

Supplement for
GURPS® Autoduel®
and
CAR WARS®

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The AADA Road Atlas and Survival Guide VOLUME FOUR: AUSTRALIA



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STEVE JACKSON GAMES

The AADA Road Atlas and Survival Guide

VOLUME FOUR: AUSTRALIA

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

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AUTODUEL AUSTRALIA

Southeast Asia

Years of Blight

China, plunged into chaos when the Grain Blight destroyed its rice and wheat crops, fell back to feudalism as warlords vied for control.

Refugees escaping starvation swept into *Indochina* and *Malaysia*, where over-loaded governments toppled. *Singapore* became a fortress city, turning to cannibalism when the canned food ran out.

Indonesia, hastily putting aside its civil war, used its nuclear weapons to stave off oblivion — reducing Singapore and southern Malaysia to a radioactive wasteland that detoured the refugee masses away from Java and Sumatra.

The refugee crisis in the *Philippine Islands* toppled the regime there, bringing to power an ultra-right dictatorship that seized U.S. ships and used them to "warn off" further refugees.

. Independent *Mindanao*, a shining beacon of democracy in the Pacific, somehow managed to survive intact. Moslem Asian refugees found a warm home there, though food was scarce — Filipino and refugee starved together.

Other islands — particularly *Timor* and *Papua-New Guinea* — were swamped by the migrating hordes. Tribes massacred one another in search of imaginary stores of food, then starved. In the mountains and jungles of Papua-New Guinea, the natives fought a guerrilla war, until sheer weight of numbers forced them to flee to the highest peaks and to small offshore islands.

New Zealand's quarantine regulations — as tough as Australia's — kept the Grain Blight out. Refugees flooded northernmost Maori Island, however, which temporarily fell under the control of refugee tribal chiefs.

Among the Pacific islands, the Grain Blight spread slowly and had little impact — copra and breadfruit were unaffected by the disease. *Tahiti* was reached by refugees, but *Easter Island* and the *Marquesas* were spared invasion by their remoteness.

The Dumping Grounds

For 40,000 years, the Australian Aborigines — a dark-skinned, tribal people — were the sole inhabitants of their continent. But in 1788, that changed: Britain needed a place to dump its unwanted citizens. Australia became the home of thieves and criminals, of the Irish and Catholic.

Grain, sheep, cattle and gold were the foundation of Australia's wealth. The colourful era of explorers and outlaws faded as colonists and former convicts turned a prison into a nation.

But while the coast yielded up its wealth, the deserts of the centre remained defiant. Americans set out to conquer a continent, and succeeded. The Australians' attempt to conquer their continent ended in a draw. Perhaps this explains the Australian national character: easygoing and cynical, with a cheeky disrespect for authority — more likely to steal the flag than salute it.

The Lucky Country

In 1901, the colonies united to form the Commonwealth of Australia.

The "Lucky Country" was free of natural disaster, war, and social upheaval. Though a stubborn reliance on agricultural produce instead of industry created long-term problems, the people were content. The Aussies possessed large oil reserves, most of which stayed in the ground — the nation lacked the money to exploit her resources.

When petrol became scarce in the 1990s, Australians turned to ethanol fuels, utilising the cane fields of Queensland and New South Wales. They sold fuel at outrageous prices, prompting an inconclusive war with resource-hungry Indonesia, and a major American research effort into electric engines.

The Grain Blight

In 2012, the Grain Blight — a grain-killing microorganism — plunged the world into chaos. People starved on six continents, but Australia was spared — probably due to their extreme quarantine regulations.

Nevertheless, the Blight brought panic as the world moved towards nuclear war. American defence installations in Australia — the Pine Gap and Nurrungar satellite stations, the submarine communications base at Northwest Cape — were prime targets for the Soviets, yet the American satellite defence "shield" that protected the U.S. did not extend to Australia.

Led by the New Australia Party — an emerging, radical political force — terrified citizens stormed the American bases and shut them down. As a result, Australia was untargeted during the Russo-American War. The day of the takeover (May 15th) is commemorated as Neutrality Day, a national holiday.

The Refugee Invasion

The Grain Blight caused millions of Asians to migrate in search of food. Within months, refugees were arriving in Australia.

Vigilantes, fearing that the refugees would bring the Blight, took advantage of relaxed gun laws to operate private "boat hunting" pirate fleets. The Royal Australian Navy had to be called in to restore order.

By 2025, the population of Asia was devastated — the starving had starved. Australia was loaded down with millions of unwanted "refs," who had nowhere else to go. Small coastal islands and towns were hastily converted into massive internment camps.

Autoduelling and Blood Sports

To the Aussies, "dangersports" have been spectator sports — engrossing TV fare. Most have felt no desire to take to the roads in armed vehicles. Australia was spared from Food Riot violence.

Times are changing. As police and military have been drawn away to handle refugees in the north, cycle gangs have sprung up. Indonesian terrorists plague the scattered communities of western Australia, while guerilla movements (in Tasmania and among the refugees) and violent social-protest campaigns provoke even the most settled portions of the nation. Radical political parties advocating military expansion and racial hatred contribute to the growing violence of daily life; so does organised crime, growing steadily among the refugees and in coastal Queensland.

Australians are finding that being armed and armoured isn't a quaint foreign notion — it's survival.

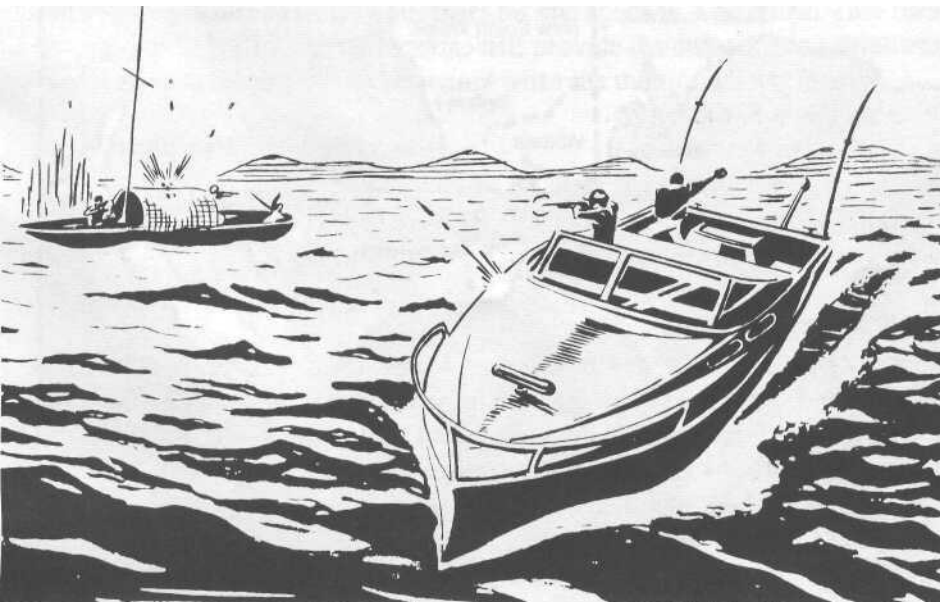
The New Superpower

Almost alone among the civilised nations, Australia has come through the recent crises in good economic shape. In fact, she's *the* economic superpower - the banking, industrial and agricultural capital of the world. Australia is also gingerly stepping into the Asian power vacuum, now that China has fragmented and the USSR is gone. For lack of serious rivals, the Lucky Country has been cast in the role of a world power.

As the world slowly recovers, Aussie prosperity grows. The only major food-selling nation — not counting America's synthetic exports — Australia can name its price for grain, corn and meat. Prime Minister Vince Stanley, Australia's current Prime Minister, has taken full advantage of this situation. He's known by the nickname of "Greedy Vince" at home . . . and by worse names abroad.

Yet this success has its price. With the highest standard of living in the world, Aussies are a target for international jealousy. Americans have launched a trade war to win back their former status. Asians have little love for Australia and its "Gulag Archipelago" of refugee camps.

The cry of "Yankee Go Home," once shouted at Americans by a disapproving world, is becoming "Aussie Go Home."



Southeast Asia (continued)

The Current Situation

The old hatred between northern and southern Chinese has led to the creation of *two Chinas*, while some outer provinces have fallen to the ethnic minorities who dwell there.

Brunei is unifying the island of Borneo, having absorbed the former Malaysian section of the island. It is now conquering the Indonesian sector.

With the loss of its Borneo states, Malaysia has reverted to its old name — *Malaya*. A new pluralist government has been set up, with separate houses of parliament for the Chinese (now the majority), Malays, Indians, and Thais.

Indonesia lays claim to all its old territory and a good deal more besides. In reality, the government's authority is limited to Java and Sumatra.

The former Indonesian island of *Timor* professes independence, though its armed forces are pitifully weak to defend the nation from conquest.

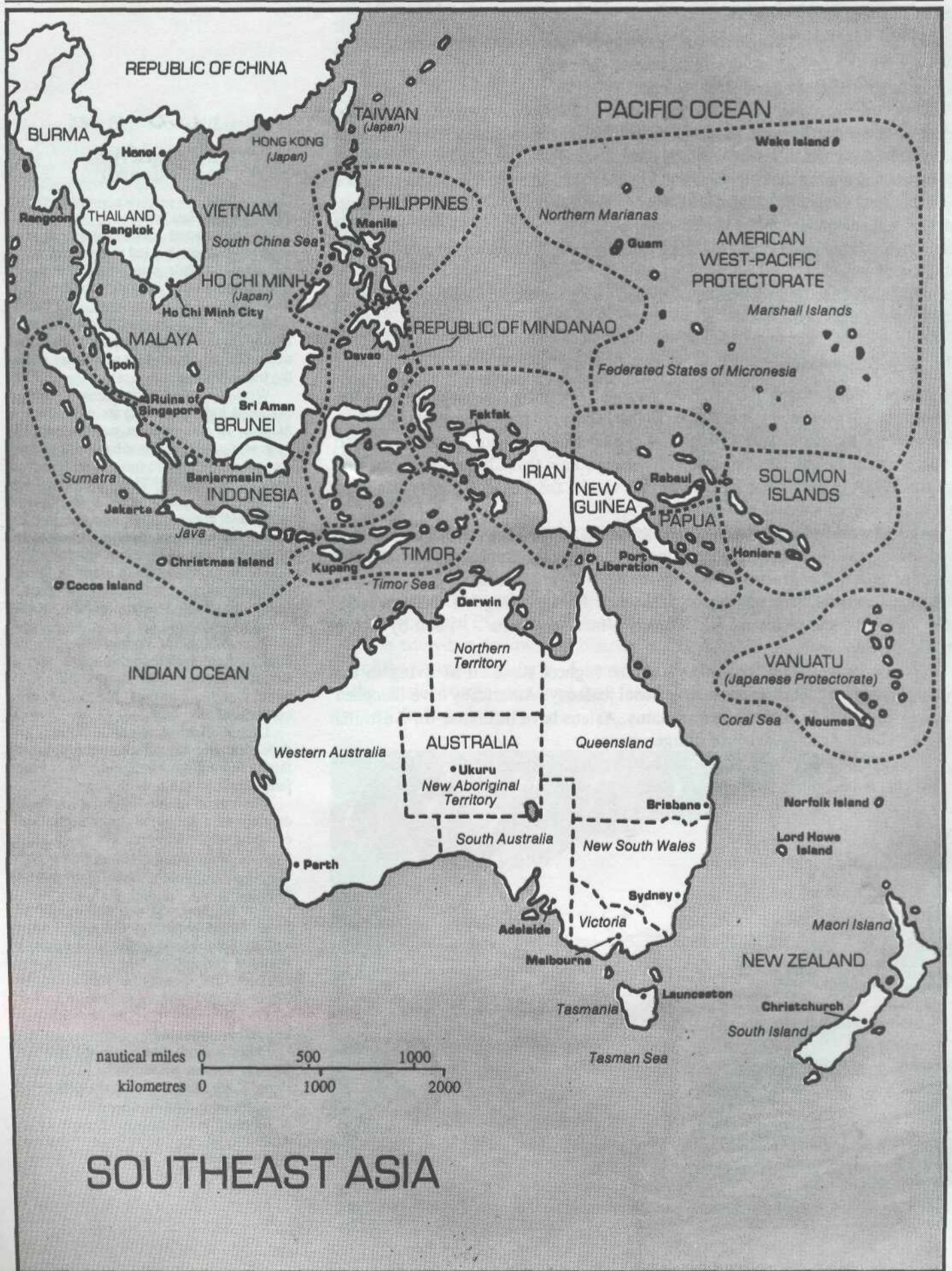
The *Philippines* survived the Blight through rigid government control. When the crisis ended, the dictatorship did not — rebels now control much of the countryside.

Largely-Moslem *Mindinao* remains independent and has gained territory, but is threatened by the emergence of radical, fundamentalist religious factions.

The island of *New Guinea* has been divided into a number of minor states. Descendants of the refugees feel much angst over the fate of the natives — the few survivors enjoy a privileged position in society.

New Zealand still exists, but only the South Island resembles the Anglo-Saxon nation of old. Maori Island, now run by a socialist council of Maoris and former refugees, has recently succumbed to the Blight. South Islanders are donating a fortune in emergency relief, to prevent starvation and armed revolt.

Other nations have stepped into the Southeast-Asian power vacuum. Taiwan, Hong Kong, and the southern portion of Vietnam have become economic colonies of *Japan*. The *United States* has carved an American islands "protectorate," centering on Guam.



CAMPAIGNING IN AUSTRALIA

Welcome to Australia

Australia is one of the emptiest, driest and (in some parts) hottest lands on earth. The inland region is known as *Red Centre* (a reference to the colour of the dirt), where tracts of sparse grass give way to vast deserts. The far north of Australia lies in the tropics, and is dominated by rain forest and swamp. Good land and superb weather are found along the eastern, southern and southwestern coastal fringes of the continent.

Because Australia is part of the Southern Hemisphere, summer lasts from December to February, and winter from June to August. But in the tropical north, the real distinction is between wet season (December-March) and dry (May-September).

Australia's great contradiction is that this underpopulated country is so urban. Almost everyone lives in a city or large town, with miles and miles of nothing but miles and miles in-between. So many Aussies inhabit the southeast coastal margin that the rest of the country is sometimes treated as expendable. Threatened with Japanese invasion during World War II, Australian strategists considered abandoning everything north and west of the "Brisbane Line," a line stretching from the Queensland capital to Adelaide.

Travel and Transportation

Road Vehicles

The major difference between American and Australian vehicles is their fuel source. Electric vehicles are rare, and are treated disdainfully by Australians. Instead, Australian vehicles are powered by petrol or ethanol.

Car Wars players may wish to use the **Dueltrack** supplement when campaigning in Australia. Petrol rules for **GURPS Autoduel** players are provided on pp. 41-47.

For a further discussion of motor traffic regulations in Australia, see the atlas section.

Rail and Air

Unlike the U.S., rail links are largely intact between coastal towns. Inland, however, the tracks are at the mercy of cycle gangs. For this reason, petrol-powered *road trains* (see p.47) now carry most of the freight in rural Australia.

The great airships — blimps for commercial travel, zeppelins for military purposes — are used here as in the U.S. However, airplanes are also in use. Ethanol-fuelled propeller craft are popular though short-ranged commercial carriers; flights to foreign lands are rare due to the difficulty of refuelling. By law, all international flights end at one of Australia's international airports: Sydney, Brisbane, Darwin, Townsville, Hobart and Perth.

Australia also retains a jet fleet, controlled by the Commonwealth and not generally available for public transport. Since ethanol has so far proved impractical for jet engines, the jets are fuelled from the carefully-husbanded output of Australia's remaining oil refinery (at Perth). The jets are Australia's link to its Antarctic territory.

Australian Place Names

The street names may be ordinary, but the names which Aussies give to their towns, rivers, mountains and deserts are a bizarre mix.

About 70% come from Aboriginal languages. Words like Croajingalong, Indooroopilly, Parramatta, Wagga Wagga and Cadibarrawirracanna have their own distinctive music.

Many other place names are of British origin. Some have been borrowed from British locales (Newcastle, Launceston). Others come from the names of officials and royalty during the colonial period (Adelaide, Brisbane, Melbourne, Sydney).



Misplaced Pride

A quirk shared by many Australians is the perverse pride they take in the very worst aspects of their country. A visitor may hear the following boasts:

"We've got more poisonous snakes than any other bloody country!"

"Our spiders'll kill you quicker than yours will!"

"More people get taken by sharks here than anywhere else!"

"You haven't seen real deserts till you've seen our deserts!"

Aussie Clones

In the U.S., when a person dies, his clone is his legal replacement and is effectively the same person. This is *not true* under Australian law. Governmental control over the growth and use of "replacement organisms" is strict.

By law, clone development is halted when the body reaches the equivalent of a ten-year-old. The clone must then be "tank-frozen" until its parent is dead. At that point, clone development is resumed — the replacement can be ready within a month of the original's death.

To be eligible to inherit, a clone must have been legally adopted by the person he is replacing. This adoption can be made while the clone is tank-frozen. If the spouse or children of the original person are living, the clone can be willed no more than 50% of the parent's money and property.

The new individual has a right to the name of the parent, but no obligations of the deceased are binding upon the clone — including contracts and debts.

Gold Cross and Cure All

Pressure groups opposed to cloning have been instrumental in limiting Gold Cross to two locations — Sydney and Melbourne — and are now working to have these offices closed. Due to this interference, cloning prices in Australia are *double* those in the U.S.

Australians also have recourse to a local, more-limited service — Cure All. This medical organisation uses advanced prosthetics technology, and has limited facilities for the cloning of replacement limbs and organs. However, they do not clone entire bodies, nor do they perform memoryscans.

Dealing With The Locals

How to Placate Australians

Australians love to hear foreigners praise their country. However, obviously insincere compliments may produce an angry response.

How to Annoy Australians

If you are American:

1. Say: "Australia? Isn't that off the coast of Scotland?" or make statements which indicate you have confused Australia with Austria.

2. Say: "Your English is very good." (English is the language of Australia, of course.)

If you are English:

Complain about some aspect of Australia. You will gain a reputation as a "whining Pom" and be shunned.

If you are from any other country:

Tell Aussies that they're just like Americans. Thenduck.

How to Annoy New Zealanders

Tell them they are just like Australians.

Air travel has always been costly in Australia. Wherever you are in this wide, empty land, it's a long way from anywhere else.

Standard of Living

Jobs and Unemployment

Unemployment is running at 15%, but that number is deceptive — the official count excludes refugees and those not seeking work. Welfare benefits allow a vaguely-comfortable lifestyle.

A particularly-hated minority are the "dole bludgers," Aussie citizens who refuse to take a job. By law, citizens who are chronically unemployed may be permanently placed on reduced unemployment benefits. Such a life is not paradise, but neither is it miserable.

Currency

The basic unit of currency is the Australian dollar, which is printed on black plastic with embossed, silver lettering. As of 2038, the exchange rate is two American dollars for one "Aussie Black."

Adventuresome GMs may want to delve into relative wage levels and prices. Wage levels — thanks to Australian affluence — run up to 50% higher than those listed on the **GURPS Autoduel** Job Table. Unfortunately, prices are similarly high: 20% higher in general, up to twice cost for imports (reflecting shipping costs and high taxes). Imported items include many duelling vehicles and their equipment (especially heavy and laser weapons). These adjustments will give final prices and wages *in American* dollars; to get Australian dollars, halve the final result.

Food

UnBlighted Australia produces more cereal, beef, mutton and poultry than can easily be sold on the depressed world market. Little wonder that most Aussies have a healthy contempt for the newer food sources. American attempts to market their "Big Al" algaburgers here have met with local indifference.

There is no Australian cuisine — foreign food is popular. Oddities in the Aussie diet include *damper*, unleavened bread baked in ashes; *Vegemite*, paste made from the scum that sinks to the bottom of beer vats; and *pumpkin scones*, popularised by Lady Flo, wife of the legendary Premier Joh of Queensland. Exotica like witchetty grubs — the larvae of longicorn beetles — are prized by tribal Aborigines.

Autoduelling in Australia

Australia had its first taste of duelling in 2024, when a Charity Autoduelling Derby was held at Surfers Paradise (now part of Gold Coast), Queensland. The organiser, a demolition-derby driver named Mal Chaney, had been inspired by "Crazy Joe" Harshman's exploits. Two deaths at the charity event resulted in national media coverage, and jail sentences for Chaney and his backers.

Once tapes of Chaney's autoduel hit the television news, however, autoduel became a sensation. Arena duels were soon the most-popular TV sporting event in every state except Victoria (where Australian Rules football reign supreme).

Despite this enthusiasm, duelling has been primarily a *spectator* sport in Australia. Spared the brutalising experiences which ravaged whole generations in other lands, most Aussies lack the enthusiasm to participate in death sports. This trend is reversing, as the growing threat of bandits and cycle gangs forces Aussies to defend themselves.

Visiting Australia

Fancy a little trip to Australia? The weather's not bad, the terrain spectacular, the flora and fauna unique, and apparently the Good Old Days are more alive here than anywhere else. Just pack up the ol' Tank Gun, signal a passing dirigible, and away you go. Right?

Wrong. Getting to Australia isn't difficult, but getting *into* Australia may be more difficult than you expect. . .

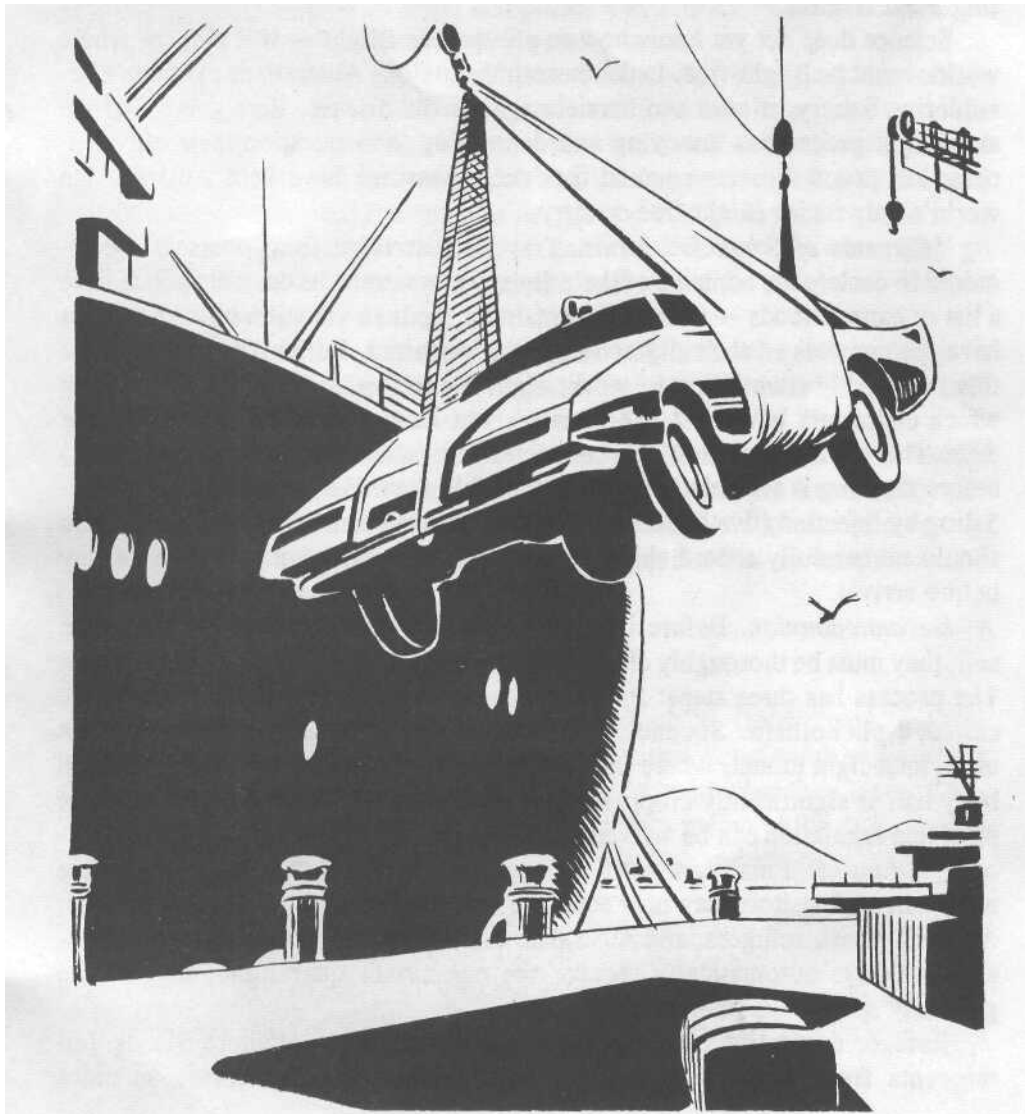
Customs Police

The customs situation in Australia is often confusing to foreigners, although to Aussies it seems perfectly natural. In addition to the Commonwealth (or national) customs police, each state maintains its own independent customs-police department.

Commonwealth Customs Police (CCP) are the agents in charge at all international airports, major harbours, and throughout the territories.

State customs police maintain posts at all airports, harbours, and rail-and-road border crossings, including borders with neighbouring states and territories.

Complicating matters further, there is also the *Blight Incendiary Force*, theoretically an arm of the Commonwealth although it functions autonomously. While all customs police share the duty to keep the Blight from Australia, Blight prevention is the BIF's *only* task.



Baiting The Tourists

Some Aussies go out of their way to mislead tourists. Americans are considered particularly gullible.

Dingoes: Some like to endow the Australian native dog with an undeserved reputation for savagery and cunning. Careful - a dingo might steal food, small children, or tear open a petrol tank while searching for water, leaving motorists stranded.

Drop bears: Killer koalas fall from trees onto unsuspecting victims. When in the bush, it isn't enough to keep a constant ground watch for spiders and snakes; you must also keep an eye on the trees. To combat these marsupial menaces: carry a spear; cover your face with Vegemite (so that drop bears will mistake you for an Aborigine); or cover your neck with toothpaste, so that the bears will slip off. (Aussies know that the only threat posed by the terminally-sleepy koalas is incontinence.)

Leap bears: A rare subspecies of drop bear. While looking down for snakes and spiders and up for drop bears, don't forget to look down again for leap bears.

Inland sea: Because the Australian continent has never been thoroughly explored, wild tales persist about the lost Kindur River, the sea into which it flows, and the advanced Aboriginal civilisation which flourishes on the shores of that sea.

