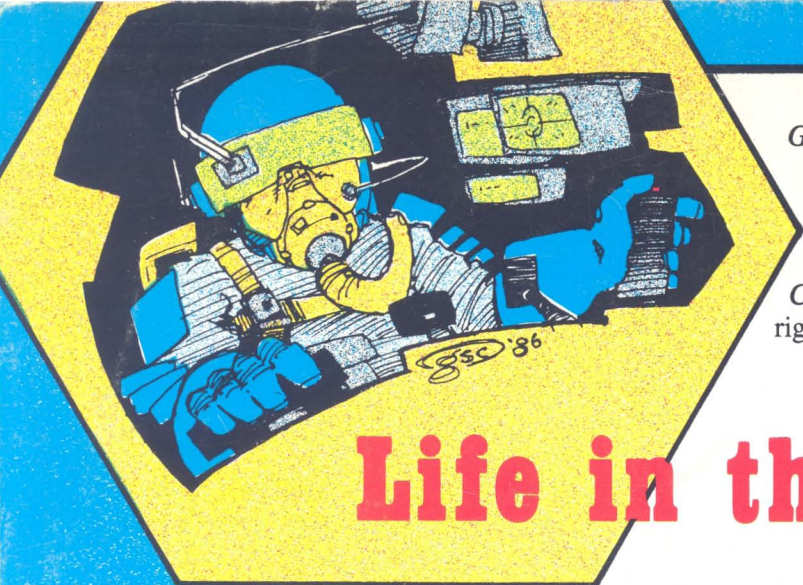
Miscellaneous

Firing through smoke or paint (see p. 00):		special
Night:		-5 to skill
Rain, Snow, Fog, etc.:		-1 to -5 to skill***
Gunner blinded by searchlight:		-10 to skill
Targeting Computer used:		+1 to skill
Hi-Res Targeting Computer used:		+3 to skill
Cyberlink used:		+5 to skill
Hand weapon fire from a moving vehicle —		
by the driver:		-4 to skill
by anyone else:		-2 to skill
Aiming —		
snap shot (no aim):		-4 to skill
after one turn of aiming:		No modifier
subsequent turns:		+1 to skill per turn up to +3 maximum

* or parachutist

** may be specifically targeted from side only

*** GM's option



GURPS, Steve Jackson's *Generic Universal RolePlaying System*, brings you the high-speed adventure of autoduelling.

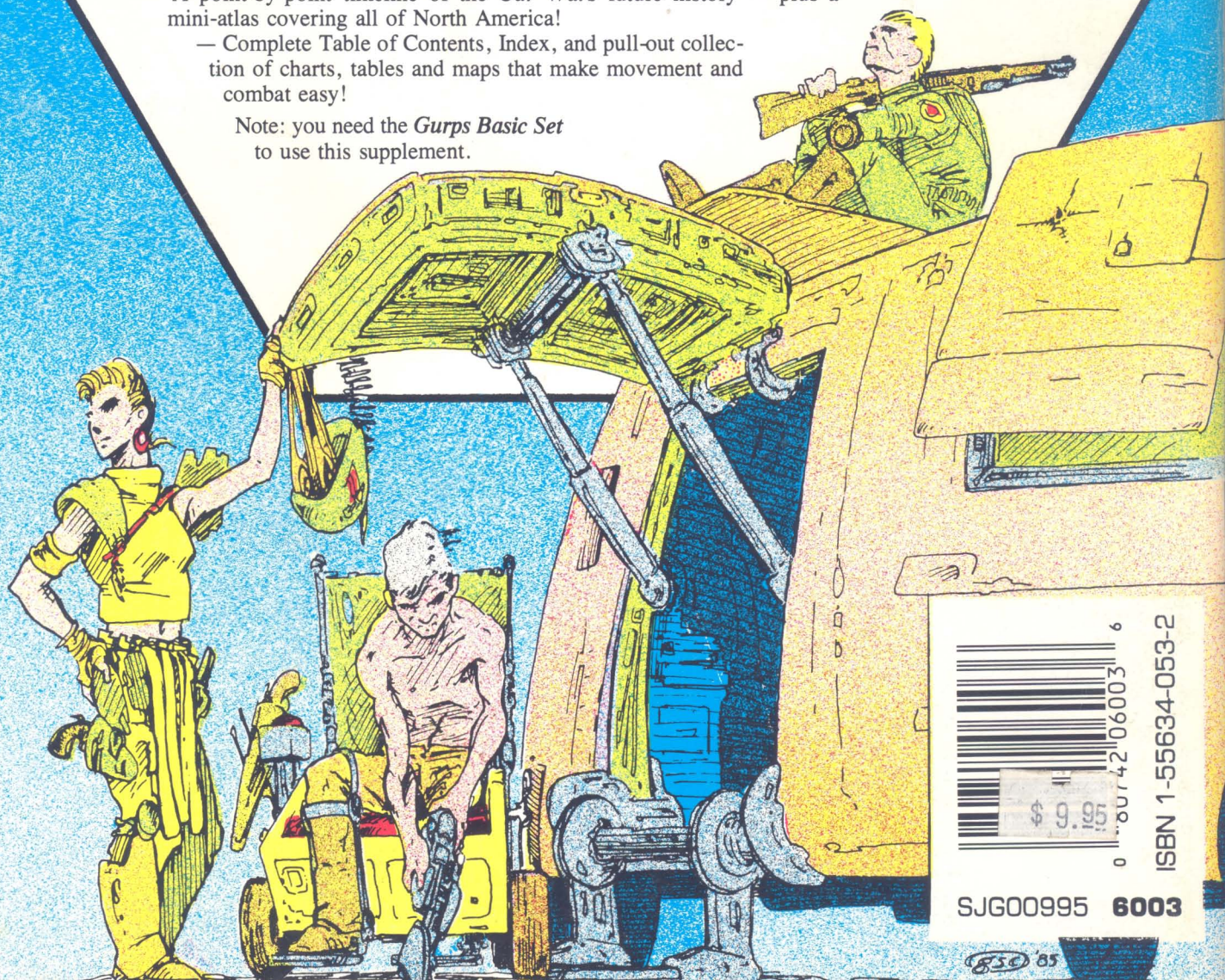
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