**Form CS-med/1/1a:
Contents of Stomach and
Digestive Tract**

1. Have you ingested any food or drink which contravenes Section 3/paragraphs 1-4 or Sections 11-15 of the Grain Blight Prevention Act of 2012, Amended 2017? [see attached list]

- a. within 6 hours _____ ☐ yes ☐ no
b. 6-12 hours ago _____ ☐ yes ☐ no
c. 12-24 hours ago _____ ☐ yes ☐ no
d. 1-7 days ago _____ ☐ yes ☐ no

2. If you answered "yes" to any of the above: Were you aware that these actions contravene the laws of the Commonwealth of Australia?

☐ yes ☐ no ☐ uncertain

3. On the attached sheet, list all food and drink which you have consumed within the specified periods.

- a. within 6 hours _____
b. 6-12 hours ago _____
c. 12-24 hours ago _____
d. 1-7 days ago _____

4. Your weight as of 7 days ago was _____

5. Define your eating habits.

☐ vegetarian ☐ omnivore
☐ carnivore ☐ other*

* includes cannibalism

6. Provide a complete history of any bowel or gastric disorders you have. [Use as many sheets as necessary.]

7. Do you object to taking a lie detector test?

☐ yes ☐ no

If your answer is "yes," do you have diplomatic immunity?

☐ yes ☐ no

8. If drastic action is required, state your preference:

- ☐ exploratory surgery*
☐ deportation
☐ quarantine

* rare cases only

I, _____, certify that the information given here is complete and correct to the best of my knowledge, and I accept liability for any falsehood or omission.

[signature]

Imported Equipment

Thanks to Australia's stringent weapons rules (see p. 18) many foreign duelling cars cannot make it past Australian customs. In addition, a customs tax is levied on *all* imported goods, equivalent to 10% of the items' worth.

Duellists travelling to Australia have several choices:

1. *Purchase an Australian vehicle.* This has advantages, since most duelling in Australia is with petrol or ethanol-fuelled vehicles. Unfortunately, Aussie prices are steep, and selection is sometimes limited.

2. *Import a foreign vehicle.* Customs tax of 10% must be paid. Any illegal equipment will be stripped off and impounded by the police.

3. *Smuggle a foreign vehicle.* There are unscrupulous airship captains, willing to set down vehicles (or equipment, or passengers) in some out-of-the-way spot before the airship reaches its destination.

4. *Buy black market equipment.* Daring duellists may wish to obtain illegal equipment from illegal Australian sources, such as the Mafia, Triad, or the Gold/Sunshine Coast organised crime syndicates. Dealing with foreign criminals is always risky; duellists may lose their money, or merely "go missing."

Operating illegal equipment poses a minor risk. RADAA officials are unlikely to investigate arena cars unless a competitor complains. Customs inspections are made whenever state borders are crossed; in some states, "flying inspections" may be held by customs police at roadblocks and (less likely) arenas.

Blight Prevention

Science does not yet know how to prevent the Blight — if it did, the whole world would be Blight-free. In the meantime, anxious Australians maintain a bewildering battery of tests and barriers against the disease. Foreigners find the anti-Blight procedures annoying and demeaning, and question their effectiveness, but proud Aussies contend that such measures have kept Australia the world's only major Blight-free country.

"Contents of Stomach" forms. Travellers arriving from overseas are required to declare the contents of their digestive system. The customs police have a list of banned foods — travellers containing foods in violation of the ban must have the contents of their digestive system extracted. Purge-All tablets handle this job swiftly (two hours to work; eight hours total reaction period, during which characters have a -2 DX penalty), but many people are allergic to the drug. Therefore, allergy tests are conducted (characters must make an HT check) before the drug is administered; those who foil must take the less-effective GN-5 drug by injection (five hours to work; 36 hours of reaction, -4 DX). Travellers should eat carefully aboard ships and airships, and may want to fast on the day before arrival.

Decontamination. Before international passengers step foot on Australian soil, they must be thoroughly cleansed of anything which might carry the Blight. The process has three steps: First, passengers are sprayed with an insecticide called d-phenothrin. Second, passengers must strip and pass through an ultraviolet-light tunnel, where the outer layer of skin is baked away. Third, all body hair is significantly cropped by a customs barber (with proper diplomatic pull, this regulation can be waived).

Quarantine. Finally, a medical examination board decides whether the newly-arrived visitors may now enter the country, or must undergo quarantine. All immigrants, refugees, and Australian citizens returning from extended overseas journeys automatically receive the one-month quarantine; tourists are generally spared this final indignity.

Refugee quarantine camps are generally tent cities on offshore islands. Immigrants from "civilised" nations are interned in dormitories on more

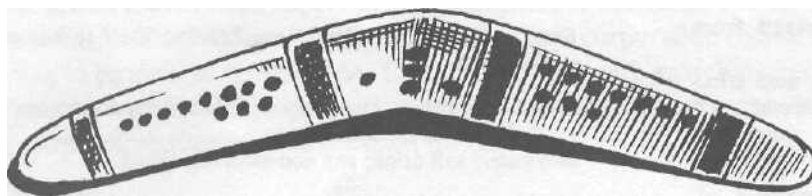
permanent island-camps; Australian citizens and tourists are locked in airtight, relatively-elegant quarters located near major airports and harbours.

Pets and Livestock

Don't bother bringing in pets or livestock. All animals receive an eight-month isolation at one of the so-called Arks (animal isolation island stations); if they come from Blight-contaminated nations, there is a preceding four-month quarantine period.

Roleplaying Australians

Australian characters are created using standard rules from ***Car Wars*** or ***GURPS Autoduel***. They have no particular physical advantages or disadvantages (unlike dwarves, elves or martians). Rather, Aussies differ primarily in attitude and speech.



Thinking like an Australian

These societal attitudes, listed in more-or-less historical order, may help foreigners understand Australia. The older the attitude, the more likely it is that modern Australians disown it.

The Stain. The blot on a person's character due to convict ancestry, and the blot on the nation's character due to its convict heritage. This attitude is mostly outmoded — more than a million Aussies have convict ancestors, and are proud of it.

Two Wongs Don't Make A White. The infamous White Australia Policy discriminated against Chinese and other "inferior" immigrants. Racism is still a problem in the nation's Deep North.

Home. Whole generations of Aussies, many of whom have never seen England, call that country "home." This doglike devotion faded after World War I, when Aussies were used as cannon fodder by British commanders — but with King William living in Australian exile, many Aussies again have a soft spot for the Mother Country.

The Cultural Cringe. This is the conviction that everything Australian is shoddy or second-rate. Even today, Aussies accept foreigners as trend-setters in fashion, music and live entertainment.

The 51st State. Following World War II, many Aussies were tremendously pro-American — a movement to make Australia the 51st state was once popular. While these memories have been superseded by those of the Russo-American War, some Aussies are still Yankee enthusiasts.

Everyone's An Immigrant. Until this century, immigrants were encouraged to flock to "sunny Australia" — even the Aborigines are relative newcomers, historically speaking. Australia has always had a cosmopolitan society, with minorities from almost every country.

The New Nationalism. Given their new superpower status, Australians have begun to exhibit a sometimes-jingoistic pride in their nation. Many Australians believe their country can do no wrong; a few extremists would like to exert a stronger military presence in their hemisphere.

She'll Be Right, Mate. This is the eternal Australian attitude: Don't worry, don't plan, don't strive, don't panic — everything will turn out OK in the end.

The Sydney-Melbourne Feud

These state capitals have a historic rivalry. Although Sydney was colonised first, Melbourne swiftly eclipsed it in size and importance, serving as the national capital for a few decades. But fortunes changed. Sydney became a focus for industry, commerce, tourism, and the arts, and is today the largest of the two cities.

Melbourne might be characterised as sedately European, while brash, uninhibited Sydney has more than a trace of California in its veins.

Residents of Melbourne consider their rival to be uncultured and commercial. They decry Sydney's haphazard growth and pitiful transport system. Denizens of Sydney, on the other hand, dismiss the southern city as flat, dull and rain-sodden.

Today, this conflict is still a matter of passionate interest to Melbournians. Sydneysiders believe the feud is over, and that they've won — an attitude which does little to endear them to their rivals.

Sydneysiders visiting Melbourne can expect little assistance, and a full measure of rudeness. Prices increase as if by magic; clumsy people manage to spill their food all over such travellers; belligerent people go out of their way to pick fights. Melbournians don't receive quite the same treatment in Sydney, but aren't made welcome.

The feud also is reflected in gang warfare — Sydney and Melbourne gangs launch annual strikes against one another — and on the duel circuit, where duellists often bear an unreasoning grudge against duellists from the "enemy city."



Talking Like An Australian

The one great truth about Australian slang is that there's an awful lot of it. Despite visitors' claims, the local language is English.

Australians appearing in foreign books and films have often been saddled with obsolete slang dating from the 19th century. Only a sprinkling of these antique phrases are used by modern Aussies. Australian English of the 2030s includes new words and phrases as well as older slang.

abo: offensive term applied to an Aboriginal. Also: **billy**, **boong**. (The name **King Billy** — an imaginary ruler of the Aborigines — is sometimes used to distinguish one particular Aborigine from the others.)

aggie: agricultural worker. An **aggietator** thinks farmers should run the country.

Aussie: an Australian. Also: **Aussielander**, **Skippy**, **Sullivan**.

Australian flag: shirt end, when hanging out of someone's trousers.

Australian salute: hand movement used to brush away flies from the face.

Bankie: someone who is not "cool." Derived from Bankstown, a Sydney suburb. Also: **Westie**.

bastard: person. Sometimes an insult, sometimes used affectionately ("How ya goin', ya old bastard?"); something terrible is a bastard of a thing. The word is much less offensive to Australians than to Americans.

bludger: idle good-for-nothing. A **dole bludger** collects unemployment benefits but has no intention of seeking work; the term is sometimes applied to all welfare recipients.

bog: toilet. Also: **dunny**.

bonkers: crazy. Non-Queenslanders often refer to the late Joh Bjelke-Petersen as Joh Bonkers-Bananas. Also: **not the full quid**.

booze bus: police breath-testing unit; a truck carrying fuel alcohol.

boss cocky: someone of minimal authority who enjoys throwing his weight around.

bloody: the Great Australian Adjective, used to add emphasis. Example: "Hand me the bloody screwdriver."

blue: (1) blue collar worker; member of the working class. (2) a fight; "having a blue" means fighting.

Buckley's chance: no chance at all. Also: **Buckley's**.

Bullamakanka: imaginary, extremely remote town. Also: **Woop Woop**, **Black Stump**.

BYoG: Bring Your Own Grog.

Centralia: the inland Australian desert. This is different from the outback, which includes all of the Aussie hinterland, whether desert or not. Also: **Centre** or **Red Centre**.

cheesed off: fed up; annoyed. Also: **cheesed**.

Curtain Runners: refugees attempting to break out of Top End, past the Cobalt Curtain.

daks: trousers. **Underdaks** are underpants.

dero: a derelict, especially one of strange appearance. Also spelled **derro**.

Dingo Principle: Everyone for himself.

dill: fool; idiot. Also: **drongo**, **nong**.

down-under: Australia or New Zealand. This term is used mostly by foreigners.

earbashing: haranguing; talking loud and long

g'day: A common greeting, not as frequent as hello or hi.

Godzone: God's own country, Australia. Also: **Oz**.

green spleen: someone who eats algae food products; foreign-

er. Also: **green tummy**.

grog: alcoholic beverages.

gutless: lacking in courage or moral fibre.

HIT man: member of a Highway Interceptor Team.

noon: someone who drives with excessive speed; a lout. Also: **yobbo**.

Joh hat: broad-brimmed, polypropylene hat once advocated by Sir Joh Bjelke-Petersen, longtime Queensland Premier, as a protection against skin cancer. The Joh hat has become a much sought-after icon for Queensland duellists.

Kiwi: a New Zealander. New Zealand itself is known as **Kiwiland**.

little Aussie hauler: an Australian (particularly a short one) cast in the role of an underdog.

lollywater: soft drink; any non-alcoholic liquid.

marble orchard: cemetery.

mate: a friend, usually male. Can be used sarcastically.

ocker: the archetypal Australian. At best an ocker exhibits all the Aussie virtues — friendliness, good humour, lack of pretension; at worst, he is a drunken, ignorant, uncouth bore. Also spelled **okker**.

ockerina: female ocker (see above).

O.S.: overseas.

outback: underpopulated, inland Australia.

petrol: gas.

petronol: gasohol; a blend of gas (petrol) and ethanol.

pigpen: police station.

plonk: cheap wine.

poser: someone who poses or puts on an act; a pretentious person. Also: **wanker**.

Rafferty's rules: a complete lack of rules.

ratbag: someone who is a rogue or an eccentric.

ref: derogatory term for a refugee. Also: **wog**.

shiny-bum: office worker or public servant, usually male.

stuff up: foul up.

take-away: a restaurant where food can be picked up, for eating elsewhere.

Tasmaniac: a person from the island state of Tasmania. Also: **Vandemon**.

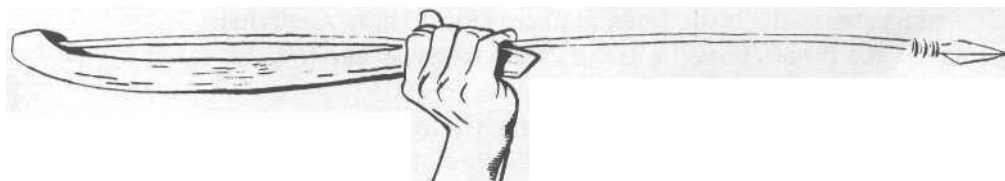
true blue: genuinely Australian.

too-hard basket: imaginary receptacle for problems which are too difficult to deal with.

tuppenny hunger: a type of fireworks; any unarmoured, petrol-fuelled vehicle.

wowser: a prude, especially one who tries to force his opinions onto others.

yank tank: derogatory term for any vehicle of American manufacture.



Encounters

Aborigines



Like the American Indians, Australia's original inhabitants are now a minority in their own country. The aborigines fall into two groups: tribal and urban Aborigines.

Tribal Aborigines have clung to their traditional life-style in the face of a modern world. Their culture is simple in material terms, but rich in myth and philosophy. They feel a spiritual attachment to the land. Unfortunately, their communities are often afflicted with health-care problems, poor education and unemployment.

Thanks to land reforms of the last few decades, the tribal Aborigines now have their own autonomous region — the New Aboriginal Territory. Tribal police enforce Aboriginal law

largely without interference from the Commonwealth government. Spirited leaders have instituted medical and educational improvements. A new generation of Aborigines, proud of their heritage and never having known persecution, has arisen.

Urban Aborigines are full- and part-blood Aborigines who live outside the New Aboriginal Territory or the Aboriginal reserves (similar to American Indian reservations). They have the advantages of increased educational, medical and employment opportunities, and some have risen to high-stature in business and science. Yet they have also faced the rising racism of Australia — many of the urban Aborigines are allied with radical militant and social organisations.

Objective

To be left in peace to run their own affairs on their own land.

Boat Hunters

Racism, fear of the Blight, and greed created the so-called "sport" of boat hunting, in which white Australians intercepted and sank generally-unarmed refugee vessels.

Large-scale boat hunting ended fifteen years ago. The capital of the boat hunters, a fortress city named Cairns, was seized by the Navy; meanwhile, the flow of refugees diminished.

Today, a few hunters occasionally sortie from Townsville in Queensland. All it takes to be a boat hunter is a boat, a gun, and a modicum of navigational skill. The prey can be varied: open boats, fishing trawlers, or even luxury yachts bearing millionaires and their armed guards.

Unfortunately, boat hunting has left its legacy in this country — the so-called Boat Hunter movement. This underground political party, strongest in rural

Sample Australian Expressions

As Australian as a meal pie: Utterly Australian.

Do a Melba: Returning from retirement for a "farewell performance." Applied to old duellists who can't stay away from the arena.

Gofor your life! Go right ahead, try it; I won't stop you.

Joh did a lot for Queensland. Ritual utterance among Queenslanders, who like to say this at least once during every conversation.

Life wasn't meant to be easy. Saying popularized by Malcolm Fraser, a former prime minister.

Maintain the rage! Battle cry for duellists and criminals with a score to settle; originally popularised by another former prime minister.

Not a (brass) razoo! Not a cent; no money at all. (There is no such coin as a brass razoo.)

Play silfy buggers. Be silly; purposely act the idiot.

Root a boot! An expression of surprise.

Till it rains at Marble Bar. It'll almost never happen. Also: *Once in a blue moon.*

Up there, Cazaly! Encouraging or congratulating expression. Derived from the name of a famous Australian Rules football player.

A Typical Conversation

Person 1: "What's the weather like?"

Person 2: "Bloody awful."

A Typical Conversation in Queensland

Person 1: "What's the weather like?"

Person 2: "Bloody good. Job's done an awful lot for Queensland."

Aussie Clicked Characters

Bushie. The Aussie country bumpkin talks in a flat monotone, reeeeeeealy sloooooow. Nothing phases him.

Bushman. Outback survival expert in the mould of Crocodile Dundee. Can cross a desert on the smell of a wet rag.

Ocker. "Struth mate, me throat's as dry as a dead dingo. Pass us a coupla tinnies [cans of beer], will ya? Have one — get this inya ya! ** BELCH ** That hits the spot! Didja hear about Bruce? Drank himself ta death — what a way ta go! Got any more beer?"

Store keeper. Milk-bar and fruit-shop owners are invariably Greek or Italian.

Trade-union leader. Always an Englishman from London or the Midlands.



Prisons

I Prison systems are maintained by the states and territories. Typically, a state will have a large, high-security prison holding half of the state's prison population. Another third of the prisoners are in small, medium-security facilities. The rest are in minimum-security units — prison farms and forest camps.

Capital punishment is legal in Western Australia and Queensland, although it may soon be reintroduced in Victoria. In the other states, where courts don't have the power to execute but police under fire do, some suspects are needlessly shot during capture.

Classes of Prisoners

Category A. Their escape would be highly dangerous to members of the public, or to national and state security. Most are recidivists (repeater offenders) or perpetrators of serious violence.

Category B. These inmates cannot be trusted unless chained, confined, or otherwise restrained.

Category C. Prisoners in this category can be trusted in open conditions, including work gangs.

A distinction is usually drawn between *convicts* (sentenced prisoners) and *remanders* (prisoners awaiting trial). The latter are isolated from the former, and usually enjoy somewhat better conditions — except in Queensland, where exposure to convicts is believed to increase the confession rate among remanders.

Queensland and northern Western Australia, unites "real" boat hunters with sympathetic, white-supremacist organisations. This party spreads anti-refugee propaganda, secretly controls many state and Commonwealth politicians, and promotes vigilante violence against Asians.

Objective

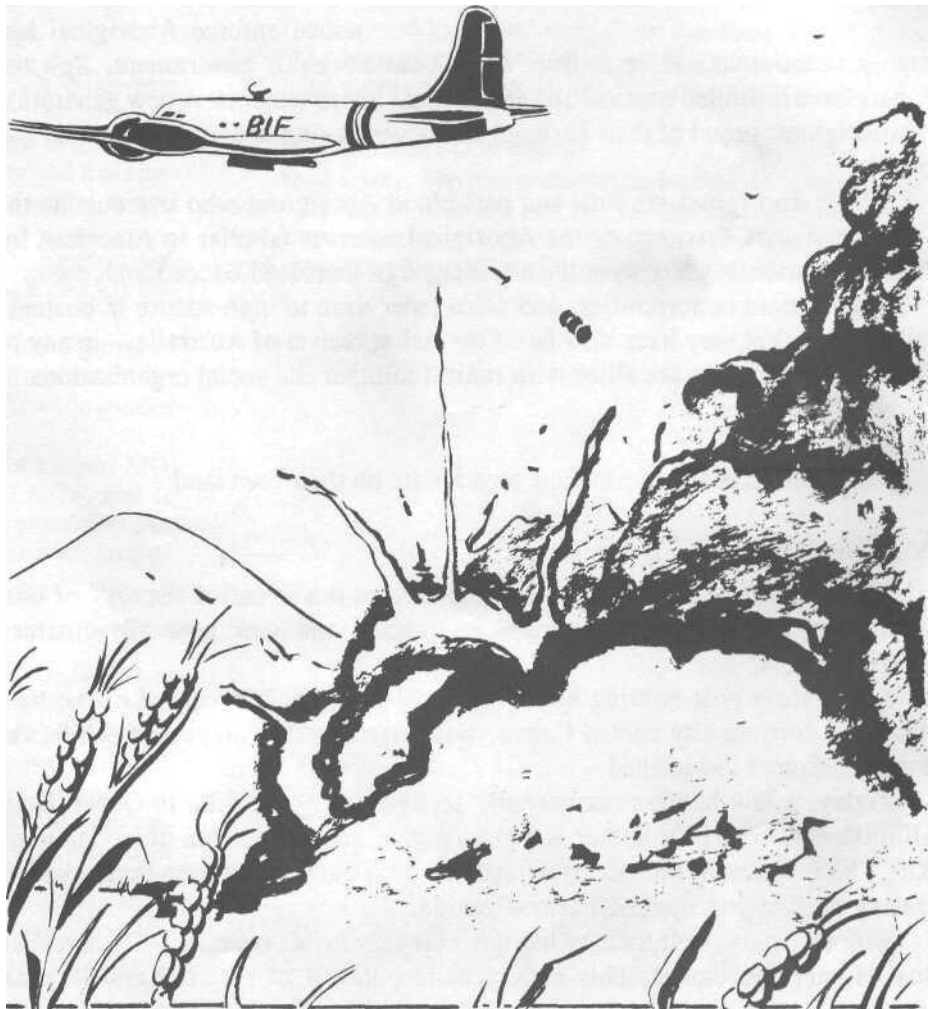
Boat Hunters will do anything to regain Australia's lost "purity" - no matter how many impure refugees must die.

Blight Incendiary Force (BIF)

The frontline troops against the Grain Blight, to these agents of the Commonwealth has fallen the task of eradicating any traces of the Blight which escape Australia's quarantine net. Responding to anonymous tips, the BIF examines fields and grazing lands for any sign of wilt. Suspiciously-diseased vegetation — or suspicious individuals and vehicles leaving a quarantined zone — are napalmed.

BIF field agents are a special breed, with a modicum of agricultural knowledge and an "act first, think later" attitude. The uniform is distinctive — fire-resistant jumpsuit, lab coat, and incendiary equipment. Because they fly grasshoppers similar to those in use by the Royal Flying Doctor Service, agents have the nickname of "the Frying Doctors."

The use of flammable chemicals and the need to act in haste are an unhappy combination. One BIF agent may firebomb a field while another agent is still examining it. Occasionally a request for the Flying Doctors is mistakenly answered by the Frying Doctors, with catastrophic results.



Objective

Use any means to keep Australia Blight-free.

Cycle Gangs

With law-enforcement forces diverted to the far north, large tracts of the outback have fallen to the cycle gangs . . . and their influence is spreading.

While many Australian gangs are as vicious and criminal as their American counterparts, some project a more heroic image. Many gang bosses are driven by a hatred of government, or by a cult of extreme individualism; some even have a private cause. Not a few gangs will drop their larcenous deeds once or twice each year for some charitable act — liberating refugees, destroying a tax office, or striking a daring blow against one of the "robber baron" megacorporations.

Many gangs — inspired by old Aussie films — dress in bizarre clothing or fashions, or festoon their vehicles in "costumes" (outsized spikes and wire tyres).

The Kelly Gang

This Victorian-based outfit is a prime example of the heroic gang. Their exploits are modeled on Australia's 19th-century *bushrangers*, or outlaws. Sean Kelly, founder of the modern gang, claims descent from Ned Kelly, the most famous bushranger of all. According to Sean (in his televised interviews), the modern Kellys have the same goals as the former Kellys: to act as a symbol of contempt for authority, to be "Robin Hood" heroes, and to help found an Irish republic in Victoria.

The Kellys are the only successful gang in Victoria, and as such are at the top of Premier Harrington's hit list. The Kellys are also known for their aversion to injuring the innocent — they have never killed a bystander in any of their robberies or duels. They also delight in pranks — inviting an entire town to a party, for instance, then robbing the community while the party is in progress — and in any activity that reveals the stupidity of the local police.

The Datnn-ikazes

This Western Australian group epitomises the anarchic, thrill-kill gang. Wearing Japanese clothing — red headbands, jackets adorned with the Rising Sun, samurai swords strapped to their sides — these motorcyclists may descend on any town, reigning in terror for several hours before authorities arrive.

With the motto "die young," the 'Kazes dare one another to take insane risks. Leadership belongs to those who have dared the most and **survived**. The goal of the gang is to bring about the complete fall of Australian society.

Festival of Lasers (FOL)

The Festival of Lasers is a loosely-connected federation of moral watchdog groups, each willing to use force in the cause of purity and righteousness. Member organisations include the Brisbane-based radical wing of the Neo-Anglican Church (dedicated to strict racial dogmas), the Koala Conference (a South Australia anti-pornography league), Victoria's Parents For Conformity (a patriotic society headquartered in Geelong) and Purgatory Plus (a coalition of churchgoers offended by vice and crime at the casinos of Western Australia).

The federation is a splinter group of the Festival of Light, a nonviolent moral pressure group. Lasers — symbolic tongues of fire — are used when burning of-fensive books and films.

The Festival is very active in Australia's "sin cities" — Sydney, Gold and Sunshine Coast, Eucla and Perth. Because of its opposition to heathen religions, it also maintains a presence in the north among the refugees.

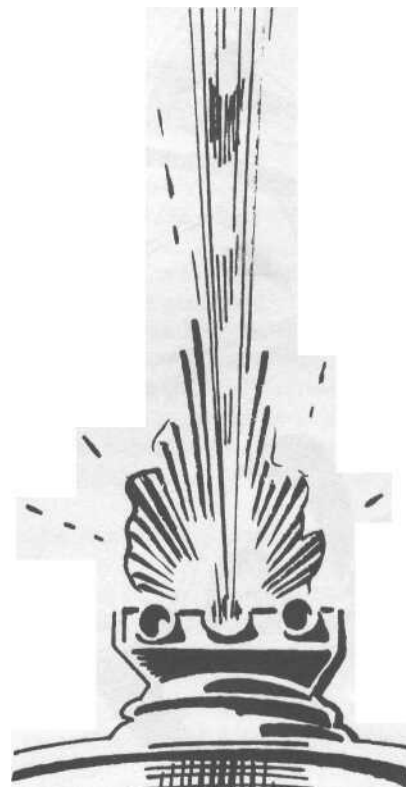
The Definitely Unauthorised, Unofficial, "Festival of Lasers Marching Song"

(To the tune of "God Rest You Merry, Gentlemen")

God curse you Godless humaniets,
Be vocal while you may.
For we have Truth and firepower
To blow you all away.
To save the souls of innocents
That you have led astray.
O, cle-an-sing's our co-om-fort and
joy,
Lasers deploy.
O, Festival of La-a-sers deploy.

God curse you vile adulterers,
Let no one hear your lies.
You tempt them with your flatteries
And conquer with your thighs.
We'll save them all from
Satan's power,
There'll be no compromise.
O, ser-er-vants of e-e-vil destroy,
Lasers deploy.
O, Festival of La-a-sers deploy.

God curse you mortal si-i-ners,
Be fearful of our wrath.
For it's our brand of me-er-cy
To put you on the path
To Heaven's gate or funeral home.
This song's your epitaph.
O, ple-a-ding just mo-oves us to joy,
Lasers deploy.
O, Festival of La-a-sers deploy.



American Organisations Down-Under

AADA. The American Autoduel Association has an office in Canberra. However, the AADA prefers to work through its local affiliate, the RADAA.

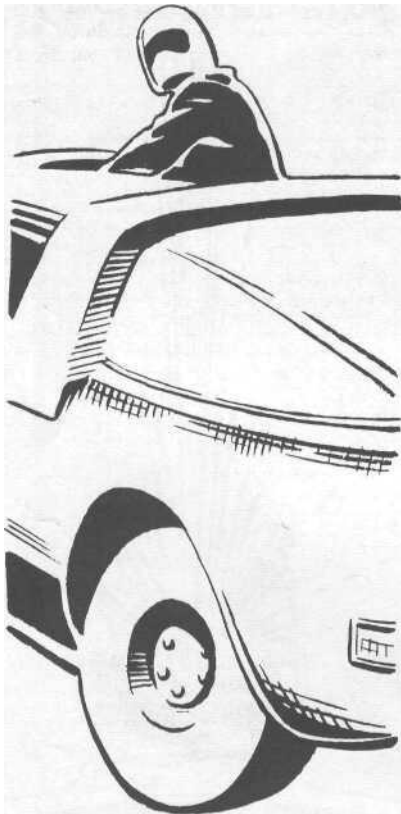
ARF and BLVD. The Anarchist Relief Front and Big League Unlimited Duelling groups have made no inroads into Australia thus far. They are banned by law.

The Brotherhood. Most Australian truck drivers belong to strong unions, and consider the Brotherhood unnecessary. There is one chapter in NSW, and there may soon be one in Queensland — the state government hopes to use the organisation in its ongoing campaign against unions.

EDSEL. The Eastern Driving Safety Enforcement League has no interest in Australia, though it has friendly ties with the Rearmed Services Legion.

SCC. In 2037, the Scout Commando Corps set up its first Aussie troops in Katoomba (a Sydney suburb) and Wang (Victoria). The move was controversial — the Festival of Lasers is lobbying to have the Corps outlawed.

UBN. The United Broadcast Network beams programs to Australia by satellite, and has an Australian subsidiary (World Media at Yankee Station). However, Australian media laws severely limit foreign ownership.



Objective

To combat permissiveness, moral laxity, perversion, paganism, pornography, gambling, immoral mixing of the races, crime, secular humanism and political complacency, while convincing the world that they represent the silent majority.

Khmer Noir

The Khmer Noir — Black Kampuchians — are a secret liberation army among the refugees of the Top End.

At the core are Cambodian refugees. Many older members are criminals, former soldiers and revolutionary leaders; the younger members have grown up in the desperation of the refugee camps. The Khmer are more disciplined than the Australian military, though not as ruthless as Triad.

The goal of Khmer Noir is complete freedom for the Asian refugees, and the creation of a homeland carved out from the tropical jungles of Top End and nearby New Guinea. Some claim they already have a hidden city in Arnhem Land; Australian Intelligence fears that Khmer Noir operatives are among the privileged refugees who have found work in civilised Australia — ready to rise on behalf of their brethren at any moment.

But for the moment, the Khmer Noir are content to gather their strength . . . and wait for their day.

Objective

To create a free Asian homeland in northern Australia and New Guinea.

New Australia Party (NAP)

This political party, once a powerhouse in Australia's tangled politics, is now a fragmented coalition in search of a united agenda.

The NAP was established around the turn of the century, an offshoot of the Australian Labour Party. Party dogma combined radical socialism — which many Americans would regard as communism — with a sabre-rattling nationalism, declaring that the Pacific should become an "Australian lake."

The NAP was a fringe party until 2012, when it orchestrated the seizure of the U.S. bases and kept Australia out of the war. Suddenly, the New Australia Party was a political force to be reckoned with.

Today, however, it looks as though the NAP's glory days are in its past. Though it briefly held control of the Senate, the party hasn't been able to motivate voters in recent elections. The party is divisively split. Militants favor armed aggression against neighbouring Asian countries, and are loosely allied with the South Australia wing of the party, which wants economic sanctions against rival Japan. Pro-Asian liberals are marching in the streets in favor of refugee rights, and operate an "underground railway" between Northern Territory and South Australia, while the anti-monetary faction wants to overhaul the capitalist economy. An emerging "fifth wing," sympathetic to England's revolutionaries, wants to launch strikes on the British fleet at Port Britannia and to kidnap King William.

Objective

Various factions desire to: (1) subjugate southeast Asia, (2) launch an economic war on Japan, (3) liberate the refugees, (4) socialise the economy, and (5) terrorise the British exiles.

Rearmed Services Legion (RSL)

Self-appointed guardian of Australia's "glorious heritage," the Legion began as a breakaway faction of the now-defunct Returned Services League, a pro-defence welfare organisation representing armed-forces veterans.

The RSL is characterised more by what is it *against* than by what it is for. The Legion opposes left-wing politicians (especially the NAP), trade unions, non-European migration, tourism, the permissive society, Americans, and republicanism. It is in favor of "conservatism" (an undefined quantity), the beloved Australian flag, a strong military, a compulsory draft for males and females, and the British monarch as king of Australia.

Many of the original boat-hunters were Legion members, and there remains some overlap between the groups to this day. Most RSL units are militarised, and many are doing a fine job of defending their communities against encroaching cycle gangs and bandits. There is talk of launching a crusade to overthrow the British rebel government.

Objective

To react against anything liberal, or that would upset the status quo.

Royal Autoduelling Association of Australia (RADAA)

The RADAA exists to promote the sport of autoduelling in the Commonwealth of Australia. It has chapters in all major Australian communities.

The autoduel movement in Australia started in Queensland, where a state league was formed to fight the total ban on duelling. Sister leagues quickly sprang up in the other states and territories, and in 2033 the state leagues combined to form the RADAA under royal charter from Prince George, scion of the royal house and autoduel enthusiast supreme.

The RADAA became the first overseas chapter of the AADA in 2035. Members enjoy full reciprocal rights, and Australian champions are eligible to compete in the world championships.

There are differences between the AADA and the RADAA, however. Each of the RADAA's member leagues runs its own circuit, with its own rules. Unlike the American circuit, Australia's official competitions are open to petrol- as well as electric-powered vehicles. Along with the International League for Test Autoduel (ILTA), the RADAA is a sponsor of test-autoduel competition.

Objective

To promote autoduelling (and the sport of test autoduel) in the Commonwealth of Australia.

Royal Flying Doctor Service (RFDS)

Serving remote regions in grasshoppers and two-seater planes, these physicians are dedicated to administering to the ill and injured without regard to fee or politics.

Funded by the Commonwealth and by private donations, the service maintains an extensive network of radio-monitoring stations and medical posts. In moments, doctors can be airborne headed for any emergency — a godsend to duellists on lonely roads (which explains why the RADAA is a major corporate sponsor). Flying doctors are universally respected, even by criminals and revolutionaries. They only charge for their services if they believe the patient can afford to pay — and their fees are 20% lower than standard.

Recent action by conservative groups has threatened the government funding of the service, since it tends to anyone — refugee, criminal and gang member alike. The service has so far resisted this pressure.

To be a flying doctor, a character must be a "good M.D." (see p. B42), and have Electronics (Communications)-12, and *either* Piloting (Small Helicopter or Single-Engine Prop)-18 or Driving (stock car)-14 skills.

Objective

To minister to the sick and injured, without regard to their capacity to pay.

The Duel Circuit

There are two levels of competition duelling in Australia, something like the major and minor leagues of American baseball.

The Royal Rash Circuit, administered directly by the RADAA, is the premiere, national circuit. However, the RADAA's member leagues also operate regional circuits. Beginning duellists start out in the regionals, aspiring to someday make it to the nationals.

Royal Flash Circuit (national)

Adelaide	The Adelaide
Darwin	Cyclone Speedway
Eucla	Eucla Downs
Gold Coast	Coolangatta Gold
Hobart	Derwent Duelling Centre
Cowes	Phillip Island Raceways
Canberra	Black Mountain Dueltrack
Sydney	The Egyptienne
Townsville	Carpentaria Arena

Territorial Circuit (NAT, NT, AAT)

Alice Springs	Monstrous Arena
Batchelor	Golden Refuge Duelatorium
Darwin	Princess Strip
Davis	Penguin Track
Katherine	Gorge Rising Arena

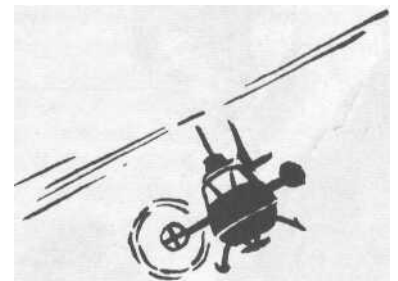
Electric Circuit (Western Australia)

Albany	Civil Retrenchment Arena
Broome	Kimberley Arena
Esperance	Esperance Thilltrack
Eucla	Eucla Slicks
Kalgoorlie	Solid Gold Arena
Karratha	Pilbara Deathtrack
Penh	Gage Roads Automarine
	North Perth Strip
Wyndham	Wyndham Royal Arena

Garden Circuit (Victoria & Tasmania)

Ballarat	Impact Duelaround
Bendigo	Victorian Grand Arena
Devonport	Lighthouse Arena
Echuca	Dueldrome
Geelong	Harrington Stadium
	Geelong Regional Arena
Launceston	Devilsport Arena
Melbourne	Caulfield Duelcourse
	Lygon Street Limbo
	Royal Melbourne
Mildura	Big Lemon Arena
Wangaratta	Wangarena
Wodonga	Coyles Road Arena

continued on *next* page .



The Duel Circuit (continued)

Festival Circuit (South Australia)

Adelaide	Concrete Walrus
Kingscote	Kangaroo Island Off-roader
Mount Gambier	Mount Gambier Dueltrack Down-Under Trike & Bike Arena
Murray Bridge	Invisible City Urban Arena
Nuriootpa	Nuriootpark
Port Augusta	Augusta Giant Arena Death Dome
Port Britannia	Brittania Duel-ring
Port Pine	Big Australian Dueltrack
Whyalla	Iron Arena Whyalla Speed Stretch

Sunshine Circuit (Queensland)

Brisbane	Armour Square Redcliffe National
Cairns	Suntown Strip
Gold Coast	Warriors Arena
Mackay	Sugarstick Arena
Marienberg	Mary River Racearena
Mitsuhama	Mitsuhama Stadium
Sunshine Coast	Duelling Infinities Sunburst Arena
Toowoomba	Toowoomba Tomb

Premier Circuit (NSW and ACT)

Albury	Albury Border-Bash
Armidale	Armiduel Downs
Bathurst	Mount Panorama
Coffs Harbour	Coffs Harbour Delightrack
Dubbo	Dubbo Duelathon
Goulburn	Big Merino Dueltrack
Lord Howe I.	Howe Dangerstrip
Newcastle	Munitions Alley Newcastle Autoram Shipyard Stadium
Sydney	Parramatta Speedway Macquarie Unitrak Sabretrack
Tamworth	Tamworth Fields
Wollongong	Gong Shatterdome The Steel Wheel
Yankee Station	Liberty Arena



Sisters of Perpetual Indulgence (SPI)

Mocking tradition values and morals, the Sisters of Perpetual Indulgence is a major political force in the larger cities of Australia, particularly in Sydney and Perth. The "Sisters" are male homosexuals, many of whom are transvestites who enjoy wearing nuns' habits.

Worried by the growing rise of conservative "wowser" groups such as the Festival of Lasers and the Rearmed Services Legion, the SPI has commenced a successful recruitment drive and has allied itself with several liberal, "straight" organisations (such as NSW's Peacemeal, an anti-hunger group, and Road To Freedom, an Asians-rights protest group).

Fearing that even this success isn't enough, a radical wing of the organisation — the Sisters of the Missionary Persuasion — has launched a terror campaign. The SiMPs specialise in cruel (and deadly) practical jokes, targeting people who have committed what the SiMPs see as prudish or self-righteous acts.

Thanks to this organisation, *real* nuns are having a hard time in modern Australia.

Objective

To oppose any attempt to legislate moral values by conservative organisations, through political and social means; to mock traditional morals and values.

TRIAD

The sinister Triad is an amalgamation of all the Asian criminal organisations which were brought to Australia by the refugees, including the Thai drugs mafia, Malay secret societies, and genuine Chinese triads.

Many desperate Top End refugees have come to believe that organised crime societies are their only hope for freedom. To keep their loyalty, Triad functions like a clan or trade union in many refugee camps, seeing that its members get proper treatment and that their interests are protected. Other organisations which



might serve refugees, including the Khmer Noir liberation army, are seen as enemies.

Since refugees aren't allowed weapons, Triad puts a high premium on *bersilat*, the Malaysian school of martial-arts. According to tradition, a master at bersilat is invulnerable to modern weapons — whether this is true, or just a mysticism of the Orient, has never been proved.

Objective

To obtain wealth and power through total control of the Asian community within Australia.

Wilderness Commandos

These militant Tasmanian conservationists have taken up weapons to protect their beloved forests. Secure in their Queenstown stronghold, they control the rugged western half of the island.

Philosophically opposed to indiscriminate violence and to most technology, the commandos prefer to use primitive weapons and guerrilla tactics against their enemy, the Hydro-Electric Commission of Tasmania. Rather than kill their enemies, they prefer to capture and reeducate them.

Objective

To create an ecological Utopia in Tasmania.



Police

Police are pretty much the same all over the world. The only difference between the standard American cop described in **GURPSAutoduel**, and a typical Australian cop, is that the Aussie wouldn't carry a shotgun.

Special regional variations:

Victorian police — actually, deputised customs police — are poorly-trained and corrupt, except for the elite anti-crime units.

In South Australia, the corporations have largely replaced police with private, corporation-payrolled security forces. These cops enforce laws when it's convenient or in the corporate interest.

Queensland police are often corrupt and brutal. Local departments may not cooperate with each other or with the state police.

Tribal Police in the New Aboriginal Territory are similar to desert police (see below), but are indifferently-trained and administer high-handed justice.

A typical police vehicle is the Police Cage (see p. 47).

Highway Interceptor Teams

Every major police department maintains an elite force of highway interceptor teams — known as "HIT men" — to combat crazy drivers.

When ordinary cops are outclassed, they radio the nearest HIT Team. Driving their powerful Interceptors (see p. 46-47), these cops charge at their targets while dropping spikes to block the culprits' escape.

Desert Police Squads

The desert police squads — called "dips" by the desert gangs — patrol the dangerous, uncharted areas of the Northern Territory, battling gangs and trailing escaping refugees.

Useful skills for a desert policeman include Survival (desert) and Mechanic. A water bottle and a broad-brimmed hat are part of their uniform. They typically drive the Desert Patrol Vehicle (p. 46).

THE AADA ROAD ATLAS AND SURVIVAL GUIDE: AUSTRALIA

This RADAA publication covers the Commonwealth of Australia, which is composed of five mainland states (Queensland, New South Wales, South Australia, Victoria, Western Australia); one island state (Tasmania); three mainland territories (Australian Capital Territory, New Aboriginal Territory, Northern Territory); and one external territory (Australian Antarctic Territory).

The map in the centre of this book details the Australian continent.

DRIVING CUSTOMS

The following paragraphs are excerpts from the 2038 edition of the Motor Traffic Handbook of New South Wales. The rules given here apply throughout the Commonwealth and its territories. These are set out in more detail in Section 100 of the Motor Traffic Act and Regulations, obtainable from the Government Printing Office.

THE POLICE

RADAAADVISORY: Those who have altercations with the law should remember that Australian states are large, and that the various police forces are on relatively good terms with one another. State borders won't always be within easy reach, and crossing one won't provide protection. If escape is the desired option, *flee inland*.

Australia has a national law-enforcement agency, known as the Commonwealth Police. In addition, there is a publicly funded police force in each state. All of these maintain Highway Intercept Teams (the members of which are colloquially known as "HIT men"), whose task it is to control the flow of traffic, regulate auto-duelling, and eradicate cycle gang activity.

SPEED LIMITS AND TRAFFIC LAWS

RADAA ADVISORY: Speed limits are almost universally ignored. The pace of traffic in major cities often makes it dangerous to drive this slowly.

On the open road, the maximum permissible speed is 110 kilometres per hour (68 mph) — except in the New Aboriginal and Northern Territories, where there is no upper limit. Lower speeds may be set for roads of dubious quality. In towns and cities the maximum is 60 kph (37 mph) in residential areas, and 80 kph (50 mph) on major thoroughfares.

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

To operate a normal or armoured (but unarmed) vehicle, drivers must carry a Motor Vehicle Driver's License, obtainable for \$35 at any police station or Motor Registry Office. Visitors may obtain temporary licenses from any Motor Registry Office. All vehicles used on public roads must be certified as roadworthy once per year.

OWNERSHIP AND USAGE OF WEAPONS

Australian weapons-laws have always been very tight. While restrictions have been loosened during the recent years of crisis, they are still tough by North American standards.

Licenses

To drive an armed vehicle, the license must be converted to a "Class Z." All weapons are check-listed on the license, which must be updated if these armaments change. Such vehicles are given special number-plates: white numbers and letters on a blood-red background.

To use this offensive equipment, the driver and gunners must each have a Gunner's License — \$25 at any police station. Pedestrians must similarly have a Weapons License to legally carry arms within a metropolitan area. In both cases, the maximum penalty for being unlicensed is a \$2,000 fine and one year's servitude in the road repair gangs. Foreigners are expected to settle all of these matters at the customs office at their point of arrival.

Equipment Regulations

Some equipment considered common by Americans is banned in the land down-under, both for safety and political reasons. In 2038, this fluctuating list includes: all lasers heavier than "light"; radar-guided, -jamming, and -detecting equipment; tank and anti-tank guns. Specific states may also ban other equipment, for reasons that may not be apparent: for instance, Victoria has a ban on linked weapons. Banned equipment cannot legally be sold in Australia, but it is often available through the black market at high prices.

It is an offence to discharge a firearm or use dropped weapons within town limits — and road signs clearly mark boundaries.

Duelling outside of town limits is legal in three states — New South Wales, Victoria and Western Australia. It is generally tolerated in other regions. The New Aboriginal Territory and Aboriginal reserves are an exception; advance permission must be obtained from the tribal council before any autoduel. Permission is unlikely to be granted unless the duel involves a matter of honor, philosophy or love.

Defensive Action

Should any of the following laws be infringed, it is within the rights of the innocent parties to take defensive action, but a magistrate may hold them responsible for any damage they cause:

It is an offence to drive within one car length of another vehicle.

It is an offence to open fire on another vehicle without proper warning.

It is an offence to fire upon a pedestrian, under any circumstances.

It is an offence for a helicopter to pass directly over any vehicle, while flying at an altitude of less than 600 feet. Police' military and rescue-services helicopters are exempt.

WEAPON COURTESY

Australians have less cause to carry or use weapons than do Americans or Europeans. Aussies see a reliance on guns as a sign of barbarism or cowardise. Therefore, the average citizen is unlikely to meekly submit to a gun-toting bandit — and if forced to do so, is more likely to keep his head and coolly plot a way out of the situation.

ROAD CONDITIONS

Given the distances between population centres in Australia, the road system is in quite reasonable shape. Some coastal highways are rated as Excellent; many others are Good. Further inland, Fair and Poor roads are the norm — off-road travel is often unavoidable.

Assume that basic services are available everywhere, unless atlas entries advise otherwise. Any normal town possesses several service stations catering to petrol vehicles. Recharge stations for electric vehicles, however, are found only in major cities and along the coastal highway. Any large town along the coastal highway will have a truck stop.

The exception is the outback — the desolate interior of Australia. Except for major towns, there are no truck stops. Garages are situated about 200 km (124 miles) apart on major outback roads, and are rarely found on minor routes.



COMMONWEALTH OF AUSTRALIA

Population: 21,000,000 citizens plus approximately 7,500,000 refugees.

Form of Government: Constitutional monarchy.

Parliament: The upper house is the Senate, where 68 members (ten from each state, plus two from each of the territories) serve eight-year terms. The lower house is officially known as the House of Representatives, but is commonly called the House of Reps. Currently there are 218 Reps, though the number changes as the population increases; a 5-year term was instituted as an "emergency" measure in 2022 and has never been repealed.

Head of State: William V, who is the king of Australia as well as the exiled king of Great Britain. Since the English Revolution (2036), King William has resided in Adelaide. The powers of the

monarch and his representatives — the Governour General and six state governours — are ceremonial.

Head of Government: Prime Minister, the leader of the party or coalition of parties with a majority in the House of Reps.

Flags: Officially it is the Eureka flag, a southern cross joined by bars on a sky-blue background. The "old" flag, featuring the stars of the southern cross on a navy-blue background, with the union jack in the upper-left corner, has a semi-official status.

National Anthem: Advance Australia Fair.

National Holidays: Australia Day (January 26) celebrates the first British settlement — Sydney, 1788. Anzac Day (April 25) commemorates the sacrifices of Australian soldiers during war-time. Neutrality Day (May 15) celebrates the takeover of the American bases by peace activists, which Australians credit for their survival during the Russo-American War. The king's birthday and Labour Day (also called Eight-Hour Day) are celebrated on different dates in different states.

Chief Products: Manufacturing — cane oil, textiles, steel, paper, aircraft and vehicles. Mining — coal, gold, iron, copper, uranium, lead, opals. Agriculture — wool, meat, dairy produce, wheat, corn, sugar.

MAINLAND

NEW SOUTH WALES [NSW]

RADAA ADVISORY: Avoid central or western NSW unless travelling in convoy. Petrol is rare in western NSW.

Capital: Sydney.

Description: The state's population and wealth are concentrated along the coast, centering on Sydney. The Blue Mountains divide this coastal strip from the western plains, a region of agricultural and pastoral land covering almost two-thirds of the state. In far-western NSW, plains give way to the harsh, dry outback.

History: Home of the earliest white settlements, New South Wales claims the nickname of "the Premier State" — with the clear implication that NSW is the best at everything. It has the highest population, wealth, tourism, and the second-highest crime rate in Australia.

Points to Ponder: Lawlessness in New South Wales is fast reaching the critical point. With so many policemen and soldiers away in the Northern Territory keeping peace among the refugees, those remaining are inadequate to the task of maintaining order. Except for sporadic raids, the police have pulled back east of the Blue Mountains. Cycle gangs virtually rule the plains and the outback, limited only by strike teams of the RADAA and the Rearmed Services Legion (RSL).

Quarantine Restrictions: Standard Australian procedures apply. Enforcement is limited to east of the Blue Mountains.

Roads: Roads within the coastal strip are Excellent. Road quality steadily deteriorates inland — country highways vary from Good (regularly used roads) to Off-Road.

ALBURY/WODONGA

Population: 87,000.

Description: The communities of Albury and Wodonga are split by the Murray River, the Victoria/New South Wales border, and by the stringent quarantine laws which apply on the Wodonga side of the border. The two cities are known as the "Cloven City," due to their bitter rivalry.

Albury is a manufacturing centre, producing home entertainment products. Wodonga, originally settled by cousins of King

Louis XVI of France, has become a cultured settlement catering to European aristocrats fleeing their homelands.

Duelling Facilities: One arena in each town, plenty of truck stops and garages.

Other Facilities: Airfield, hospitals, prison, two TV stations, Victorian customs-base. The Royal Australian Army Ordinance Corps Museum contains many weapons and vehicles.

History: The towns' rivalry began after a disputed test-auto-duel match — Wodonga's Europunks against Albury's Pioneers.

Gang Activity: Hardly a night goes by without one town's duel club launching a raid on the other. Victorian customs-police have been unable to stop the violence.

BOURKE

RADAA ADVISORY: Avoid Bourke.

Population: 6,000.

Description: Bourke is surrounded by flat, featureless terrain. The phrase "Back o' Bourke" is synonymous with the vast outback — it is the last outpost of civilisation on the desert rim.

Duelling Facilities: Garage.

Gang Activity: Bourke is the base for the Longpins, the strongest cycle gang in north NSW. No rival gang has dared to assault Bourke in six years.

BROKEN HILL

RADAA ADVISORY: Avoid Broken Hill unless brokered travel arrangements have been made.

Population: 12,000.

Description: Once the world's richest deposit of silver, zinc and lead, Broken Hill is now a powerful crime base. When the mines panned out, the unemployed turned to crime. The city is a vital location on the Silver City Highway connecting South Australia's industry with Queensland's fuel production — cycle gang-bosses (known as the Barrier Criminal Council or BCC) became brokers, selling travel rights on the road. Completion of the Birdsville Highway, however, should end Broken Hill's monopoly on travel.

Duelling Facilities: Amateur arenas, two garages.

Gang Activity: The Broken Hill crime gang dominates the region, and has no rivals.

DUBBO

Population: 36,000.

Description: Dubbo is a major agricultural town. Normally a sleepy settlement, it has been hit by hard times.

Duelling Facilities: Dubbo Duelathon arena is getting crowded as locals take a last chance to learn road defence before the next cycle-gang assault.

Other Facilities: Hospital, BIF post. The Western Plains Zoo is the largest open-range zoo in the southern hemisphere.

Gang Activity: Dubbo is at war with the cycle gangs, primarily the Bourke outfit. Its wide streets are defenceless to marauding cyclists, who love to take pot shots at the old colonial-style buildings. The town council is impotent (some accuse it of collusion with the gangs), but an activist RADAA local president may save the town.

GOULBURN

Population: 34,000.

Description: Goulburn is a wool town. It is also a temporary base for the 9th Australian Rangers, stationed here to protect the coast from cycle-gang assaults. Unfortunately, the ranger unit is only at half-strength and has no heavy equipment.

Duelling Facilities: The Big Merino, an exhibition hall in the shape of a giant sheep, has a dueltrack built around it.

Other Facilities: Prison, psychiatric hospital, two agricultural colleges.

Gang Activity: None so far.

GRIFFITH

RADAA ADVISORY: The local gang/Mafia war threatens all travellers.

Population: 20,000.

Description: Developed as a model town, Griffith is proof that organised crime can flourish anywhere. The Mafia came here along with the other Italian immigrants that make up this community. Fruit, wine and illegal drugs are the local products; be sure to attend the Vintage Festival (Easter, odd-numbered years).

Duelling Facilities: The Inferno, a triple-track amateur arena; a well-equipped garage services electric and petrol vehicles.

Other Facilities: Wineries.

Gang Activity: Griffith is under siege from the cycle gangs. Mafia defence forces are striking back powerfully.

LITHGOW

RADAA ADVISORY: Armed vehicles are banned.

Population: 20,000.

Description: Located at the western fringe of the Blue Mountains, Lithgow stands between Sydney and the cycle gangs of the plains. Responding to the threat, Lithgow placed its municipal police force in duelcars, and banned all local autoduelling.

Duelling Facilities: Lithgow's arena has been demolished in favor of a parking lot. Garages exist, but prices are inflated and treatment is poor.

Gang Activity: Light but increasing, as cycle gangs test the ability of the police duellists.

MOREE

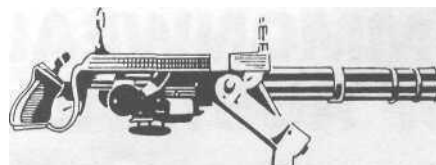
Population: 18,000.

Description: After flood damage in 2030 nearly eradicated Moree, this agricultural town was rebuilt with safety in mind — including a flood-diversion wall that serves as the centerpiece of a fortified perimeter. Moree is the safest town in northern NSW.

Duelling Facilities: Underpriced garage.

Other Facilities: Hospital, Commonwealth satellite-tracking station.

Gang Activity: Moderate; the cycle gang incursions are offset by a large Rearmed Services Legion contingent.

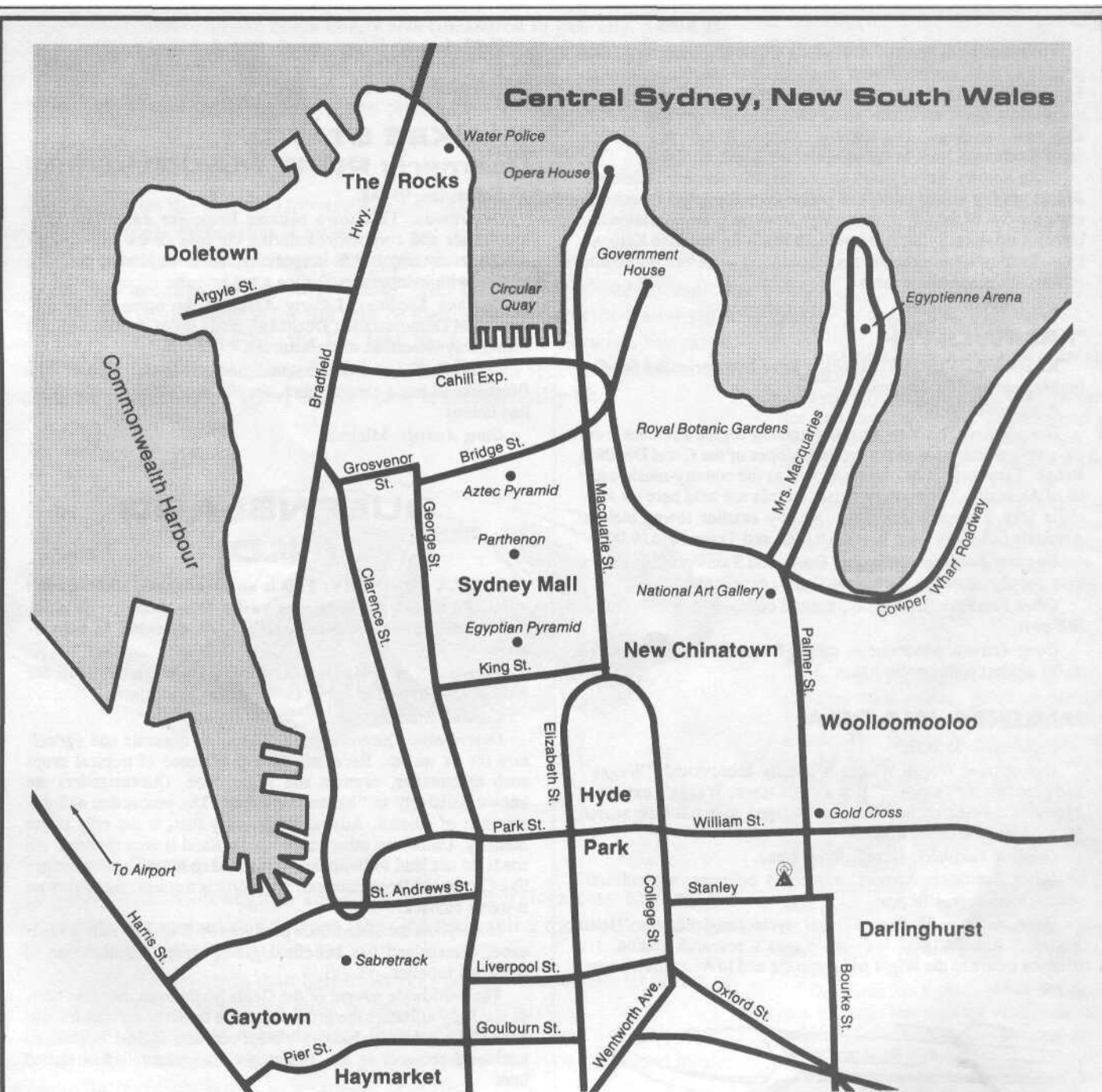


NEWCASTLE

Population: 400,000.

Description: At the northern extreme of the Sydney metroplex, Newcastle nevertheless retains its own identity. Coal, steel and heavy industry are conveniently located downriver. Trade unions and the New Australia Party enjoy strong support in Newcastle.

Duelling Facilities: Three arenas — Shipyard Stadium (built from scavenged oil tankers), Newcastle Autoram (where the architecture is based on circular structures, including ascending spiral roadways) and Munitions Alley (featuring No-Body-Armour Deathmatches every Tuesday night) — plus many duellist clubs. Newcastle claims to be Australia's autoduelling capital.



Other Facilities: Airport, major port, quarantine facilities, TV station.

Gang Activity: Street gangs are a moderate problem.

SYDNEY

Population: 6,000,000.

Description: The New South Wales capital is the world's richest city, and — behind Tokyo and London — the third most-populous city. The "Sydney sprawl" is swallowing other nearby towns.

This is a tourist Mecca for the wealthy minority who still globetrot, thanks to Sydney's relative safety, fabulous beaches and parks, and its award-winning architecture. The city took advantage of worldwide starvation to trade food for architectural treasures — the Parthenon (Greece) and two pyramids (one Egyptian, one Aztec) decorate the downtown mall. Don't miss the Festival of Sydney in January.

On the down side, this city is also known for organised crime and a high unemployment rate. The "dole bludgers" are a major strain on the municipal budget.

Duelling Facilities: Four arenas — the Egypyienne (with pyramid hazards), Parramatta Speedpark (specialising in international competition), the Macquarie Unitrak (former home of the national championships), and Sabretrack (Australia's foremost sponsor of all-rocket duelling); numerous clubs, RADAA headquarters.

Other Facilities: International airport, military airfield, Australia's largest port, bullet train to Melbourne (three hours transit), four universities, many hospitals, Gold Cross, Long Bay maximum-security prison and several other prisons, offices of the Federal Council of the Royal Flying Doctor Service, extensive Chinatown, Gaytown and Doletown communities.

History: The Central Business District was the scene of Australia's only food riot — mobs of outraged Chinatown residents clashed with a Queenslanders anti-refugee demonstration, leading to the Great Fire of Sydney.

The burned-out heart of Australia's oldest city was rebuilt as a pedestrian mall, complete with monorails and moving walkways. To complement the ancient architectural treasures relocated here, the world's finest architects were invited to design radical, startling new buildings. The leading example is the New Sydney Stock Exchange, built in the image of the Southern Cross.

Gang Activity: Street gangs are moderately active in Doletown, though heavily armed municipal police keep the gangs from bothering the rest of the city. Cycle gangs from the plains occasionally launch a drive on Sydney, but seldom reach further than Katoomba — Sydney's westernmost neighbourhood — before police and military units annihilate them.

TAMWORTH

RADAAADVISORY: Duellists have been arrested for disturbing cattle. Use caution.

Population: 40,000.

Description: The New England grazing region stretches from the state's north coast to the western slopes of the Great Dividing Range. Tamworth is its centre, as well as the country-music capital of Australia. The country-music awards are held here on Australia Day weekend (January). Nearby smaller towns include Armidale (29,000), Glen Innes (10,000) and Tenterfield (6,000).

Duelling Facilities: Armiduel Down and Tamworth Fields are very popular arenas — turnout is always excellent.

Other Facilities: University, several colleges, one TV station, BIF post.

Gang Activity: Moderate — militia forces have been effective so far against plains cycle-gangs.

WAGGA WAGGA

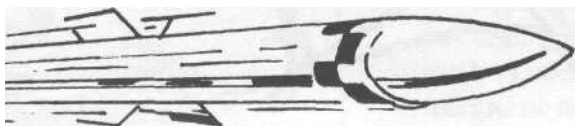
Population: 55,000.

Description: Wagga Wagga is usually abbreviated "Wagga" and pronounced "wogga." It is a cattle town. Wagga's extensive agricultural-research facilities are engaged in a full-time search for a cure to the Grain Blight.

Duelling Facilities: Unregistered arena.

Other Facilities: Airport, numerous colleges, agricultural-research institute, BIF post.

Gang Activity: Heavy. A local cycle-ganglord, the "Irish Viking," has declared war on Wagga's research station. He believes a cure to the Blight will mean the end to Australia's super-power status.



WOLLONGONG

Population: 310,000.

Description: Wollongong marks the southern end of the megacity stretching up through Sydney to Newcastle. "The Gong" thrives on heavy industry — steel production and coal coking. This is a fairly rough-and-tumble place, and autoduelling is held in high regard.

Duelling Facilities: Two arenas — the Gong Shatterdome (where the combat floor is strewn with flimsy, transparent barricades) and the Steel Wheel (a spoked-wheel arena); plus a local amateur circuit and Australia's prestige truck stop.

Other Facilities: Airport, engineering university. No social life besides autoduelling — the answer to the question, "What's on in the Gong?" is "Nothing."

Gang Activity: Heavy, mostly involving rival neighbourhood gangs. Behaviour is violent by Australian standards — among the general public as well as the gangs.

YANKEE STATION (formerly PORT MACQUARIE)

Population: 95,000.

Description: This town became home for expatriate U.S. individuals and corporations during the time of the Food Riots. Almost every major U.S. corporation has some kind of presence here — with industrial espionage a top priority.

Duelling Facilities: Liberty Arena is the home of the Ail-American Demonstration Duetteam, made up of electric vehicles from many American manufacturers.

Other Facilities: Port, hospital, imported-arms bazaar. The Brotherhood has a chapter here, despite opposition from Australian unions.

Gang Activity: Minimal.

QUEENSLAND [QLD]

RADAA ADVISORY: This is an autobanned state — road duels are illegal. Enforcement varies from none to extreme; foreign duellists have occasionally been executed as subversives.

Foreigners of Asian descent or who might be mistaken for Asians are advised to carry their papers at all times.

Capital: Brisbane.

Description: Queensland depends upon minerals and agriculture for its wealth. Because of the prevalence of tropical crops such as bananas, peanuts and sugar cane, Queenslanders are known derisively as "banana benders." The production and distribution of ethanol, Australia's primary fuel, is the only major industry. Unlike the other states, Queensland is decentralised. All roads do not lead to Brisbane; some lead to huge country centres like Cairns and Rockhampton. The north is tropical; the southwest is harsh outback.

History: As the state which produces 96% of Australia's sugar cane, Queensland has benefited greatly from the depletion of world oil supplies.

The worldwide advent of the Grain Blight brought panic here, as suddenly affluent cane growers felt the threat of agricultural disaster. This panic produced a violent reaction against Blight-contaminated refugees — the infamous "boat hunter" sport started here.

At last forced to reach some accommodation with the refugee hordes, Queensland introduced the Refugee Agriculturisation Program in 1988. Refugees who have been certified as Blight-free are eligible to "work for their food," contracting with plantation owners. The Queensland economy is now based on "ref-gang" labour, while escaped-ref bandit gangs are the bane of local law enforcement.

Queensland has become the Deep North, a bastion of conservatism not unlike America's Deep South. Southerners (non-Queenslanders) and non-whites are treated with suspicion.

Points to Ponder: The provincial government makes no effort to control much of its own territory, letting local communities do as they please. Some vigilante groups have formed American-style fortress towns. Following the Blight, the lack of control attracted foreign multinational corporations — some coastal towns are now corporate-controlled. Only the tourist-oriented Sunshine and Gold Coast regions are adequately policed by authorised law enforcement agents.

Joh Bjelke-Petersen ruled Queensland in the late 20th century,

and is fondly remembered. There is a tradition among the Queenslanders that their beloved Joh was cloned before death, and will someday return to rule Queensland again. Nothing has ever been proven, of course.

Quarantine Restrictions: Standard Australian rules apply. Enforcement is strict. Roving customs patrols have the authority to inspect anywhere, including private vehicles and residences.

Roads: Excellent on the south coast, and around Cairns and Townsville. Good elsewhere along the coast; Fair to Poor inland.

BRISBANE

Population: 2,000,000.

Description: Often characterised as an oversized country-town, Brisbane lags several decades behind cosmopolitan Sydney and Melbourne. A puritanical and influential neo-Anglican archbishopric, and a focus on law and order at the expense of personal freedom, explain the exodus from Brisbane of writers and rebels, scientists and intellectuals. Nevertheless, the city is much more liberal than the rural settlements. Brisbanites are fiercely loyal to their community.

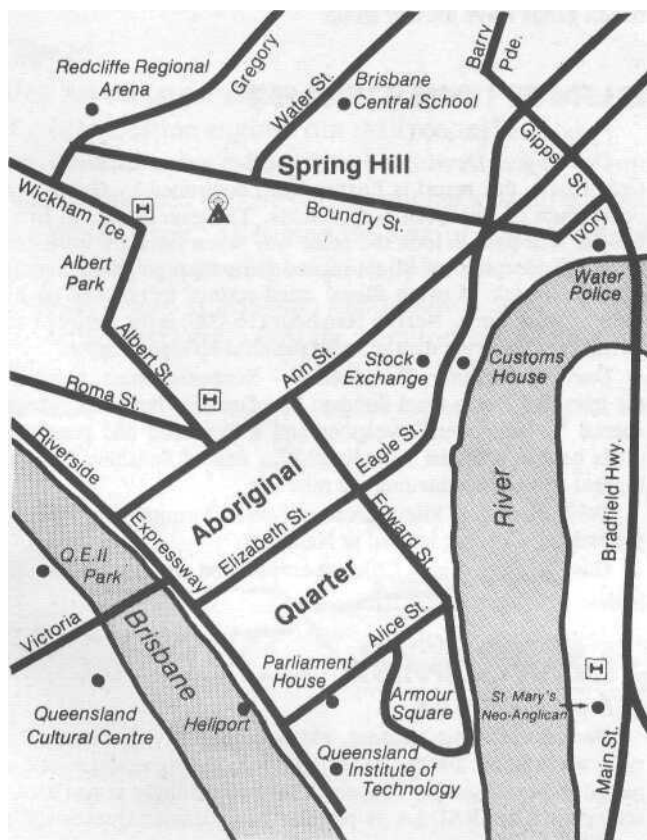
Due to the prejudice of many rural Queenslanders, most of the state's Aborigines now live in Brisbane's Aboriginal Quarter.

Duelling Facilities: Two registered arenas — Armour Square (on the waterfront) and Redcliffe Regional (with a blockhouse-heavy design); several unregistered arenas.

Other Facilities: Two ports (Port of Brisbane and Fisherman Islands), international airport, two universities, seven hospitals, Boggo Road maximum security prison (and four other prisons), three TV stations, ethanol refineries, Fig Tree Pocket koala/animal park.

Gang Activity: Street gangs (mostly Aboriginal) and suburban cycle-gangs are enthusiastically suppressed by the authorities.

Central Brisbane



Queensland

CAIRNS

RADAA ADVISORY: Autoduelling is suppressed in Easttown. Extreme caution advised when travelling in Westtown.

Population: 100,000.

Description: Cairns is a ravaged, bitter community. Formerly a glossy tourist resort where Americans first arrived in Australia from their transoceanic flights, the town is now divided into east and west. Easttown is a major base of the Australian navy. Patrols of naval police and a guarded perimeter keep this district at peace. Westtown is little more than a hovel filled with outlaw gangs and scum. Anything can be bought for a price here. Westtown's annual Fun in the Sun festival (October) is frequently the scene of gang conflict.

Duelling Facilities: Suntown Strip, a Westtown dueltrack. Threatened with RADAA sanction, the arena has been made "clean" by the gangs.

Other Facilities: Port and naval base, military hospital, military (formerly international) airport with zeppelin squadron.

History: The so-called sport of boat hunting had its start here. This came to an end in 2018, when the Australian navy "invaded." A bloody pacification period ensued, destroying much of east Cairns before a truce of sorts was established.

Gang Activity: Extreme (Westtown), non-existent (Easttown).

CAMP THURSDAY

Population: 20,000.

Description: This is the administrative base of the Torres Island Exclusion Zone, a militarised region between Australia and refugee-filled New Guinea. Patrol boats, submarines and a zeppelin squadron (based in Cairns) guard against incursions by Blight-carrying Asians. Captured refugees are sequestered on Prince of Wales Island until they receive their Blight-free certification, at which point they are drafted into Queensland's local system of slavery.

The natives, Torres Strait Islanders, are more closely related to the New Guineans than to the Australian Aborigines. Unhappy with the Queensland government, the islanders are campaigning for independence.

Other Facilities: Hospital, college, small airfield (Horn Island), naval base (Moa Island), quarantine camp (Prince of Wales Island); ref-gangs are shipped south by heavily guarded road train from coastal Bamaga.

Gang Activity: Heavily armed refugee flotillas, sometimes associated with Triad; Boat Hunters occasionally from Townsville.

CHARTERS TOWERS

RADAA ADVISORY: Well-armed vehicles and vehicles in convoy are unlikely to be bothered.

Population: 13,000.

Description: This former gold town has been in decline since 1916. Bandit gangs composed of escaped slaves hide in the neighbouring countryside, preying on travellers. Townies protect the gangs from the law.

Duelling Facilities: Truck stop; road-train base; garage, prices are inflated.

Gang Activity: Heavy.

GOLD COAST

Population: 200,000.

Description: Gold Coast, a loose conglomeration of resort towns, stretches along the coast for 40 km. It is a Mecca for swinging singles. Crime, vice and superb beaches abound — if you can't get it here, Australia doesn't have it. Gold Coast is the home of

such dubious sports as dwarf-throwing and the Beautiful Belly Contest, and is the only Aussie city regularly hosting combat football.

Duelling Facilities: Coolangatta Gold Stadium (the same facility hosts both football and autoduelling) and Warriors Arena (the big draw is the cheerleading demonstration between duels); expensive garages and truck stops.

Other Facilities: Airport, patrolled expressway to Brisbane, TV station, hotels.

Gang Activity: Despite extensive defences and well-trained security forces, the city's elongated shape makes it vulnerable to raiding.

MACKAY

Population: 80,000.

Description: As the capital of the Queensland sugar industry, Mackay has grown fabulously wealthy through the sale of cane alcohol to fuel refineries. Local plantation owners are repressive, dedicated to keeping their ref-gang labour force in line.

Duelling Facilities: Sugarstick Arena, where randomly firing flamethrowers are prominently mounted threats.

Other Facilities: Airport, prison, the world's largest bulk-sugar terminal, cane processing plant, BIF post.

Gang Activity: Moderate. City fathers hired a local cycle gang, the Sugar Bobbies, to fight off the bandit gangs.

MARIENBERG

[formerly MARYBOROUGH]

Population: 38,000.

Description: This agricultural and industrial centre is dominated by German industry, notably by the Australian divisions of Krupps, Folkers and VolksPanzer. Government is in the hands of a unified corporate council, which controls a well-armed security force. Dissent is not tolerated here, but individual skill and enterprise are. While ref-gang labour is used here, working conditions are liberal for Queensland.

Duelling Facilities: Mary River Racearena, home of the VolksPanzer demonstration team; Mal Chaney autodel museum, dedicated to the father of Australian autodel — this is his hometown.

Other Facilities: Port, hospital, sugar mill, ethanol plant, BIF post, VolksPanzer assembly plant. Nearby Fraser Island has been preserved for off-road duelling.

Gang Activity: Cycle gangs leave this town alone, out of respect for Chaney — the man who brought real mayhem to Australia. Bandit gangs avoid the German paramilitary security teams.

MITSUHAMMA

[formerly BUNDABERG]

Population: 70,000.

Description: Japan's number-one automobile exporter moved in here fifteen years ago, taking advantage of Queensland's non-existent business laws and cheap ref-gang labour. The mammoth plant manufactures petrol-powered commuter vehicles and farm equipment. An older, traditional local product is rum — the Rum City Harvest Festival (October) features a Mardi Gras and lots of drunken brawling.

Duelling Facilities: Mitsuhamma Stadium is the home of the Mitsui demonstration team. The Tokyo Roads duelling club has a seedy local reputation, due to its habit of ambushing visiting champions.

Other Facilities: Airport, TV station, two hospitals, ethanol refineries, Mitsui assembly plant.

Gang Activity: Medium. A local cycle gang, the Scared Hand, enjoys "jap-bashing," but efficient Mitsui security forces discourage the practice.

MOUNT ISA

Population: 45,000.

Description: In the leading town of Queensland's northwest, life is focused around one activity: mining. Not blood, but copper, lead, silver and zinc flow in the townspeople's veins. Isolated by the desert, Mount Isa has the atmosphere of a rough-and-ready frontier town. For the ref-gangs who work here, hell would be an improvement.

Duelling Facilities: Unregistered arena, where refugee labourers are forced to duel; truck stop, road-train base. Fuel is expensive, and is sometimes scarce.

Other Facilities: Flying Doctor base, miners hospital, road-train base. Mount Isa will be the end of the Birdsville Highway, if the road is ever completed.

Gang Activity: Heavy; escaped-ref miners have formed several bandit gangs, all of whom hate the mine owners.

ROCKHAMPTON

Population: 100,000.

Description: Bull statues guard the roads out of town — this is Australia's beef capital. Since the 1860s there have been calls for a separate state in central Queensland, with "Rocky" as the capital. Rockhampton separatists are currently in power, and refuse to cooperate with the government in Brisbane.

Duelling Facilities: As a protest against state authority, civic leaders won't register the excellent Rocky Road Arena with the state chapter of the RADAA.

Other Facilities: Airport, hospital, prison. Faith healers have set up shop in the spectacular caves of the nearby Berserker Range.

Gang Activity: Light; since ref-gangs are seldom used here, bandit gangs leave the city alone.

SUNSHINE COAST

Population: 125,000.

Description: Developed as a recent high-tech alternative to the Gold Coast, this resort is financed and controlled by Gondak, a consortium of European corporations. The government in Brisbane is well-paid to look the other way when laws are infringed (with the exception of Blight-related customs regulations); some accuse Gondak of using illegal mind-control techniques on its refugee work force. Nearby Nambour (16,000) is the centre of an inland cane-growing district, with plentiful ref-gang labour.

Duelling Facilities: Two arenas — Sunburst Arena, home of the televised Death Duel Sunday; and Duelling Infinities, where special "technicolour" weapons and a live band add punch to duels held in artificial moonlight; plus one of Sunshine Coast's biggest attractions, duelling via micros.

Other Facilities: Micro-arcades, hotels, hospital. Big Pineapple and Big Cow are located in Nambour.

Gang Activity: None. Efficient corporation security has seen to that.

TOOWOOMBA

Population: 125,000.

Description: This pleasant, old-fashioned city dominates the rich, agricultural Darling Downs region, a perpetual target for bandit and cycle gangs. The locals have accordingly armed themselves, and the RADAA is popular here despite Queensland's autolan.

Nearby villages include Charleville (8,000), Goondiwindi (9,000), Kingaroy (12,000) and Warwick (20,000). Roma

(11,000) produces just enough oil and petrol for its own consumption. Warwick stages a rodeo each October — the infamous "steer wars." Kingaroy is Australia's peanut capital. Ref-gangs are prominent in this region.

Duelling Facilities: Toowoomba Tomb arena (the intelligent, challenging Toowoomban events are much-copied around the country); excellent garage. Unregistered novelty arena — the Eldertrack — for senior citizens.

Other Facilities: Queensland's most modern hospital, prison, a stuffed-animal and a stage coach museum, Flying Doctor base (Charleville), BIF posts (Charleville, Warwick), oil refinery (Roma); Joh Bjelke-Petersen Museum, Big Pumpkin Scone, giant peanut silos (Kingaroy).

Gang Activity: Moderate. The NSW-based Borderers are the worst cycle gang; a well-armed bandit gang is based out of Turkey Mountain, between Roma and Toowoomba.

TOWNSVILLE

Population: 210,000.

Description: Protected by encircling mountains and the fortifications in its artificial harbour, Townsville is a "fortress resort." The town considers itself independent from state control, and is lobbying for the creation of Carpentaria, a separate state in north Queensland. Magnetic Island, a reef resort, is a mere 13 km. distant.

Duelling Facilities: Carpentaria Arena hosts "special event" competitions on weeknights, where plantation owners pit their finest ref-gang workers against one another in team combat. The Downtownies duel club sponsors inter-club brawls.

Other Facilities: Port, international airport, hospitals, medium-security prison, two TV stations, casino; the only Queensland university outside of Brisbane.

History: It was to this tropical city that boat hunters flocked in the thousands, when refugees carrying Blight in the 1010s threatened to doom Australian agriculture. After Cairns was "pacified," Townsville became the capital of the Boat Hunter movement.

Gang Activity: Boat hunters active; little trouble from bandit gangs.

SOUTH AUSTRALIA [SA]

RADAA ADVISORY: Desert gangs are active on the Eyre Highway — vehicles travelling beyond the Flinders do so at their own risk. Travelling with a corporate convoy is recommended.

Duelling outside of town limits is illegal, though enforcement varies. Be careful to maintain friendly relations with local corporate security forces.

Capital: Adelaide.

Description: South Australia is a state of extremes. The coastal regions are densely populated and contain the majority of Australia's new industrial might. The land is scenic. North of the Flinders Ranges, however, are the worst deserts in the country. Ghost towns abound in this domain of vicious desert gangs, dominated by the vital Eyre Highway.

History: Anti-American sentiment is strongest here — 80,000 residents of Adelaide, stirred by the threat of nuclear war and the New Australia Party, participated in the attack on the U.S. base at Nurrungar in 2012. The NAP maintains its headquarters in Adelaide.

In 2007, a large portion of South Australia (mostly desert) was transferred to the New Aboriginal Territory.

Following the recent revolution, British refugees have been attracted to SA. Among the refugees are elements of the British fleet (now based out of Port Britannia), and a few notable corporations.

Lloyds of London, an insurance firm, is constructing an office complex in Mount Gambier, though there are no plans to change the company's name.

Points to Ponder: With Australia's new prosperity — and a push for modernisation by the provincial government — SA has become the industrial capital of the country. Australian-founded multinational corporations are headquartered here — and, some say, dominate the state with then-private security forces and political clout. The "Big Three" are: Whyalla Steelworks, Gemein Industries, and the South Australia Amalgamate (SAAM).

Quarantine Restrictions: Standard Australian procedures apply, with state customs offices at major ports and border crossings. Enforcement is comparatively lax.

Roads: The Eyre Highway is maintained in Excellent condition, as is the completed portion of the Birdsville Highway. Roads south of the Flinders Range are Good; other roads are Poor or Off-Road.

ADELAIDE

RADAA ADVISORY: Autoduelling is banned on Sunday.

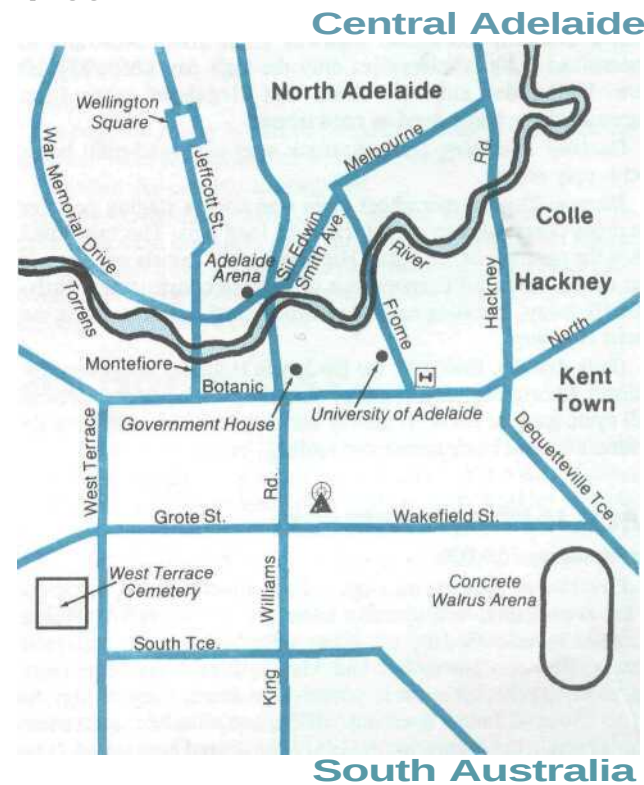
Population: 1,200,000.

Description: Small by the standards of Sydney and Melbourne, the beautiful City of Churches is an intellectual and cultural centre, as well as the focus of the reviving Aussie automotive industry. City politics are lively, featuring clashes between labour and liberal parties; state government is much more staid. Duellists should make note of the Australian Grand Prix, when downtown Adelaide becomes a dueltrack (October-November); the Festival of Arts (even-numbered years, February-March) is also colourful.

Duelling Facilities: Two arenas: the Concrete Walrus, an avant-garde maze-arena where moving barriers and projected "phantom" walls frustrate traditional duellists; and the Adelaide, a safety-oriented dueltrack.

Other Facilities: Airport, port, three universities, eight major hospitals, seven TV stations, oil refinery, headquarters of Southern Cross Motors, New Australia Party headquarters.

Gang Activity: Light. The Philistines gang specialises in disrupting genteel cultural events.



COOBERPEDY

RADAA ADVISORY: Off-road enthusiasts beware — unmarked dugouts and mines.

Population: 3,000.

Description: Coober Pedy is Aboriginal for "white fellow's hole in the ground." The population lives underground, sheltering from freezing nights and daytime temperatures of up to 55 degrees C (151 degrees F). Even water has to be freighted here. Sited on the largest opal field anywhere, Coober Pedy is said to house a higher proportion of eccentrics than any other place on Earth — their dwellings and their mines are one and the same. The settlement straddles the state/territory border.

Duelling Facilities: Road-train base, small garage.

Other Facilities: Fortified Desert Patrol station, state customs office (South Australia side), tax station (New Aboriginal Territory side).

Gang Activity: Moderate.

KINGSCOTE

Population: 27,000.

Description: Kingscote is the major settlement on Kangaroo Island, the third-largest Australian island (after Tasmania and Melville Island). Various mercenary agencies use the island for training; SA corporations recruit security troops from here.

Duelling Facilities: The track at American River is the largest off-road arena in the country.

Other Facilities: Airport, mercenary "academy," ferry terminus and hospital.

History: Whalers and escaped convicts gave Kangaroo Island a rough and bloody history, which the locals try to live up to.

Gang Activity: Light; locals sometimes stage a rumble.

MARREE

RADAA ADVISORY: Hazardous — travel under escort.

Population: 12,000.

Description: This hot, dusty construction town marks the completed end of the Birdsville Highway — an ambitious project to push a modern, multi-lane highway from South Australia to Queensland. Life is miserable; only the high pay keeps anyone here. Unfounded rumours claim that illegal ref-gangs from Queensland are being used as road labour.

Duelling Facilities: Garage, truck stop and road-train base; fuel supply erratic.

History: This former ghost town was once a staging post for the cross-desert afghan camel-trains of long ago. The town died when the opening of the Stuart Highway made camels obsolete. It was reborn when SA corporations decided to construct the Birdsville Highway, avoiding exorbitant Aboriginal traffic taxes on the Stuart Highway.

Gang Activity: Endemic; the Birdsville Highway is opposed by militant Aborigines, desert gangs, and the well-equipped Broken Hill cycle gang in NSW. Highway security teams must constantly defend men and equipment from raiding.

MOUNT GAMBIER

Population: 25,000.

Description: Built on the slopes of an extinct volcano, this town is the commercial and sporting centre of southeast SA. Mount Gambier is beautified by the lakes which occupy the collapsed craters. Between November and March, Blue Lake turns from dull to vivid blue, an event to which some attach a mystic significance. Mount Gambier Sporting (MGS), a satellite broadcast company specialising in duelsports, is headquartered here.

Duelling Facilities: Mount Gambier Dueltrack (including pods,

bridges and artificial geysers), Down-Under Trike & Bike Arena (with tunnels made of transparent armourplast under the arena), Blue Lake Arena (ski-boat duelling); five truck stops.

Other Facilities: Hospital, airport, college, prison, satellite broadcast company, insurance companies.

Gang Activity: Cycle gangs are occasionally drawn to the district by the rich pickings.

MURRAY BRIDGE

Population: 219,000.

Description: A booming town, thanks to increasing trade on the Murray River, Murray Bridge is an interchange between road and river transport. It is also the administrative headquarters for the powerful South Australia Amalgamate (SAAM), an ambitious and ruthless multinational corporation. Nearby Monarto is the "invisible city" — planned as a second major city for South Australia, corruption and mismanagement doomed the project.

Duelling Facilities: Invisible City Urban Arena (using the streets built for Monarto); the best truck stop is the Overlander.

Other Facilities: SAAM offices, river port, river police base, hospital, the state's newest prison.

Gang Activity: Light; the SAAM security police are worse than any gang.

NURIOOTPA

Population: 34,000.

Description: This town is the centre of the Barossa Valley, the region that produces Australia's finest wines. The valley has always had a large German-descended community, swollen in recent years by refugees from Blighted Germany. Don't miss the Vintage Festival (March-April, odd-numbered years). Other nearby towns include Angaston (27,000) and Tanunda (13,000).

Duelling Facilities: The rundown Nuriootpark may soon be dropped from the RADAA circuit.

Other Facilities: Free wine-tasting at the wineries; hospital (Tanunda).

Gang Activity: Moderate but increasing. Winery owners buy the services of the Tear-Away cycle gang with surplus wine, to keep violent gangs out of the district. Unfortunately, other gangs are moving in, jealous of the Tear-Away's soft life.

PORT AUGUSTA

RADAA ADVISORY: The Augusta Motor Company security police do not tolerate interference with trucking. Be courteous to all truckers.

Population: 62,000.

Description: Often described as Truck City, Port Augusta is the crossroads of the state, with road trains carrying goods from this port to the Northern Territory, WA and the east. The heavy vehicle and spare parts industries are flourishing — if it's designed for a vehicle, you can get it in Port Augusta.

Duelling Facilities: A seemingly infinite number of truck stops. The Augusta Giant Arena hosts truck-duelling weekly; the DeathDome pits duelteams against one another on a triangular field under a giant steel hemisphere.

Other Facilities: Port, airport, major Commonwealth trucking inspection post, headquarters of the Augusta Motor Company and the Bus Trust.

Gang Activity: Light.

PORT BRITANNIA [formerly PORT LINCOLN]

Population: 72,000.

Description: Every town has its claim to fame, however minor;

until two years ago, Port Lincoln's only boast was the largest tuna-fishing fleet in the southern hemisphere. That changed when the loyalist British fleet made its home here, compelling grateful town fathers to change the name of their community. Book well ahead if you plan to dive near Dangerous Reef, the breeding ground of the great white shark. Water bloodsports and weapons are prohibited near the reef, since the great white is a protected species.

Duelling Facilities: Peter Benchley Aquaduel Arena, Britannia Duel-ring (a circular track), adequate truck stop.

Other Facilities: Port, hospital, college, fleet offices.

Gang Activity: Light; British fleet patrols discourage cycle gangs.

PORT PIRIE

Population: 49,000.

Description: Ore from Western Australia is transported to Port Pirie for use by Germein Industries. Chemical refineries discolour the sky, and slag from the smelters forms a growing blue-brown ridge. Almost everything of esthetic value in Port Pirie has been pulled down or consigned to the museum.

Duelling Facilities: Big Australian dueltrack, where the off-track zone is strewn with mines to discourage shortcuts.

Other Facilities: Home of Germein Industries, port, hospital, National Trust Museum.

Gang Activity: Light; Germein security police shoot first, ask questions later.

WHYALLA

Population: 42,000.

Description: South Australia's largest port is also the nation's ship-building centre and the home of Whyalla Steelworks. The city's wealth is fed by the massive open-cut iron mines at Iron Knob and Iron Baron.

Duelling Facilities: Two arenas: Whyalla Speed Stretch (where a minimum speed of 60 mph is enforced) and Iron Arena (a spectacular off-road track using industrial slag heaps for contouring).

Other Facilities: Port, hospital, shipyards, steel works.

Gang Activity: Light; Whyalla's shipworkers are tougher than gangs.

WOOMERA

RADAA ADVISORY: Travel well-armed or in convoy along this portion of the Stuart Highway.

Population: 2,000.

Description: This officially "abandoned" town, forgotten by most Aussies, contains warehouses and bunkers filled with aging, once state-of-the-art missile and communications equipment. It is also the covert home of Tech Death, a surprisingly successful desert gang. Are they brokering high-tech artifacts for cash, or could they have learned the secrets of Woomera?

History: This deserted town was once a site for missile and space research. Located a few miles away was Nurrungar, a vital U.S. Air Force ground station for spy satellites. The station was assaulted by peace militants in 2012; Woomera and Nurrungar were promptly closed down by order of the South Australian government.

Gang Activity: Endemic.

VICTORIA [VIC]

RADAA ADVISORY: Victoria's Anti-Crime Forces take a dim view of duelling, even though it is legal outside town limits. Duellists should exercise caution.

Capital: Melbourne.

Description: This smallest of the mainland states has the most

diverse scenery in the country, and is well worth visiting. The land is rich by Australian standards — 75% under cultivation. Victoria is known as the Garden State.

History: Victoria is the most English of the mainland Australian states. Victorian towns dote on their own past and the bygone days of large-scale tourism.

A long-standing rivalry exists between Victorians and New South Welshmen. In the middle of an economic decline, Victorian politicians have been able to levy new indirect-taxes with popular support — but only because the money has been used to keep Victorian railways and roads superior to those in New South Wales.

In 2030, after nearly a decade of Labour Party rule, a conservative "law-and-order" alliance won the Victorian state elections. The new Premier, Jim Harrington, is popular though autocratic.

Points to Ponder: Most of the former police forces have been transferred north to help operate the Cobalt Curtain. To keep the peace, Premier Harrington militarised the Victorian Customs Bureau, making it a surrogate police. Victoria now has a low crime rate — and a high corruption rate.

The best — and most honest — of the Customs Police make up the elite Anti-Crime Forces (ACFs) located in major communities. The bumbling and the corrupt have been left on border duty — these trigger-happy, regulation-citing bureaucrats make crossing the Victorian border a memorable event.

Some say that, with the aid of his loyal ACFs, Premier Harrington is virtually a dictator. Victorians rally to his defence, claiming their right to any form of government they choose.

Quarantine Restrictions: The Victorians are deadly serious about the Blight — anyone breaking state quarantine laws risks a "bullet and burn" job. Ships and aircraft may not land in Victoria without a Blight-free certificate issued by a port of entry elsewhere in Australia; all interstate roads have border customs posts, and all vehicles entering the state are subject to search. Unauthorised transfer of fruit, vegetables and soil from other states is illegal.

Roads: Victoria has the best road net in the country. Main routes are Excellent; most other roads are Good. Some minor interstate roads are closed off, and have fallen into disrepair.

BALLARAT

Population: 85,000.

Description: Ballarat is the largest inland city in Victoria. Premier Harrington would like King William to resettle near here, in the imitation-medieval Krial Castle; his plans are opposed by the reclusive and possibly deranged plutocrat who "reigns" at the castle. There may be a clash between Ballarat's ACF, led by an ambitious officer, and the unknown forces of the castle's owner. Even if Harrington wins, King William is unlikely to resettle — he distrusts the political climate in Victoria.

Duelling Facilities: Impact Duelaround, where track-mounted strobe lights distract the duellists; several poor truck stops.

Other Facilities: Airfield, functioning railway to Melbourne, two major hospitals, university; the Gold Museum, with valuable nuggets on display.

History: Ballarat was created by the 19th-century gold rush. In 1854, gold miners, enraged by charges imposed upon them by the government, staged an armed revolt at the Eureka Stockade. This act, quickly quashed by national troops, is the closest Australia has yet come to civil war.

Gang Activity: Moderate. Intergang warfare between the Troopers and the Underground gangs has broken out, and the local ACF has not yet intervened.

BENDIGO

Population: 70,000.

Description: Bendigo reeks of "old money" — large estates, Victorian architecture at its best, and private security forces. To

prevent surprise attacks, a watch is maintained at One Tree Hill Lookout, to the southeast of Bendigo. This hill affords a view of up to 50 km.

Duelling Facilities: Victorian Grand Arena (the VIP stands in the center of the arena are unique); overpriced truck stops.

Other Facilities: Railway connecting to Melbourne, airfield, hospital, college, a large number of memorials and museums.

History: Bendigo was once one of the richest gold-mining towns in the world.

Gang Activity: The private forces keep trouble to a minimum, but outsiders still dream of "striking it rich" with one good raid on Bendigo. A small local gang is based in the Whipstick Forest, north of town.

COWES

Population: 12,000.

Description: The only settlement on Phillip Island, Cowes is partly a tourist resort but mostly a duellist's town. The remainder of the island is a wildlife preserve.

Duelling Facilities: Phillip Island Raceways, the premier arena in Victoria.

Other Facilities: Private airfield, ferry service, hospital; connected to the mainland by the New Haven-San Remo bridge.

History: Racing has a long and distinguished history on this island, which was the site of the first Australian Grand Prix in 1928.

Gang Activity: Very occasional.

ECHUCA

Population: 42,000.

Description: The largest inland port in Australia, Echuca is connected by a navigable waterway to Murray Bridge (near Adelaide). With Broken Hill in the hands of criminals, Echuca has found increased importance as the end-station of a vital water-highway.

Duelling Facilities: Dueldrome, a former military airfield converted for duelling events.

Other Facilities: River port, river police base, college.

Gang Activity: Moderate and increasing. Raiding NSW-based cycle gangs have prompted recent cross-border strikes by ACF forces.

GEELONG

Population: 175,000.

Description: Melbourne's industrial satellite city suffers from high unemployment, and portions of the city are effectively ruled by street gangs. Countering this, Premier Harrington introduced the Victorian Youth Corps (VYC), recruiting underprivileged teenagers in a learning program combining job skills and unarmed combat training. The "Vics" now keep a wide swath of the city free from street gangs; opponents accuse Harrington of creating his own private guerrilla army.

Upper-class Geelong is virtually a private fortress. The Geelong Academy, Australia's most prestigious and exclusive school, is based here; the curriculum fosters pro-Victoria chauvinism and a "born to rule" mentality.

Duelling Facilities: Harrington Stadium (a VYC-built fortress-cum-arena) and Geelong Regional arena (a converted oil refinery, with sludge pond obstacles); many truck stops. Republic Motors of Texas has a vehicle assembly plant in Geelong. Vehicles can sometimes be obtained from their showrooms at reduced prices, often legally.

Other Facilities: Port, airport, railway connecting to Melbourne and Mount Gambier, industrial colleges, Geelong Academy, three hospitals.

History: This former oil refinery town nose-dived overnight when Australian oil production ran out.

Gang Activity: High street-gang activity, counteracted by VYC combat teams.

LAKES ENTRANCE

Population: 36,000.

Description: Tiring of gang assaults and the lacklustre response by civic officials, Premier Harrington placed this fishing and holiday resort under martial law. Presumably this is a temporary situation.

Duelling Facilities: The truck stop is good, but expensive. The Dune Duel at nearby 90 Mile Beach (July) may be resumed when martial law is lifted.

Other Facilities: Fishing port, hospital, Antique Car Museum, Aboriginal Art Museum.

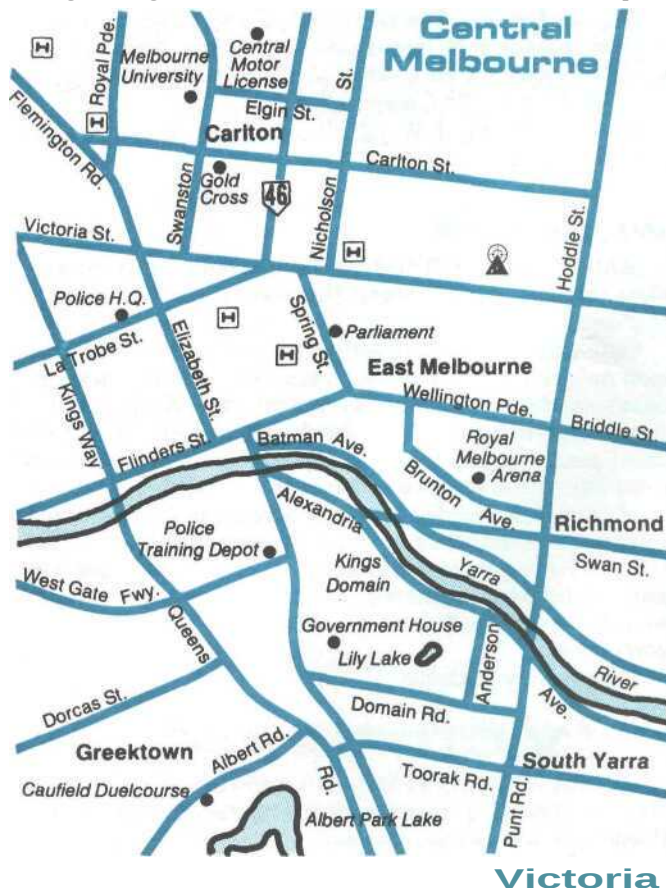
Gang Activity: While ACF paramilitary forces have been effective against cycle and street gangs, the hundreds of waterways and islands of the lakes district are still home to the Blakeney gang's speed boats.

MELBOURNE

RADAA ADVISORY: Each route into Melbourne has a checking station, where vehicular ammunition must be turned in. The ammunition can be reclaimed upon departure, from the confiscating station. Charges of corruption among station officials are widespread.

Population: 4,000,000.

Description: Australia's second-largest city and an archrival of Sydney, Melbourne can be very parochial. Many of the roads are very wide and straight, ideal for impromptu drag-racing. There is also a well-maintained public trolley-car transport system. Although fading elsewhere, Aussie-rules football remains the sport



here. The Moomba Festival (ten days in March) includes street parades, concerts, sporting events and general silliness; the Melbourne Cup (November) is Australia's premiere horse race.

Duelling Facilities: Three major arenas — Royal Melbourne (the unusual design allows three events to run simultaneously), Caulfield Duelcourse (a traditional arena, except that loyalty for the Greek Team sometimes causes spectators to hurl food onto the field), and Lygon Street Limbo Arena (no longer under RADAA sanction); truck stops on the outskirts only.

Other Facilities: Two airports, port, bullet train to Sydney (three hour transit), vehicular ferry to Devonport (in Tasmania), five TV stations, numerous hospitals, Gold Cross, four universities, Pentridge maximum security prison, Greektown district (Melbourne has the largest Greek population of any city in the world).

Gang Activity: Light; mostly brawls between rival football clubs.

MILDURA

Population: 25,000.

Description: Centre of a major fruit-growing district, this town is located on the cycle gang-plagued northern border of the state. South of town is the Mallee scrub, deserted except for wildlife and cycle gangs.

Duelling Facilities: Big Lemon Arena, built in the shape and colour of a giant lemon; the large truck stop doesn't get much business.

Other Facilities: River port, hospital, boomerang factory, fruit exhibition hall.

History: Mildura was once a major transport centre on the Silver City Highway, until the Broken Hill brigands clamped down on open road use.

Gang Activity: Light to moderate. Hordes of transient fruit-pickers create a seasonal gang problem, while the Broken Hill gang (in NSW) and Mallee scrub-gangs provide a perennial threat. An overworked customs-police unit attempts to keep the peace.

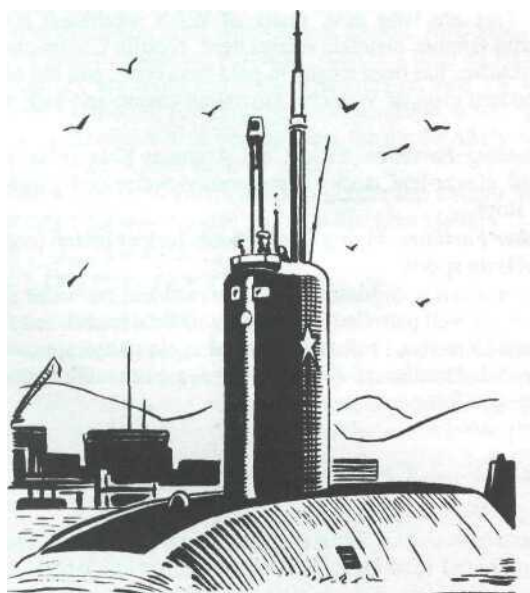
PORT CAMPBELL

RADAA ADVISORY: Drivers are warned to avoid confrontation with the Apostles gang, who use ram-plated cars to force travellers off the cliffs.

Population: 15,000.

Description: Port Campbell is a minor tourist centre on a twisting, older highway overlooking spectacular coastal scenery.

Duelling Facilities: Well-equipped garages.



Other Facilities: Small fishing port. Local scenery: London Bridge, a promontory arching over the waters like a bridge; the Twelve Apostles, massive stone pillars rearing up out of the sea.

Gang Activity: Moderate.

WANG

[aka WANOARATTA]

Population: 25,000.

Description: Wang is the regional capital of northeastern Victoria. It is situated at the turnoff for the Victorian Alps, winter playground for Melbournians.

Duelling Facilities: Wangarena (artificial-snow machines can create snow or ice hazards at any time of the year); the two truck stops are sub-standard. Ice duelling is available at the Mt. Hotham and Falls Creek resorts.

Other Facilities: Airfield, hospital, TV station, Drage Air-world aviation museum.

Gang Activity: Moderate; the Kelly Gang preys here.

WESTERN AUSTRALIA [WA]

RADAA ADVISORY: Cycle gangs rule the lonely stretches between settlements. Duelling is legal.

Capital: Perth.

Description: This state is a distant, empty corner of the world. The far north has a tropical climate, complete with rain forests; the remainder of the state is mostly desert. The mineral resources are vital to Australian industry.

Western Australia tries hard to be the "State of Excitement" that the tourism bureau claims it is. Southern casinos and "everything goes" entertainment centres are a big draw. Perth is lobbying to host a future Olympics.

History: This huge state, over three times the size of Texas, was colonised almost as an afterthought — to prevent other European powers from claiming it. Even the 1880s gold rush didn't attract many permanent residents. The region was ignored by the rest of the country.

The minerals boom of the late 20th century changed all that. One-time farmers and shepherds became overnight millionaires, and their heirs dominate WA today.

Points to Ponder: The recent Timor Island problem has led to bitterness between Australia and Indonesia, a relationship strained since the Ausso-Indo War of the 1990s. "Terror teams," supported by Indonesian radical sects, have begun entering the state by small boat to commit acts of violence, and WA's thin-spread police force has been unable to respond.

Quarantine Restrictions: Australian naval patrols off the northern coast have been dramatically increased. Standard Australian procedures are enforced when possible; state customs officers are stationed at all ports and major border crossings.

Roads: The coastal highway is Good, as are the roads in the southwest; other roads are Poor.

ALBANY

Population: 32,000.

Description: Almost English in atmosphere, Albany is the oldest settlement in WA. This commercial centre of the southwest has pooled its resources with the nearby towns of Bunbury (45,000), Collie (17,000) and Wagin (5,000) to create a regional militia - the Australian equivalent of a MONDO — which has cleared cycle gangs from the region. The militia commander is a military eccentric, but the locals adore him.

Duelling Facilities: Civil Retrenchment Arena (popular fundraisers pit teams from local communities against visiting duel-teams during a multi-day festival).

Other Facilities: Port, college, prison, national park, hotels, BIF post.

Gang Activity: None.

BROOME

Population: 45,000.

Description: This town is capital of the Kimberly, a region of plateaus and mountain ranges in north WA. Cattle is the main resource — there is little in the way of agriculture. Recently constructed emergency refugee-resettlement camps, built to alleviate the problems in Wyndham, have gained recruits for the local Boat Hunter movement; refugees have turned to Triad for protection. Other nearby towns include Derby (6,000) and Beagle Bay (60,000).

Duelling Facilities: Kimberley Regional arena, where favorite duels feature off-road vehicles in non-off-road competition.

Other Facilities: Port, prison, Flying Doctor base (Derby), refugee-resettlement camps (Broome, Beagle Bay). The anti-Aborigine, anti-refugee *Kimberly Plea* is probably Australia's most racist newspaper.

History: Formerly a pearling centre, Broome became a historic showplace in the late 20th century when Lord McAlpine, at the time Europe's tenth-richest man, spent a small fortune to preserve and beautify it.

Gang Activity: Moderate. Mountain gangs have always been a problem; conflict between the Broome Preservation Society (a cover organisation for the Boat Hunters) and Triad is growing.

CARNARVON

RADAA ADVISORY: Local police are extremely jumpy. Proceed with care.

Population: 10,000.

Description: Carnarvon is not the place for frenzied activity. While flowers bloom, bananas thrive, and sheep and cattle grow fat, the people wilt in the tropical sunshine. For these very reasons, Carnarvon has almost no defence against the attentions of a newly-landed Indonesian terror squad.

Duelling Facilities: Ben's Garage is recommended.

Other Facilities: Flying Doctor base, port. A nearby Radio Australia station, broadcasting to Southeast Asia, has been bombed and must be rebuilt.

Gang Activity: Heavy, considering the Indonesians as a gang.

EUCLA

Population: 715,000.

Description: This haven for eccentrics, rogues and renegades purports to be a separate nation, ruled by the hereditary King of Eucla. The state government tolerates such disobedience, as long as Eucla pays its considerable taxes — this "wide open" casino town is Australia's vice capital.

Duelling Facilities: Two arenas — Eucla Slicks (with a glow-in-the-dark drag-strip) and Eucla Downs (a super-arena built for multi-team duelling); reasonably priced truck stop, garages.

Other Facilities: Waterfront hotels on an artificial glow-in-the-dark beach, casinos and sexporiums; Eucla Castle, where ambassadorships and aristocratic titles are for sale.

History: Eucla supposedly seceded from Australia in 1997 to avoid government-imposed agricultural quotas, but the original King shrewdly developed the place as a tourist attraction.

Gang Activity: Mild. While rival mobs fight over the vice monopoly, they know better than to interfere with the tourists. A local cycle gang, the Euclidians, is on the King's payroll as the 1st Regiment of the Eucla Dragoons.

ESPERANCE

RADAA ADVISORY: Gang activity heavy. Intrepid duellists may find themselves on international television.

Population: 44,000.

Description: Esperance has become Australia's television capital, thanks to aggressive programming that includes "danger-sports" (the network's euphemism for blood sports). Esperance Broadcasting International (EBI) films many events locally, including the Action Survival Course at Twilight Bay, rilled with mines and traps; suicide trampolines at Rotary Lookout; and shark-baiting among the islets of the Recherche Archipelago.

Duelling Facilities: The Esperance Thrilltrack has been censored by the RADAA for unsafe events.

Other Facilities: Broadcast facility, sporting facilities, port, airstrip, hospital. A local oddity is the extremely salty Pink Lake, which is indeed pink.

History: A U.S. space station called Skylab once fell here. Americans have been viewed with suspicion ever since.

Gang Activity: Heavy. EBI helicopters film duels whenever they can — some accuse the network of secretly backing local gangs for the entertainment value.

HEDLAND CRATER [formerly PORT HEDLAND]

RADAA ADVISORY: Radiation is no longer a hazard in this region. Reports of mutated animals and humans are exaggerated.

Population: None.

Description: In the days when the Blight came, many nations resorted to desperate measures in order to secure food. As the situation disintegrated in China, the warlord of Lanzhou launched six nuclear missiles at Australia, and threatened to launch more if a food convoy was not immediately sent. Shortly afterwards, the warlord was overthrown by a rival; no further demands were made and no further missiles were fired.

Of the six missiles: Three impacted on ocean; two struck the Great Sandy Desert, where their effect was minimal; and one removed the community of Port Hedland from the map.

KALGOORLIE

Population: 36,000.

Description: These twin gold-mining towns are located near the Golden Mile, the richest square mile on the planet. While their glory days are long past, many of WA's wealthiest and most powerful families maintain estates here. Nearby Coolgardie, once a ghost town, has been rebuilt in gold-rush style, and has attracted the modern crop of Western Australian casino-and-vice millionaires.

Duelling Facilities: Solid Gold Arena at Kalgoorlie, with an unusual clover-leaf track; outrageously-overpriced garages and truck stops.

Other Facilities: Flying Doctor base, former prison (converted for assassin sports).

Gang Activity: Substantial, but the road and the water pipeline to Perth are well patrolled. While Kalgoorlie's established families are used to paying graft to keep local cycle gangs appeased, the newly-rich families of Coolgardie have been militarising their local police force.

KARRATHA

Population: 23,000.

Description: The Pilbara region of red sand, red sand, and even more red sand includes some of the world's largest deposits of iron ore. Nearby Barrow Island is WA's main source of oil and

natural gas, with a connecting gas pipeline to Perth. Karratha is a company town of the Pilbara Red Corporation; neighbouring Dampier (16,000) belongs to rival Hammersley Ferrous Corporation. Nearby Marble Bar (17,000), formerly a gold-rush town, has returned to its glory days with the use of new technology to extract hard-to-mine gold ore.

Duelling Facilities: One registered arena, the Pilbara Death-track (with a red-sand hazard zone), two company arenas (Dampier, Marble Bar); well-equipped garages, truck stop.

Other Facilities: Ports (Dampier and Karratha), Flying Doctor base (Marble Bar).

Gang Activity: Moderate — a wealthy, thinly-populated region attracts cycle gangs.

PERTH

Population: 1,700,000.

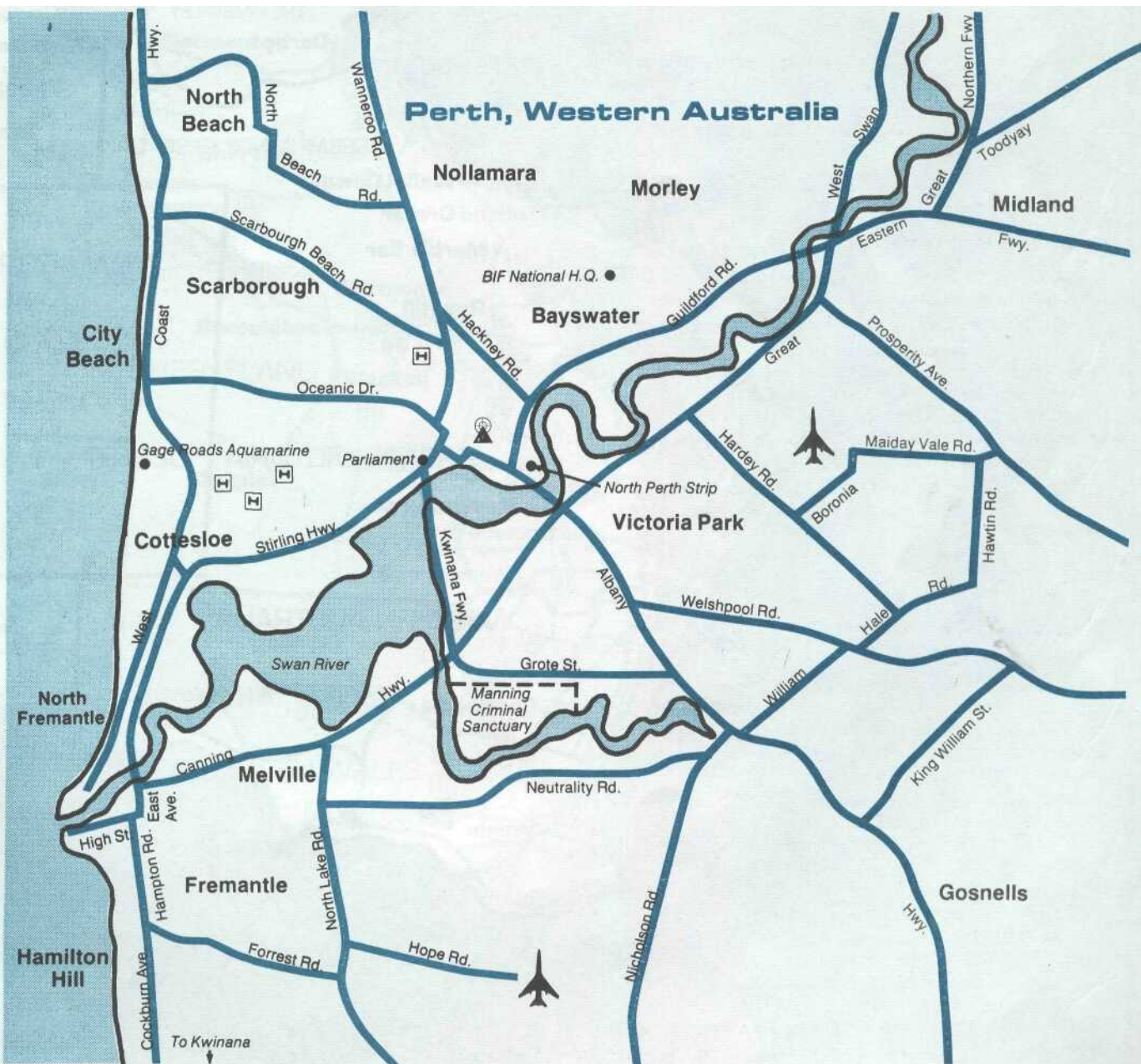
Description: Western Australia is dominated by its attractive capital city — over 70% of the state's population dwells within the greater metropolitan area, not counting refugees. Industry is con-

centrated in the eastern and northwestern suburbs, especially in Kwinana; the suburb of Fremantle ("Freo") is the primary port. The residents of this metropolis are notoriously open and friendly — there is no party like a Perth party. September visitors will want to see the Perth Royal Show, featuring a fair and the famous Duel-car Parade.

A local political group, the Free Agglimentarians, delights in social experimentation. They recently persuaded city fathers to make the dilapidated Manning district into a criminal sanctuary. Convicted criminals are tossed into this walled-off area of town and left to fend for themselves; police helicopters airdrop food and other necessities at random times and locations. Esperance's EBI and the American UBN networks are competing for television rights.

Rottnest Island, an autonomous neighbourhood within the Perth metropolis, attempts to rival both Eucla and Esperance with its low-cost casinos, sexporiums, and dangersport arenas.

Duelling Facilities: Gage Roads Automarine (built primarily over the water), North Perth Strip (complete with moving obstacles and automatic machine guns).







Other Facilities: International airport, five major hospitals, two universities, several colleges, Manning Criminal Sanctuary, three TV stations, Australia's largest functioning oil refinery (at Kwinana), BIF national headquarters, Cockburn Sound naval base.

Gang Activity: Surprisingly little.



WALLAL DOWNS

RADAA ADVISORY: Mayor Fisher's police force has the odd habit of arresting passing duellists on false pretexts, then "encouraging" the victims to participate in a Limehenge duel.

Population: 1,500.

Description: This little town is notable for its autoduelling mayor, Petey Fisher.

Duelling Facilities: Limehenge, 29 km (18 miles) southeast of Wallal Downs, is a natural though unregistered arena, consisting of limestone pillars up to five metres high, set two to ten metres apart. Constant repairs are needed to prevent duellists from flattening this natural wonder.

Gang Activity: Almost none.

WYNDHAM

Population: 250,000.

Description: Refugees continue to pour into northern Australia, though the worst ravages of the Blight in Southeast Asia ended 20 years ago. Wyndham is awash with refugees — mostly from Timor Island — avoiding the Cobalt Curtain. The state government has received assistance from the army in fencing off the Wyndham region and establishing temporary refugee quarantine facilities. There is a great deal of antagonism between Wyndham citizens and refugees, and among rival refugee factions. Wyndham's Top of the West festival (August) features sports (including autoduels), a Mardi Gras, and violence against local refugees.

Duelling Facilities: Wyndham Royal Arena (featuring swamp pits and live crocodiles); poor garages and poorer truck stops.

Other Facilities: Port, Flying Doctor and BIF posts, fortified police station, refugee camps (including a converted prison), military airfield hosting a zeppelin squadron.

Gang Activity: Moderate; Triads, Boat Hunters and cycle gangs all add to the violence.

OVERSEAS STATES

TASMANIA [TAS]

RADAA ADVISORY: Avoid east and south Tasmania — the government has no control over the wilderness regions, and commandos are known to be hostile to motorists.

Tourists are strictly watched by Hydro-Electric Commission operatives — be discreet while on the island.

Capital: Launceston.

Description: Southern Tasmania is the industrial centre of the island. The northern regions have heavy industry (mostly decaying) and serious unemployment.

The English tradition can be seen everywhere in Tasmania, largely because old buildings are almost never torn down —

instead, they are declared sites of historic value by the National Trust. Buildings and whole towns in this state are under the protection of Trust Enforcement agents — massive penalties apply to anyone damaging such sites. As a general rule: *if it looks old, leave it alone.*

Tasmania also has jurisdiction over the Bass Strait Islands (10,000). The Straits have wrecked hundreds of ships over the centuries, some lured to destruction by looters showing false lights. Flinders Island, largest of the Furneaux group, has most of the population. King Island is the "Temperate Ark," Australia's quarantine station for animals from mild climates.

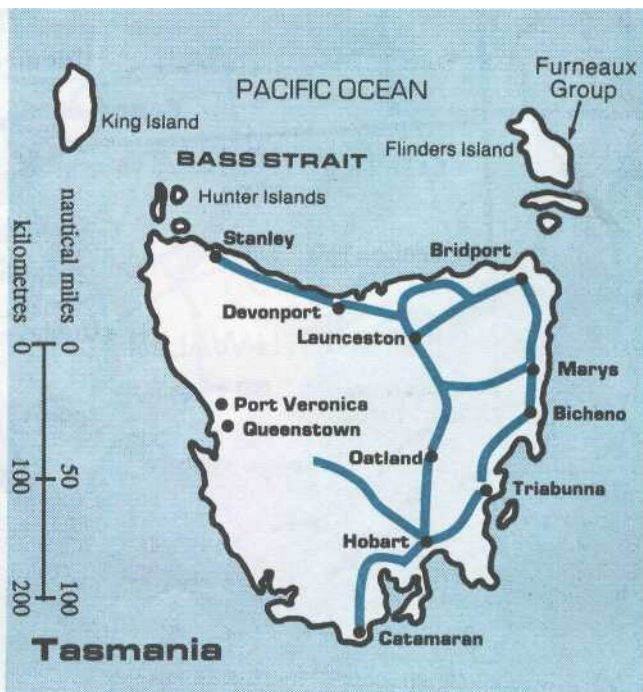
History: In the late 20th century, the Hydro-Electric Commission (HEC) gained political control of Tasmania, thanks to its appealing vision of the state's future. As every Tasmanian is told from birth, if there is sufficient electricity, factories will spring up and hordes of willing workers will flood into the state, bringing prosperity. To create the generating capacity, the HEC exploited western Tasmania without concern for the obliteration of native wilderness. Major sections of the west are now ugly, deforested zones.

The HEC's control started to slip in 2027, when Dr. Smythington of the Hobart Agricultural Station came up with a new strain of high-yield edible algae. Protein Plus Algaeworks quickly grew to a major industry, supplying food to desperate Asian nations. Thanks to algae production, Tasmania is viewed favorably by the impoverished Asian world.

Points to Ponder: Success of Hobart's algaeworks has freed many Tasmanians from poverty. Many of these same citizens, now viewing what the HEC has done to the west island, covertly support a rebel political force — the Wilderness Commandos. Business interests support the HEC, however — largely because the HEC's control of government gives it a stranglehold on banking in the island. Tasmania's beautiful forests are the scene of vicious guerrilla fighting between commandos (who dominate the western half of the island) and HEC government troops. Since the HEC controls both government and the media, the outside world knows nothing of Tasmania's civil war.

Quarantine Restrictions: Standard Australian procedures apply. All immigrants and goods must enter Tasmania at Devonport or Hobart.

Roads: Good to Excellent in the north and east; Off-Road elsewhere, thanks to systematic destruction by the commandos. Truck



stops are scarce — the rail link between Hobart and Devonport makes trucks unnecessary.

DEVONPORT

Population: 27,000.

Description: This bleak, desperate town is an industrial centre deprived of raw materials, a collection point for the unemployed and the hopeless. Because of the high level of unemployment, the ranks of the street gangs have swelled, creating a handy recruiting pool for the HEC Security Force.

Duelling Facilities: The Lighthouse Arena uses the steep contours of the Mersey Bluff headland, and is rated as the most difficult dueltrack in the Commonwealth.

Other Facilities: Port, college, airfield, hospital, HEC military-training base, TV station, smelters (idle); terminus for the vehicular ferry from Melbourne, and the Freight Rail from Hobart.

History: In 2014, four Soviet nuclear submarines and their crews captured Devonport. The sailors — along with their families — were escaping the collapse of the USSR, and hoped to settle on the island. After negotiation, the Australian Navy gained four nuclear subs (three of which remain in service today, with Russian/Australian crews), and the escapees were granted Australian citizenship. Devonport continues to have a large Russian community.

This industrial seaport suffered hard times two years ago, when rail links to the west coast mines were permanently cut by commandos.

Gang Activity: Moderate. Street gangs fight one another, while HEC forces patrol the countryside guarding against commando infiltration.

HOBART

Population: 180,000.

Description: Sedate Hobart, the former capital of Tasmania, is an old city. The booming industry in Hobart is algae food production. Protein Plus Algaeworks supplies synthetic pleasure food to fast-food franchises throughout the southern hemisphere. However, Hobart is politically split between old-guard HEC patriots and the new generation who favor the rebel commandos. The annual Sydney-to-Hobart Yacht Race draws international attention (yacht combat in Storm Bay, the race's terminus, is strictly prohibited).

Duelling Facilities: Derwent Duelling Centre. Spectators interfering with arena events have earned Hobart's RADAA chapter disciplinary fines.

Other Facilities: Port, international airport, Risdon maximum-security prison, Anglesea barracks (currently used by HEC Security Forces), six large hospitals, a university, two TV stations, Antarctica Museum, sporting complex. Kingston, a southern suburb, is the administrative headquarters for the SAAM's Antarctic Division, and is a high-security zone.

Gang Activity: Nearby dams and generating stations are a frequent target for commandos trying to blackout Hobart.

LAUNCESTON

Population: 210,000.

Description: Capital city of Tasmania, Launceston is located on the fertile Tamar River estuary. This fortified town is headquarters for the Hydro-Electric Commission. Launceston's tough gun laws make it illegal for any but HEC employees to carry firearms; duelling vehicles must be garaged in approved facilities if staying here. Industrial expansion along the Tamar has led to confrontation between blues (industrial workers) and aggies (farmers).

Duelling Facilities: Devilsport Arena (Tuesday night's Mass Mayhem Derby limits vehicles to dropped weapons and flame-throwers), truck stop.

Other Facilities: Airport and HEC military heliport, two hospitals, TV station.

History: In 2035, while peaceful demonstrators distracted HEC guards, Wilderness Commandos assaulted the state capitol building. Sentries panicked, killing innocent civilians in the firefight. Security has since been tightened — the HEC has vowed that the commandos shall never again penetrate this city's perimeter.

Gang Activity: Light, mostly blues-aggies strife and off-duty HEC guards.

QUEENSTOWN

Population: 4,000.

Description: For over two hundred years, Tasmania's rugged west coast has been mined for tin, gold and iron. Decades of tin mining in Queeastown poisoned the soil and killed off the vegetation, until the mines were finally played out. This town is now the headquarters and training academy for the Wilderness Commandos, who are demolishing this slagheap of a town to make way for reforestation.

The surrounding mountains are strewn with ghost towns. A few valuable mines are operated by tough, bitter miners, who depend on helicopters and armed, off-road convoys for supplies and transport. The Savage River project pumps iron ore down an 85 km (53 mile) pipeline to Port Veronica (1,500), where mile-long Japanese ore carriers fill their holds. Machine-gun posts guard this pipeline.

Duelling Facilities: None; the commandos don't approve of autoduels. The roads in western Tasmania have been selectively destroyed, leaving only off-road tracks.

Other Facilities: Hospital, Bellamy Reeducation Centre (featuring a large-scale model of Tasmania as the commandos would like to see it — with the cities replaced by low-population communes, integrated with nature). A supply ship occasionally arrives from Hobart. Port Veronica has a helicopter depot.

Gang Activity: The HEC launches anti-commando helicopter-borne raids irregularly; the Savage River pipeline is a prime commando target.

MAINLAND TERRITORIES

AUSTRALIAN CAPITAL TERRITORY [ACT]

RADAA ADVISORY: Autoduelling is legal only in the arena. Armed vehicles are not allowed on the streets; duelling vehicles must be transported by trailer.

Capital: Canberra.

Description: The Australian Capital Territory is not so much a region as a scenic setting for Canberra, the national capital. Politicians and public servants inhabit the ACT. It has been said, rather cruelly, that they are gathered in one place to give the Chinese an easy target.

Points to Ponder: In 2038, the Australian government is wrestling with the following domestic problems:

— *Finances.* Celebration of the 250th anniversary of white settlement is almost over, but the expensive program of public works and entertainment spectacles has strained the economy.

— *The Refugee Question.* Something must be done about the millions of Asians living in squalid conditions in northern Australia, but the nation is as sharply divided by this crisis as by the new Cobalt Curtain. While Queenslanders believe their refugee-labour

system is the answer, the liberals of the New Australia Party call it slavery; meanwhile, the lawless Boat Hunter movement continues to grow, and refugees agitate for a "homeland" carved out of Australian territory.

— Cynicism. No one is more cynical about politicians and their motives than are Australians. The perception that "every leader is a criminal," and the lack of respect for authority, may eventually destroy the nation. Even now, the states are growing more and more independent of the central government, while many cities are in open rebellion against their state government.

On the international front:

— New Zealand. The recent outbreak of Blight on Maori Island means that this close friend of Australia is in desperate need of assistance.

— Timor Island. This Indonesian territory desires to become an Australian territory, to escape poverty . . . and the Indonesians. The island would make a convenient dumping ground for Australia's refugees. Though the Indonesian government is too weak to protest annexation, religious militants have launched a terror campaign in Western Australia.

— The United States. A resurgent U.S., still displeased by Australia's betrayal during the Russo-American War, is ready to play hardball to regain its economic superpower status. Washington is also lobbying to get its bases back, in particular two spy-satellite ground stations — the Joint Defence Space Research Facility (Pine Gap) and the Joint Defence Space Communications Station (Nurrungar).

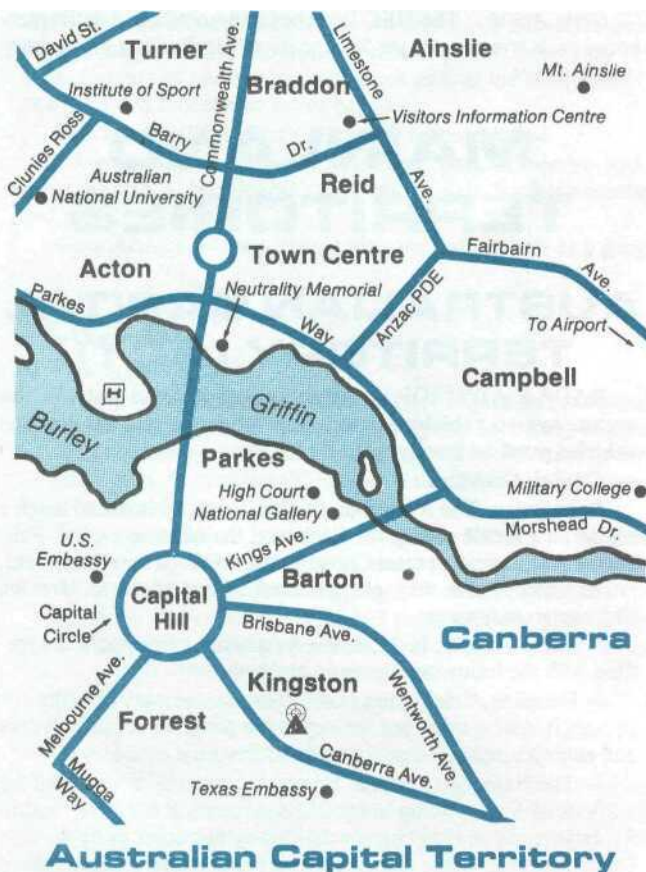
Quarantine Restrictions: Standard Australian procedures apply.

Roads: Excellent.

CANBERRA

Population: 300,000.

Description: Long characterised as seven suburbs in search of a city, the nation's capital is the only place where every major



road goes around in a circle. Residential districts and wilderness alternate in a checkerboard pattern. This planned city is so clean, orderly and pretty that many find it artificial. It has a tendency to shut down at dusk. Satellite towns include Belconnen, Tuggeranong, Queanbeyan and Woden.

Duelling Facilities: Black Mountain Dueltrack (see p.48), Australian office of the AADA. Deemed esthetically offensive, garages and truck stops are forced by local zoning ordinances to hide on obscure back streets.

Other Facilities: Airport, Duntroon training college for army officers, High Court, Institute of Sport, National Gallery, War Memorial, embassies. There is no railway in Canberra.

Gang Activity: Moderate; it isn't easy to keep the cycle gangs out.

NEW ABORIGINAL TERRITORY [NAT]

RADAA ADVISORY: Travel in the desert is always hazardous. Check with local RADAA chapters for information on spare parts, tools and equipment to be carried. For safety, notify the RADAA of your intended journey and destination; advise the RADAA of your arrival. The pamphlet "Survival in the Outback" is obtainable from all RADAA offices.

Capital: Ukuru.

Description: A region of hostile deserts, the New Aboriginal Territory has only one thing of value — the Stuart Highway, the sole highway across central Australia.

History: In 2007, large portions of South Australia, Western Australia and the Northern Territory were combined to form the New Aboriginal Territory. State control was granted to the Aboriginal tribes; creation of the territory was an act of atonement made by the liberal, then-ruling party, for a national history of repression against the Aborigines.

Points to Ponder: Aborigine tribal leaders have total jurisdiction in their territory — normal Australian justice does not apply. Interference with tax collection or traffic on the Stuart Highway, and any violation of the natural habitat, can bring down the wrath of the Tribal Police.

Quarantine Restrictions: Standard Australian quarantine laws are strictly enforced. BIF aerial grasshopper units constantly patrol the desert, and have been known to napalm suspicious convoys.

Roads: The Stuart Highway is Excellent; most others are Poor or Off-Road. Fortified highway tax stations exist at the territorial ends of the Stuart Highway: taxes are exorbitant.

ALICE SPRINGS

Population: 21,000.

Description: Commercial capital of the territory, this settlement boasts the NAT's sole truck stop. Nearby is Pine Gap, the CIA's ground station for spy satellites, which was closed in 2012. The Alice hosts two bizarre events each August — camel-racing, and the Henley-on-Todd regatta, a mock yacht race conducted with bottomless boats on a dry river bed.

Duelling Facilities: Monstrous Arena (the circular arena is split-level, with the outer ring raised and banked), adequate garages, truck stop.

Other Facilities: TV station, hospital, Flying Doctor base, BIF post; terminus of the rail link from Adelaide.

Gang Activity: Heavy, beyond town — desert gangs prefer to choose their prey on the lonesome highway. Tribal Police run occasional Q-ship convoys.

OODNADATTA

Population: Variable; probably 200 maximum.

Description: A ghost town inhabited by desert gangs. Access

roads of Off-Road quality lead west to the Stuart Highway, and southeast (paralleling the railway) to Marree.

Facilities: None.

Gang Activity: The 'Datta gang runs the place. They have shut down rail traffic, and are stepping up activity against the highway; Tribal Police will have to move against them soon.

UKURU (aka AYERS ROCK]

Population: 1,500.

Description: The world's largest lump of rock is the spiritual centre of the territory — tribal Aborigines revere Ukuru as a sacred site. There are few governmental institutions in the nearby community. Tribal leaders gather one week in every eight to settle territorial questions. Day-to-day operation of government is left to the Tribal Police, who operate the highway tax stations and serve as police, judge and jury — they have a small headquarters here.

Duelling Facilities: Small garage.

Other Facilities: Tribal Police headquarters, prison, abandoned high-rise tourist hotels.

History: Ukuru — then known as Ayers Rock — was formerly a major tourist attraction. When the Aborigines won control of their land, large-scale tourism was banned.

Gang Activity: More a nuisance than a danger. Lunatics insist upon hang-gliding off the top of Ayers Rock, duelling around the nine-kilometre base, and carving their initials on its surface. Tribal Police act aggressively against desecration of this site.

NORTHERN TERRITORY [NT]

RADAA ADVISORY: Non-arena autoduelling is technically illegal. However, anti-duelling ordinances are seldom enforced.

In the fight against Blight, local Blight Incendiary Force units are often hasty — use caution.

Capital: Darwin.

Description: Cursed with deserts in its southern reaches and cyclones in the tropical north, the Northern Territory always had too few people to qualify for statehood. Now, refugees have swelled the population — Territorians are bitter towards the newcomers who have made them a minority in their own region, and towards their fellow Australians for not helping more.

History: Following the devastation caused by the Grain Blight, the population of southeast Asia migrated towards the only source of food — Australia. Most of the refugees died at sea or on some friendless isle. Others were gunned down by boat hunters, Australians who feared the refugees would bring Blight and destruction.

The survivors found themselves in Top End, a newly established security zone in far-north Northern Territory. Impoverished refugees numbering in the millions were herded into quarantine camps on Groote Eylandt, Bathurst and Melville islands, then allowed to settle in Blight-free refugee camps near Batchelor, Nhulunbuy and other mainland towns. Displaced Aborigines, for whom Top End had been an Aboriginal Reserve, migrated to the New Aboriginal Territory.

Points to Ponder: It has now been 21 years since the first refugees arrived. More arrive every day, though the former cascade is now a comparative trickle. A new generation of refugees knows nothing other than squalid life in an overcrowded camp. The vast majority have no prospect of employment and little hope for the future.

The Australian solution to the Refugee Problem has been tighter security. Increasing numbers of police and military have been transferred to the north, acting as camp guards and border patrolmen. The latest, expensive, technological defence is the

Cobalt Curtain, a fence-and-radiation zone sealing Top End entirely off from the rest of Australia.

The refugees' solution to the Problem is less straightforward. Some have turned to political means — protesters regularly call for establishment of a refugee "homeland," supported by a faction of the New Australia Party. Meanwhile, militant refugees have joined organisations such as Triad and Khmer Noir.

Quarantine Restrictions: Any person or animal in Top End is a potential carrier of the Grain Blight — without a Blight-free certificate, no one can exit this zone. In addition, quarantine stations have been established on all major road and rail routes out of the territory, and at all airfields.

Roads: The Stuart and Buchanan Highways are Good; other roads are Poor.

ALYANGULA

Population: 95,000.

Description: This town in the former Groote Eylandt Aboriginal Reserve is now occupied by Malay, Thai and Melanesian refugees under quarantine.

Other Facilities: Airstrip, port, hospital, army and naval bases.

History: At one time, Australian immigration officials thought to limit refugee violence by separating males and females. Groote Eylandt briefly became known in the popular press as the "Isle of Women," before corruption among the island's military guard forced the return of a sexually mixed population.

Gang Activity: Moderate; mostly between rival refugee gangs.



BATCHELOR

Population: 110,000.

Description: Batchelor is the government's showcase, its finest refugee camp. Selected refugees live here, performing government-subsidised jobs and living in model apartments. Refugees are even allowed to govern their own community — Mayor Supartu, from former Malaysia, is a local hero. Many foreign assistance agencies have offices here, including Red Cross and Red Crescent; wealthy celebrities (including autoduellists) make televised pilgrimages to Batchelor. The town is ringed by an electrified fence.

Duelling Facilities: Golden Refuge Duelatorium (randomly timed signal lights regulate when combat is legal), unregistered arena; the garages here are not recommended.

Other Facilities: Hospital, foreign assistance agencies, tourist hotels, electrified perimeter guarded by army troops.

Gang Activity: Minimal; militant refugees are shipped off to other camps.

DARWIN

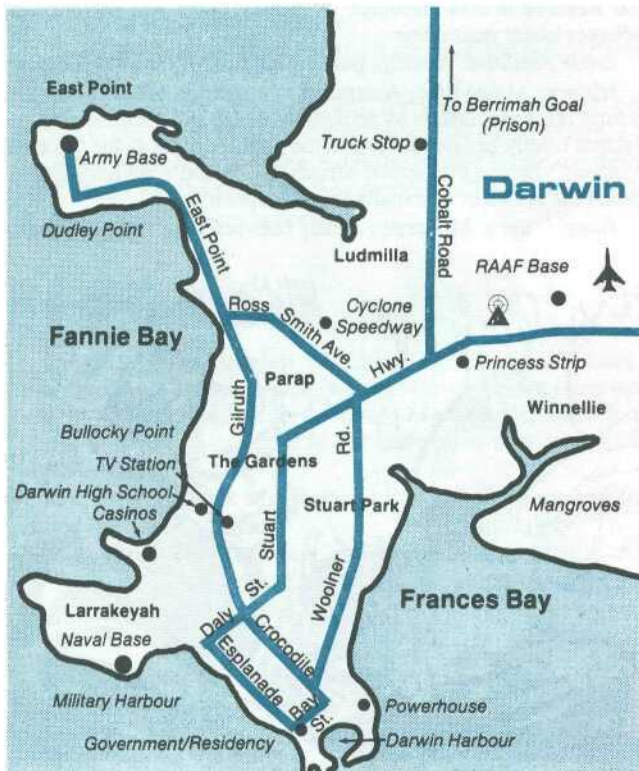
Population: 140,000.

Description: The beer-drinking capital of the world is now a fortress against the refugees. Behind their walls, the people are easygoing and devoted to their city (despite the periodic cyclones). Darwinians provide work for refugees by employing them as servants, which allows the citizens a large amount of leisure time. Vessels competing in the Beer Can Regatta (June) are constructed from cans. Nothing beats the World Barefoot Mud-Crab-Tying Championships (July).

Duelling Facilities: Cyclone Speedway (gladiatorial-style duels between rival, locally-owned refugee teams make for wide-open gambling), Princess Strip (nude mud-wrestling in the stands provides diversion between duels); well-equipped truck stop.

Other Facilities: International airport, port, three hospitals, Berrimah Gaol maximum-security prison, two TV stations, naval and army bases, casinos, inexpensive hotels, drive-in bottle shops.

Gang Activity: Light.



Northern Territory

DUNMARRA

Population: 78,000.

Description: Once a little tourist resort, Dunmarra is now overrun with soldiers and police. Patrols round up "Curtain Runners," refugees who try to break through the Cobalt Curtain. Dunmarra is also a popular holiday town for soldiers on leave — the townspeople are equally leery of soldiers and refugees.

Duelling Facilities: It is the proud boast of Cooley's Last Chance Garage that their mechanics can fix anything.

Other Facilities: Army base, hot springs.

Gang Activity: Light; Triad occasionally takes on a lone military patrol.

JABIRU

Population: 275,000.

Description: This high-security refugee camp is actually a

prison for malcontent and violent refugees. Guards have been recruited among Australian citizens of Asian descent (mostly Vietnamese and Timorese), and often go undercover within camp to infiltrate refugee gangs. Unfortunately for the camp security, Triad has likewise been successful in subverting guards to its cause.

Duelling Facilities: The unregistered arena is the centre of a prestige war between guards and inmates. Often, guards "appropriate" duellists to drive for the guards' team against the inmates' team.

Other Facilities: Nearby military airbase, hospital.

Gang Activity: Severe.

KATHERINE

Population: 75,000.

Description: At the exit gate of the Cobalt Curtain, Katherine is filled with poor, unskilled refugees. The primary industry is uranium processing, providing isotopes for the Curtain. This settlement has Australia's highest suicide rate, many making their exit via Katherine Gorge, the local tourist attraction.

Duelling Facilities: Gorge Rising Arena (refugees determined to make it on the duel circuit are often desperate and fight dirty); the only truck stop between Darwin and Tennant Creek.

Other Facilities: Cobalt Curtain, uranium-processing facilities, quarantine station, hospital, huge army base.

Gang Activity: Almost none.

NGUIU

Population: 57,000.

Description: The major settlement on Bathurst Island, this is the home of the Tiwi people, an Aboriginal tribe different in culture from mainland Aborigines. Most Tiwi have relocated to Nguiu. The other settlements on the island are tent cities, where refugees under quarantine dwell. Nearby Melville Island has been abandoned by the Tiwi — refugees under quarantine managed to revolt, and now operate pirate vessels on raids against the northern islands.

Facilities: Airport, hospital, army base, quarantine station.

Gang Activity: None (on Bathurst Island); Total (on Melville Island).

NHULUNBUY

Population: 470,000.

Description: Located on the coast of rugged, tropical Arnhem Land, Nhulunbuy is linked to the outside world by neither road nor rail. This isolated, bauxite-mining town has proved an ideal dumping-ground for refugees, whose unpaid labour keeps the mines operating. The government would like to keep news of Nhulunbuy secret — adverse international reaction could force the closure of this site. Lawbreakers are beaten; armed lawbreakers may be shot.

Duelling Facilities: Nhulunbuy has never seen a duelling vehicle.

Other Facilities: Airstrip, port, hospital, military base, navy base, crocodiles.

Gang Activity: Light; all previous uprisings have failed.

TENNANT CREEK

Population: 11,000.

Description: One of the few towns on the Stuart Highway, this mining centre is a haven for travellers. The Devil's Pebbles (10 km northwest) and the Devil's Marbles (100 km south), collections of huge spherical boulders, are popular venues for gang fights and impromptu duels.

Duelling Facilities: The military supply depot is the only truck stop between Katherine and Alice Springs.

Other Facilities: Hospital.

History: Supposedly, the town was settled when a beer wagon broke down, and the drivers elected to stay there and drink it all.

Gang Activity: Moderate; this is a vital highway junction between Queensland, Northern Territory and New Aboriginal Territory.

OVERSEAS TERRITORIES

AUSTRALIAN ANTARCTIC TERRITORY [AAT]

RADAA ADVISORY: Snow tyres are mandatory; tracks are preferable.

Capital: Davis.

Description: The icecap smothers all but the highest mountains and small slivers of coastland. On average, the ice is 2,000 metres thick, and can be twice that in places. Antarctica's inclement weather — the so-called "A-factor" — makes every task a chore. Inland winter temperatures drop to a blood-freezing -100° F. Giant storm vortices pummel the coast in winter. Dirigible travel to this white wasteland is too dangerous to contemplate; even ships run significant risks from these storms. Fortunately, Australia has a functioning fleet of jet aircraft swift enough to fly a course between the cyclones. Unhappily, only a few coastal settlements have landing facilities for jet aircraft.

History: By the terms of the Second Antarctic Treaty, the continent was divided between Argentina, Australia, Britain, Chile, France, New Zealand and Norway. Australia was granted almost half the land. However, the United States and USSR rejected all such territorial claims, and set up Antarctic research stations wherever they pleased. In response, all seven parties to the treaty created permanent towns in their claimed regions.

During the turmoil immediately following the Blight, the status quo shifted — some settlements were abandoned, while others starved. Ownership of the French Zone is now claimed by three of the French duchies (Aquitaine, Brittany and Bordeaux); the so-called Latin Zone was seized by a joint Chile-Argentine military force in 2023, ousting the British, although the general warfare on the South American continent has forced both nations to withdraw their major units.

Points to Ponder: South Australia's SAAM megacorporation, eager to gain any foothold in the tightening economic war against the U.S., financed renewed oil exploration here ten years ago. It was long known that Antarctica possessed vast reserves of oil, coal and natural gas. Only the severe climate foiled the location and extraction of the valuable resource. Using the latest technology, the SAAM now has a functioning oil well at their Edgeworth South site.

With oil production proved feasible, political forces — led by South Australian corporations — made Australian Antarctica a territorial member of the Australian Commonwealth.

Quarantine Restrictions: None.

Roads: Off-Road.

Gang Activity: During the past year, a small number of Eco-Guerrillas have established a secret base somewhere in the AAT. They raid the research stations — some claim the American CIA is behind the activity.

COMMONWEALTH BAY

Population: 2,000.

Description: Commonwealth Bay is the main settlement in the

eastern AAT (the French sector splits the AAT into east and west). Closer to Tasmania and Macquarie Island than any other AAT town, Commonwealth Bay serves as a staging post for oil and mineral exploration in the east.

Facilities: Port, hospital.

History: The site of Australia's first Antarctic expedition.

DAVIS

Population: 16,000.

Description: The newly designated capital of the territory is the nearest thing to a proper city on this continent. It is located on Prydz Bay, halfway between Mirny (the former Soviet base) and Mawson (a longtime Australian base). The SAAM maintains a small headquarters here, but its major administrative base for Antarctica is Kingston, Tasmania.

Duelling Facilities: The summer-only Penguin Track is the only dueltrack on the continent. The same people attracted to dangerous locales also enjoy autoduels.

Other Facilities: Jet-capable airport, port and small naval base, hospital, the AAT's only college and TV station.

EDGEWORTH SOUTH

Population: 1,000.

Description: Site of the first producing oil rig in Antarctica, "South" is made up of prefab living modules connected by sub-surface tunnels — the whole resembles nothing so much as a laboratory model of a molecule, half buried in the snow. In the nearby Bungar Hills are the remains of Edgeworth David, an abandoned research station.

Facilities: Communications base, oil pipeline to the coast, oil rigs (one functioning, one drilling).

MACQUARIE ISLAND

Population: 200.

Description: Halfway between Tasmania and Antarctica, this island is home to a major support facility and research station, associated with the Antarctic SAAM oil project. Planes and ships journeying between Australia and the AAT invariably stop here.

MIRNY

Population: 1,000.

Description: Mirny is part of the AAT, but the largely Russian population likes to consider itself independent.

Facilities: Jet-capable airport, port.

History: Originally, Mirny was one of several Russian research stations in the AAT. After the collapse of the Soviet Union, personnel from Soviet Antarctic bases (Pionerskaya, Vostok, and Novolazarevskaya in the Norwegian sector) either came here or went to Molodezhnaya (see below).

MOLODEZH NAYA

Population: 4,000.

Description: A mysterious city-state in the ice, "Dezy" claims autonomy although it lies within the borders of the AAT. Visitors are discouraged; no one knows much about Dezy besides past history.

Facilities: Unknown. Dezy is apparently self-sufficient in food and energy production.

History: The Soviets, orphaned in the Antarctic by the collapse of their government, had only two choices: starve, or surrender to someone. A large contingent went over to the Australians at Mirny (see above). The Dezy force created a third option: they raided the Americans, seizing technological resources and key personnel. American records indicate that a large number of their scientific personnel defected to the Soviet side. Nothing more is known.

PETROL

In most of the world, the depletion of oil reserves has made internal-combustion (IC) engines a relic of the past. "Petrol-burners" are the playthings of millionaires, the only people who can afford to operate them.

One notable exception is Australia. In this country, 80% of the vehicles are internal combustion. Petrol is occasionally used, but two similar fuels are more common: *ethanol*, an alcohol fuel derived from sugar cane; and *petronol*, a blend of petrol and ethanol. Once regarded as inefficient and costly, ethanol solved Australia's fuel shortage when the world ran short of petrol.

The following are the rules for using petrol in *GURPS Autoduel. Car Wars* players desiring petrol rules should see the *Dueltrack* supplement.

Petrol Engines

Unlike an electric engine, an internal-combustion engine is powered by minute explosions of fuel. A transmission system transfers the obtained energy from the engine to the vehicle's wheels.

To keep the rules playable, some details have been simplified. Cubic-inch displacement is the only significant measure of engine size. Cooling systems and fuel injection are considered standard.

Combustion engines — unlike their electrical counterparts — have identical characteristics: Every 10 cubic inches cost \$250, weigh 15 lbs., take up 1 cubic foot, have an HT of 2, and can pull 300 lbs. (of the vehicle). Though the Petrol Engines Table (p. 45) lists some popular engine sizes, other sizes may easily be calculated.

Top Speed

Why have a larger engine than necessary? Because — unlike electric power plants — combustion engines can really *move*!

The base top speed of any combustion engine is 70 mph.

Actual top speed depends on the engine's hauling capacity versus the weight of the vehicle. First, determine the size of engine needed to pull the vehicle. Divide the curb weight of the vehicle, plus the weight of crew and cargo, by 30. If the engine's size is less than this required size, the vehicle won't move. *Example:* A car weighing 3,000 lbs. requires a 100-cubic-inch engine in order to move.

Second, figure the excess engine capacity. Subtract the size of the required

Petrol and Tech Levels

Although the petrol engine is TL6, the basic technology has been smothered with a plethora of TL7 high-tech add-on gadgets. For this reason, petrol engines must be considered TL7.

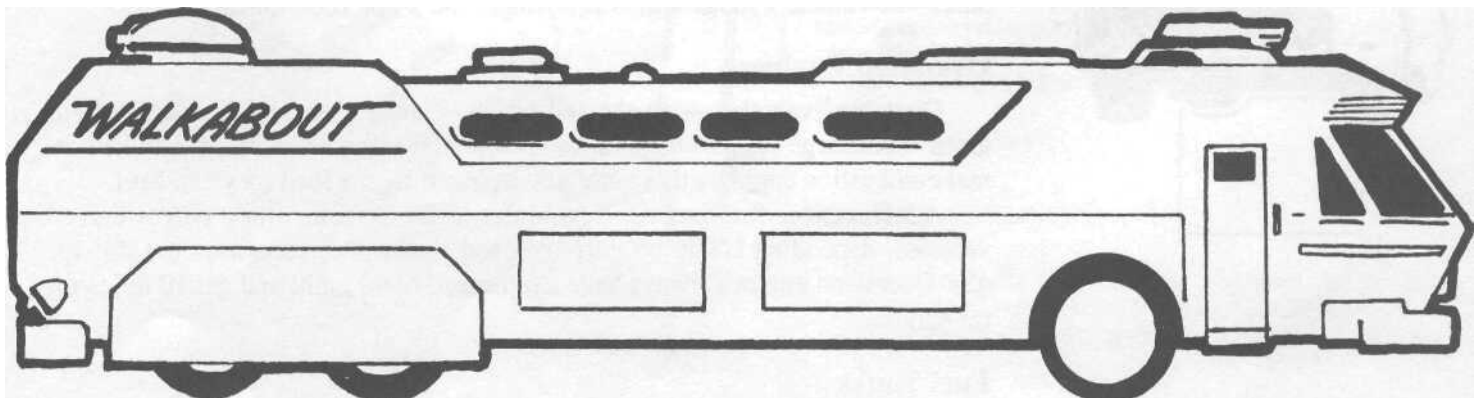
Fuel: Cost and Availability

The cheapest place to buy fuel in Australia is Queensland and northern New South Wales, where ethanol is made. Here, ethanol and petronol are bargains (see the Fuel Costs Chart, p. 45).

Fuel is reasonably priced along the coastal margin and in urban areas.

Going inland, prices get steep fast — due to the risks involved in trucking fuel. Fuel isn't always available. Close-knit communities sometimes hoard their fuel supplies, selling to outsiders only at exorbitant rates. Little wonder that the asking price is normally double what it is on the coast. The record for the highest price this century goes to an Alice Springs garage, which once reputedly asked — and received — \$32.50 for a gallon of ethanol!

Due to the value of fuel, gangs in the outback place a premium on obtaining fuel. Many drivers carry small fuel drums in their vehicle, and drop them when threatened by a hostile gang — the gang is more likely to go after the fuel than the vehicle.



Range and Speed

The efficiency rating of an engine assumes the vehicle is travelling at a constant speed of 55 mph. As an optional rule, players may want to consider the effect of speed on range.

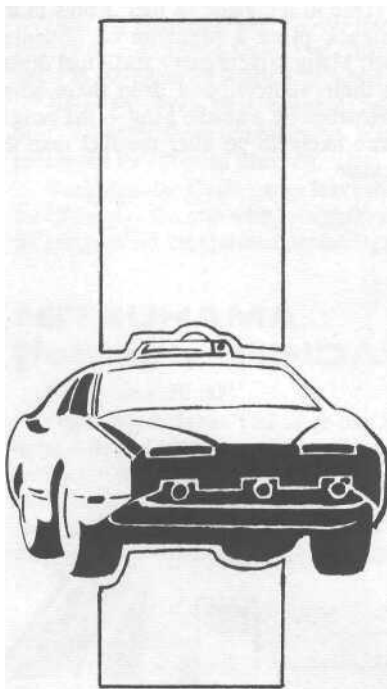
For every full 10 mph above 55 mph, reduce the vehicle's current mpg by 10% (rounding to the nearest gallon). Maximum penalty is 70%.

For every full 10 mph below 55 mph, increase the vehicle's current mpg by 10% (rounding to the nearest gallon). Maximum bonus is 20%.

Oversized Vehicles and Top Speed

For oversized engines, top speed assumes an engine is hauling its maximum load. As an optional rule, for every full 10% of the engine's maximum load not in use, the top speed increases by 5 mph.

Example: A tractor-trailer has a 60,000 lb. maximum load engine. If the rig and its cargo weigh 54,000 lbs (90% of the engine's pulling capacity), the engine has 10% excess capacity — so the top speed increases by 5 mph. Without any cargo at all, the rig might weigh 19,000 lbs. (32% of capacity). That would leave six 10% increments excess, adding 30 mph to top speed.



engine (in cubic inches) from the actual engine size. *Example:* A 3,000 lb. car with a 185-cubic-inch engine, has 85 excess cubic inches of engine capacity.

Third, determine the effect of the excess capacity. For every 10 cubic inches above the minimum necessary, add 5 mpg to the base top speed. *Example:* If the car has 85 excess inches of capacity, it gains (8×5) 40 mph to its base top speed of 70 mph — its actual top speed is 110 mph.

If the calculated top speed is greater than 170 mph, an adjustment must be made. Subtract 170 from the calculated top speed, and divide by 10, rounding up to the nearest 5 mph — this is the mph increase beyond 170 which the vehicle receives. *Example:* A vehicle has a calculated top speed of 225 mph. The mileage above 170 mph — 55 mph — is divided by 10, then added to 170: $170 + 5.5 = 175.5$, which rounds to 180 mph.

Complete example: A 3,000 lb. car has a 400-cubic-inch engine — 300 cubic inches more than it needs just to move. At 5 mph per 10 cubic inches, the 300 excess cubic inches provide a top speed of 220 mph. However, this is 50 mph higher than the 170 mph limit. Dividing this excess 50 by 10 yields a further 5 mph boost, so the vehicle's final top speed is 175 mph.

Modifications due to speed-altering accessories affect actual top speed, not base top speed.

Acceleration and Deceleration

The acceleration of internal-combustion vehicles depends on their power-to-weight ratio — which is closely linked to top speed. To determine a vehicle's acceleration, therefore, look up its top speed on the Acceleration Table (p. 45).

If the vehicle has speed-altering accessories, only those which directly affect its engine — namely, blueprinted engines and tubular headers — apply for acceleration purposes. Disregard any other accessory-based boosts to top speed (including streamlining) when consulting the Acceleration Table.

Deceleration rules for internal-combustion vehicles are the same as for electric vehicles (see p. GA45).

Miles Per Gallon

How far a vehicle can travel on a gallon of fuel depends on the efficiency of the engine — measured by its miles-per-gallon (mpg) rating. The larger an engine is, the less efficient it gets.

Vehicles start with a 55 mpg base rating. This is modified by engine size — divide the engine's cubic-inch measurement by 10, and subtract this from the base mpg. The minimum possible is 10 mpg — ignore any lower results. *Example:* A 50-cubic-inch engine loses $(50/10)$ 5 mpg from the base of 55 mpg — its gets 50 miles to the gallon.

To determine a vehicle's range, multiply its miles-per-gallon rating by the size of its fuel tank. *Example:* A vehicle has a 50-mpg engine and a 20-gallon fuel tank. The vehicle's range with a full tank is (50×20) 1000 miles.

Oversized Engines

Oversized vehicles — trucks and buses — must use special, oversized engines. Such large engines may not be used in non-oversize vehicles. Unlike normal combustion engines, these engines are rated by the load they can haul.

Acceleration for oversized vehicles differs from other petrol-driven vehicles, depending solely on current speed — see the Acceleration Table (p. 45). Oversized engines always have a top speed of 90 mph, and get 10 miles-to-the-gallon.

Fuel Tanks

All petrol vehicles have one fuel tank. It is purchased like any other

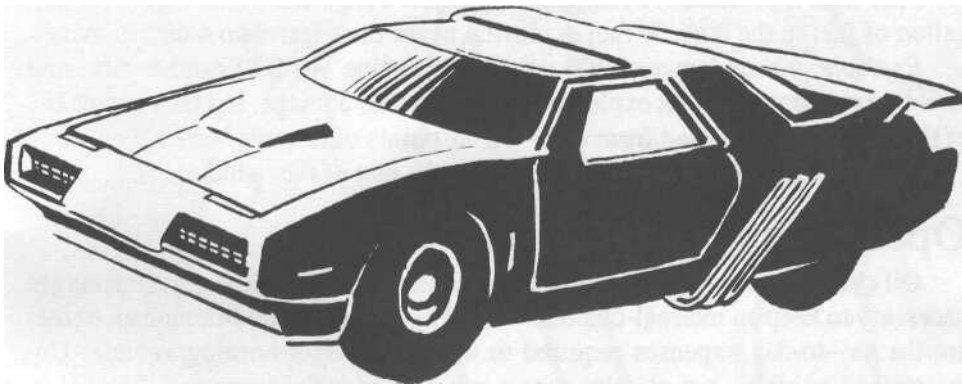
vehicular component, and can come in any size (measured in gallons). There are four types: *Economy* (plain), *Heavy Duty* (armoured), *Safety* (compartmentalized to fight fuel loss and explosion), and *Duelling* (an armoured safety tank). Stats for the different tank types are given on the Fuel Tanks Chart (p. 45).

Petrol Duelling

Two results on the *Vehicle Damage Allocation Table* (p. GA59) have special effects for internal-combustion vehicles:

7,8 — *Powerplant*. The internal-combustion engine has been hit.

13,14 — *Fuel tank (even)/Cargo (odd)*. The fuel tank is always mounted toward the rear of the vehicle (or the rear of the tractor in a tractor-trailer rig). Roll 1 die — if the roll is even, the fuel tank has been hit; otherwise, the cargo area takes the hit. If there is less than 5 cu. ft. of cargo space allocated in the vehicle, and that space is empty, the fuel tank is automatically hit.



Power Plant Damage

Internal-combustion engines are complex, and therefore easy to damage. When an engine receives *any* damage, the GM must roll 2 dice and consult the Engine Damage Table (p. 45).

If the engine loses more than half of its HT, or loses more than 10 points of HT in a single turn, a *fire check* must be made (see below).

When an engine takes more damage than it has HT, it stops working — *immediately*. The vehicle decelerates by 5 mph each turn. Weapons powered by the engine — for instance, lasers — no longer operate.

Fuel Tank Damage

Fuel tank DR is never reduced by damage. If a Defence Roll is failed, and the damage exceeds the tank's DR, the fuel tank is breached.

A breach results in immediate fuel loss. Roll 1 die, subtract 2, and multiply by 20 — this percentage, multiplied by the tank's former capacity, determines the tank's new capacity. Round to the nearest gallon. Fuel in excess of the new capacity is lost.

Example: A 20-gallon fuel tank carrying 15 gallons of fuel is breached. If the fuel loss roll is 4, the new capacity is (2 x 20) 40% of the old value. The 20 gallon tank now can only hold (40% of 20) 8 gallons — the excess 7 gallons are lost.

Fuel loss for safety tanks. Safety and duelling tanks are resistant to fuel loss. When these tanks are breached, roll 1 die and subtract 1 — the number rolled is the number of gallons lost before the tank reseals itself. *Example:* On a roll of 3, the tank loses 2 gallons of fuel, then reseals itself. Its capacity is unchanged.

Road Trains

The largest of all trucks, road trains are common only in Australia.

Typically, the cab carries two drivers for non-stop travel. No single engine is powerful enough to pull a road train. A second engine is placed in the first trailer to haul the train's massive load.

Road trains are used for shipping across Australia's most remote regions, where gangs have torn up the railroads. Some communities have road-train bases, with special garage facilities and cargo docks.

Special Rules:

Engines. The engine in the cab is any standard truck engine, petrol or electric. Following in the first trailer is the second engine. This too can be any truck engine, but due to the special gearing and weight ratios, this second engine only adds two-thirds of its normal towing capacity to the first engine's ability. No trailer but the first can contain an engine, since this would lead to jackknives.

Acceleration. Road trains have their own column on the Acceleration Table (p. 45), due to their much-lower gear ratio (sacrificing acceleration for hauling capacity).

Deceleration. Each stage of deceleration is 5 mph less than for other oversized vehicles. Safe deceleration for a road train, therefore, is 10 mph or less.

Tongue-and-hitches. Second and subsequent road train trailers must have a tongue and hitch. This system adds 5% to the trailer's base chassis cost and weight. Treat as a standard fifth wheel/kingpin combination for targeting and damage purposes.

Trailer Tyres. The first trailer must have 8 tyres; following trailers have 12 tyres.

Ethanol

Ethanol and other alcohol fuels are cheap and plentiful around the world. This is especially so in Australia, where it can be made from the abundant sugar cane.

Many drivers of internal-combustion vehicles prefer ethanol to petrol or petronol because of the low price.

Ethanol quality is measured by filtration. Unfiltered ethanol, while cheaper, contains impurities that leave residues on plugs, points and fuel lines — adding \$25 per month to the maintenance cost of the vehicle (\$100 if you don't have Mechanic skill and can't do the maintenance yourself).

Failure to clean out the impurities can result in all kinds of trouble — see the Maintenance rules.

Ethanol isn't perfect. It can't be stored for more than a week, since it attracts water vapor — use it or lose it. Standard engines only get 60% of their normal mpg, since alcohol burns faster. And you had better not turn on your supercharger, turbocharger or superturbocharger! The super-low octane in alcohol will cause an engine explosion if you do.

Oversized engines, on the other hand, run on alcohol quite well — 80% mpg — and can easily use super- or turbocharging.



Petrol

Fire

The Fire Chart (p. 45) lists the circumstances which call for a *fire check*. To make a fire check, roll 2 dice and compare the number rolled with the number on the Fire Chart — if the number rolled equals or exceeds the number on the chart, there is a fire. Fire damage is assessed in the normal way (see p. GA62).

When fire extinguishers are used against a petrol fire, subtract 1 from the die roll — petrol fires are hard to control.

If a petrol vehicle starts to burn, it may explode. Use the standard rules for fire and explosion (p. GA62), but when rolling for volatile weapons, also make rolls for the engine (if it is still running) *and* the fuel tank (even if it is empty). On a 6, they will explode.

Engine explosions. An engine explosion does 1 die of damage for every 2 points of its original HT. This damage applies first to the remaining HT of the engine — deduct the engine's current HT from the damage. The remaining damage applies to the rest of the vehicle. An engine that explodes will no longer function.

Fuel-tank explosions. A fuel-tank explosion does 1 die of damage for every gallon of fuel in the tank. A fuel explosion never does less than 4 dice damage.

Example: An undamaged 200-cubic-inch engine (40 HT) catches fire, and fails its explosion roll — it explodes. It does 20 dice damage, but the current HT of the engine is subtracted from that — if 71 points of damage were rolled, only (71-40) 31 points of damage would apply to the rest of the vehicle.

Operating Petrol Vehicles

Oil changes, tune-ups, new spark plugs and a myriad of little adjustments are necessary to keep an internal-combustion engine trouble-free. Maintenance costs are the day-to-day expenses required to upkeep a petrol-burning vehicle. Unmaintained vehicles run slowly, lose acceleration and maximum load, fail to start, spew smoke, and rattle. Eventually an uncared-for vehicle will break down, possibly in a lonely out-of-the-way place where cycle gangs prey . . .

Maintenance costs for street cars range from \$10 to \$60 per month. Duelling and other high-performance vehicles cost five times that amount. These are prices in Australia, where petrol-burners are common — in countries where petrol vehicles are rare, double maintenance costs.

Repair

Repair requires both money (for spare parts) and a skill roll. Once the money has been spent, a Mechanic (internal-combustion automobile engine) skill roll can be made. If the roll is successful, the repair works. Otherwise, the money is lost and no repair is accomplished. A critical success halves the time and expense of the repair; a critical failure means that the repair is secretly flawed — the repaired device will fail at a moment of the GM's choosing.

Each point of engine or fuel tank HT repaired costs 5% of the original cost of the item. Fuel tank repair is an easy job (+2 to the skill roll). The Engine Damage Table (p. 45) provides repair information for combat damage.

Salvage

Engine parts or entire engines may be salvaged. Salvaged parts (from wrecked or abandoned vehicles) have a salvage price equal to half the salvage price of the engine from which they were taken (see p. GA65). Entire engines can be scavenged only if the vehicle is taken to a garage.

Scavenged engine parts may be used as spare parts for petrol engine repairs (see above). However, petrol engines come in a bewildering variety of makes. Roll 1 die: on a roll of 6, the parts from a salvaged vehicle are compatible with the engine being repaired.

Petrol Charts & Tables

Petrol Engines Table

Size	Price	Weight	Cu. ft.	HT	Max. load
Standard Engines					
50 cu. in.	\$1250	75	5	10	1500
100 cu. in.	\$2500	150	10	20	3000
150 cu. in.	\$3750	225	15	30	4500
200 cu. in.	\$5000	300	20	40	6000
250 cu. in.	\$6250	375	25	50	7500
300 cu. in.	\$7500	450	30	60	9000

Oversized Engines (oversized vehicles only)

Regular truck IC	\$18000	5200	40	60	25000
Large track IC	\$27500	6500	60	80	60000
Super track IC	\$35000	8000	70	95	90000

Acceleration Table

Normal IC Engines		Oversized IC Engines		Road Trains	
top speed (mph)	accel. (mph/turn)	current speed (mph)	accel. (mph/turn)	current speed (mph)	accel. (mph/turn)
below 90	5	up to 25	2.5	up to 15	1
90-120	10	above 25	5	15-30	2.5
above 120	15			above 30	5

Fuel Tanks Chart

Tank type	PD/DR	Wt./gallon*	S/gallon	cu. ft./gallon
Economy	0/5	1lb.	\$ 2	.5
Heavy Duty	0/10	2lbs.	\$ 5	.5
Safety	0/10	5lbs.	\$10	.5
Duelling	0/20	10lbs.	\$25	.5

* this is empty weight — each gallon of fuel weighs an additional 6 lbs. The weight of a full fuel tank is included in the vehicle's curb weight.

Special Petrol Damage Results

In combat, use the following results rather than those on the standard Vehicle Damage Allocation Table (p. GA59):

7,8 — Power plant. The internal-combustion engine has been hit.
13,14 — Fuel tank (even)/Cargo (odd). Roll 1 die — if the roll is even, the fuel tank has been hit; otherwise, the cargo area takes the hit. The fuel tank is always mounted towards the rear of the vehicle (or the rear of the tractor in a tractor-trailer rig). If there is less than 5 cu. ft. of cargo space allocated in the vehicle, and that space is empty, the fuel tank is automatically hit.

Fire Checks

Engine takes more than 10 points damage in a single turn . . .	10
Engine takes more than half its total HT in hits in a single turn.	9
"Fuel System" result on the Engine Damage Table.	9*
Fuel tank breach (economy or heavy-duty tank).	7
Fuel tank breach (safety or duelling tank).	9

Modifiers:

Damage was done by a laser.....	+1
Damage was done by a flamethrower or flaming oil.	+3

* Make a fire check *each turn* until there is a fire or the engine is shut off. If there is a fire, immediately place a flaming oil slick behind the vehicle.

Fuel Costs Chart

Fuel	Queensland	Australia	U.S.
Unfiltered Ethanol	\$5	\$6	\$20
Filtered Ethanol	10	12	25
Petronol	20	25	35
Petrol	35	35	40

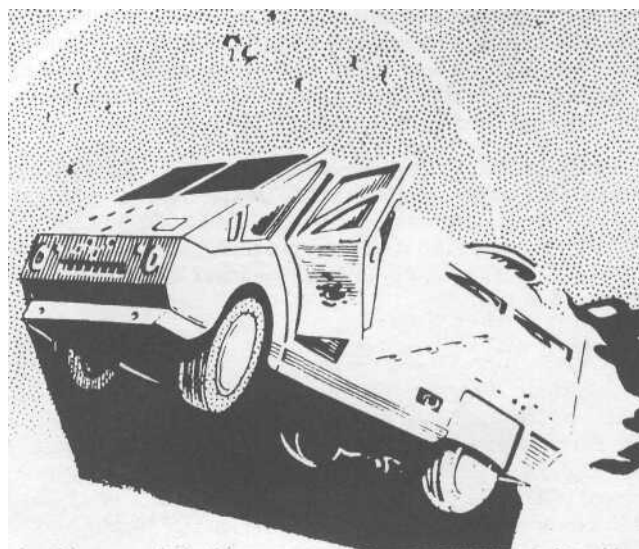
On this chart: *Queensland* also includes northern NSW; *Australia* includes urban communities and the coast margin, but not the outback; U.S. prices also apply to other non-ethanol-producing countries.

Engine Damage Table

2 — *Black smoke.* Place smokescreen counter behind vehicle. R \$5 (+2)
 3-5 — *CLANG! Noise only.* R \$5 (+2)
 6 — *Oil gauge damaged.* "Low Oil" alarm sounds. (Only the gauge is damaged.) R \$5 (+2)
 7 — *Hideous grinding noises.* Roll twice more on this table, ignoring this result if rolled again.
 8 — *Cylinder.* Acceleration drops by 5 mph, but never lower than 5 mph. Top speed drops 20 mph. If vehicle is moving faster than new top speed, it decelerates 10 mph per turn until below top speed. R 25% (-4)
 9 — *Radiator.* "Warning: Overheating" alarm sounds. After 4 turns, roll 1 die per turn if the engine is running: on a 6, the engine seizes up and is ruined. R 10% (+2)
 10 — *Oil system.* "Low Oil" alarm sounds. Place an oil slick counter directly behind the vehicle. After 2 turns, roll 1 die per turn if the engine is running: on a 6, the engine seizes up and is ruined.* Does not affect oil-using weapons. R 10%
 11 — *Fuelsystem.* "Low Fuel" alarm sounds. Engine will shut off after 3 turns. Make a fire check (see Fire Table). R 1d x10
 12 — *Cracked block.* Place oil slick behind vehicle. Vehicle decelerates 15 mph per turn (may be increased if driver voluntarily brakes) until moving less than 20 mph (its new top speed). Roll 1 die every turn if engine is running: on a 6, the engine dies. Repair impossible.

* If the engine is equipped with a turbocharger, the engine seizes up on a roll of 5 or 6.

Engine Damage Repairs. Repair information for each item follows the letter "R." Percentage costs are based on the engine's original cost. Numbers in parentheses are modifiers to the Mechanic roll (see p. 44). Ruined engines cannot be repaired.



Petrol Engine Accessories

Installing any accessory requires a Mechanic skill roll.

Blueprinted Engine.* Adds 50% to engine cost, no weight or space. Increases top speed and pulling capacity by 10%. Trained technicians take apart the engine, measure every piece, and make precise adjustments to the tolerances. Installing a blueprinted engine requires a Mechanic roll at -2, and must be done in a garage.

Carburetor.* Saves 20% of engine cost, no weight or space. Top speed drops by 10 mph, reduces mpg by 2 (by 1, if less than 10). By taking out the fuel injection system and replacing it with an old-fashioned carburetor, the owner can save money.

Multiple-Carburetor System. Saves 10% of engine cost, no weight or space. Top speed drops by 5 mph, and mpg goes down by 1. If switching from a single carb to a multi-carb system or vice versa, the job is easy: +2 to the skill roll.

Nitrous Oxide. \$500/tank, 20 lbs., 4 cu. ft. When a tank of this stuff is opened (by hitting a button on the dashboard), acceleration goes up by 10 mph and top speed becomes 50% higher than the previous rating, for a period of 5 turns. Only one tank may be used at a time — the effects of nitrous oxide are not cumulative. *Example:* If a vehicle's top speed is 180 mph, hitting the nitrous allows it to hit (1.5 x 180) 270 mph during the 5-second burst.

When the 5 turns are over, the nitrous oxide is used up (so is 1 gallon of fuel). The vehicle decelerates 10 mph per turn until within its regular top speed. This is "free" deceleration — the driver can brake to slow down even more. The free deceleration won't count toward the difficulty of excess braking. Installing the system is easy (+3 to skill). Recharging the system requires no skill roll but costs \$200.

Supercharger. \$1,500, weighs 20% of engine weight, 5 cu. ft. Increases top speed by 10 mph, reduces mpg by 1. It also boosts ac-

celeration by 5 mph — and, unlike a turbocharger, this boost is good at all speeds. A supercharger works like a turbocharger, except that it runs off the engine itself instead of the exhaust gases. Engine must be 150 cubic inches or larger.

Truck Turbo.* \$2,000, 50 lbs., 5 cu. ft. For oversized vehicles only. Improves acceleration: 2.5 mph/turn (below 10 mph), 5 mph/turn (above 10 mph, up to 40 mph), 10 mph/turn (above 40 mph). Installation is difficult (-2 to skill roll).

Tubular Headers.* 20% of engine cost, no weight or space. Increases maximum load and top speed by 5%. When tubular headers are installed on a blueprinted engine, the blueprint increase is figured before the header bonus is added. Installation is easy (+3 to skill roll).

Turbocharger. \$1,000, no weight or space. Increases top speed by 10 mph. Additionally, acceleration is boosted by 5 mph if the vehicle is moving at 40 mph or higher. This device uses exhaust gases to power a turbine which forces more air and fuel into the engine, improving performance. It is difficult to install (-2 to skill roll). No vehicle may have both a turbocharger and a supercharger.

Turbo-Supercharger. \$3,500, weighs 25% of engine weight, 10 cu. ft. Adds 20 mph to top speed, and increases acceleration: +5 mph/turn (up to 40 mph), +10 mph/turn (above 40 mph). It is hard to install (-2 to skill roll), and cannot be installed on vehicles which have turbochargers, variable-pitch turbos or superchargers.

Variable-Pitch Turbocharger. \$2,000, no weight or space. Works like a regular turbocharger, except that its 5 mph/turn acceleration bonus applies at all speeds. Installing a variable-pitch turbocharger is difficult (-2 to skill roll), unless the vehicle already has a turbocharger (+2 to skill roll).

** may be used with oversized engines*

Vehicles Found In Australia

Notes on the following vehicles — *Mpg in parentheses* are provided for vehicles which can safely use ethanol, and are the ethanol mpg ratings. *Top speed* given assumes a 200 lb. driver; if a number in parentheses is given, this is the vehicle's top speed when loaded to its weight capacity. *Cost* does not include the cost of fuel, since these prices vary so widely. Unless otherwise identified, all manufacturers are Australian.

Cycles and Trikes

Kabuki (Mitsui/Japan) — Hvy. cycle, hvy. suspension, 100-cubic-inch engine, 5-gallon safety tank, 2 PR radial tires, driver only, RL front, targeting computer, turbocharger. Armour: F2/8, B2/8. Accel. 10 (15 at 40+ mph), top speed 105, 45 mpg, Driving skill modifier: +2, 1, 106lbs. (194 for driver and cargo), 1.5cu. ft. remaining, \$8,580.

Superfreak (Oz Cycles) — Hvy. cycle, hvy. suspension, blueprinted 125-cubic-inch engine, 2-gallon HD tank, 2 PR radials, driver only, nitrous oxide, tubular headers, variable-pitch turbo. Armour: F2/8, B2/8. Accel. 20 (30 w/NOz), top speed 137, 43 mpg, Driving skill modifier: +3 (+6 at 60+ mph), 874 lbs. (426 left for cyclist and cargo), 8.5 cu. ft. remaining, \$10,303.

Wanderer Max (Delta Automotive) — Hvy. tike, OR suspension, 200-cubic-inch engine, 12-gallon safety tank, 3 OR solid tyres, driver only, VMG front, turbocharger. Armour: F4/16, R2/8, L2/8, B4/8, TO/0, UO/0. Accel. 15 (20 at 40+ mph; -5 mph fully-loaded), top speed 135 (130), 35 mpg, 2,402 lbs. (398 left for driver and cargo), 12 cu. ft. remaining, \$14,420.

Mid-sized

Commuter (Premier Motors) — Mid-sized, std. chassis, lt. suspension, 160-cubic-inch engine, 10-gallon hvy. duty tank, 4 HD tyres, driver, 4 passengers, MG in small turret, spare HD tyre. Armour: F2/8, L2/8, R2/8, B2/8, T1/4, U1/4. Accel. 10 (5 fully-loaded), top speed 90 (70), 39 (23) mpg, Driving skill modifier: +0, 3,270 lbs. (1,530 left for crew and cargo), 6 cu. ft. remaining, \$9,250.

Redshift (Avtomobil' Rosseyskey/Second Soviet Union) — Streamlined mid-sized, x-hvy. chassis, hvy. suspension, blueprinted 250-cubic-inch engine, 12-gallon duellist tank, 4 PR radials, driver, MG in small turret, FOJ back, hi-res computer, spoiler, airdam, ram plate, turbocharger. Fully-honeycombed FP armour: FO/36, UO/12, O/30 all other locs. Accel. 10 (15 at 25+ mph), top speed 115, 30 mpg, Driving skill modifier: +3 (+6 at 60+ mph), 5,517 lbs. (243 left for driver and cargo), 3 cu. ft. remaining, \$35,290.

Luxury

BIF Blighthopper (manufacturer varies) — Luxury grasshopper, x-hvy. chassis, lt. suspension, small copter power plant, 4 standard tyres, driver (pilot), MML front, smokescreen back, 4 napalm cluster-bombs under, radar, hi-res computer, LD radio. Fully-honeycombed armour: O/6 in all locs. Accel. 5, top speed 100, Driving skill modifier: +0 (+2 in air), 6,145 lbs. (455 left for driver/pilot and survival gear), 1 cu. ft. remaining, \$43,250.

Blighter (Premier Motors) — Luxury, x-hvy. chassis, OR suspension, 320-cubic-inch engine, 25-gallon safety tank, 4 OR solid tyres, driver, gunner, MG in small universal turret, flamethrower front, hi-res and std. targeting computers, radar, searchlight, LD radio, imp. FE, turbocharger. Fully-honeycombed armour: FO/24, RO/18, LO/18, BO/18, TO/12, UO/12. Accel. 15 (20 at 40+ mph, -5 mph if fully-loaded), top speed 135 (130), 23 mpg, Driving skill modifier +1 (+2 off-road), 6,025 lbs. (575 left for crew and cargo), .5 cu. ft. remaining, \$38,900.

Desert Patrol Vehicle (Aboriginal Motors) — Luxury, x-hvy. chassis, OR suspension, 320-cubic-inch engine, 15-gallon safety tank, 4 OR solid tyres, driver, gunner, MG front, MG in small turret, imp. FE, targeting computer, turbocharger. Armour: F3/12, R 3/12, L3/12, B2/8, T2/8, U2/8. Accel. 15 (20 at 40 mph+), top speed 150 (130), 23 mpg, Driving skill modifier: +1 (+2 off-road), 5,015 lbs. (1,585 left for crew and cargo), 22.5 cu. ft. remaining, \$25,650.

HITInterceptor (manufacturer varies) — Luxury, x-hvy. chassis,

hvy. suspension, 300-cubic-inch engine, 20-gallon safety tank, 4 OR solid tyres, driver, gunner, 2 MGs in medium turret, 2 MMLs front, spikedropper back, imp. FE, 2 targeting computers, ram plate, spoiler, turbocharger. Fully-honeycombed armour: F0/30 (with ram plate), R0/18, L0/18, BO/12, TO/12, UO/12. Accel. 10 (15 at 40+ mph), top speed 120, 15 mpg, Driving skill modifier: +2 (+3 at 40+ mph, +1 off-road), 6,155 lbs. (445 lbs. left for crew and cargo), 11 cu. ft. remaining, \$29,150.

El Presidente (Viva Petroleum/Venezuela) — Luxury, x-hvy. chassis, hvy. suspension, 260-cubic-inch engine, 18-gallon safety tank, 4 OR solid tyres, driver, gunner, 3 passengers, MG in small universal turret, FOJ back, hi-res computer, ram plate, turbocharger, imp. FE, LD radio, misc. luxury fittings. Fully-honeycombed armour: FO/24, RO/18, LO/18, BO/18, TO/12, UO/12. Accel. 10 (15 at 40+ mph), top speed 110 (100), 29 mpg, Driving skill modifier: +2 (+1 off-road), 5,528 lbs. (1,072 left for crew and cargo), 4 cu. ft. remaining, \$39,155.

Pickups and Vans

Transporter (Skippyicar) — Pickup, lt. chassis, hvy. suspension, blueprinted 450-cubic-inch engine, 20-gallon safety tank, 4 OR solid tyres, driver only, LD radio. No armour: DR 1 in all locations. Accel. 15, top speed 180 (175), 10 (6) mpg, Driving skill modifier: +1, 3,315 lbs. (2,535 lbs. left for driver and cargo), 55 cu. ft. remaining (cargo only), \$23,045.

Lancelot (Excalibur/USA) — Van, x-hvy. chassis, hvy. suspension, 440-cubic-inch engine, 20-gallon safety tank, 6 PR tyres, driver only, 2 HRs front, 2 HRs back, HR right, HR left, hi-res computer, imp. FE. Armour: F6/24, L3/12, R3/12, B4/16, T2/8, U3/12. Accel. 15, top speed 170, 11 (7) mpg, Driving skill modifier: +1, 6,920 lbs. (280 left for driver and cargo), 25 cu. ft. remaining, \$27,900.

Lancelot Caravan option — Install 380-cubic-inch engine, 15-gallon duelling tank. Replace HRs with MG in pop-up, small turret. Drop imp. FE. Add nitrous oxide, supercharger, room for 6 passengers. Armour is reduced, honeycombed and made FP: 0/6 T and U, 0/18 all other locs. Accel. 20 (30 w/NO₂), top speed 170 (150), 16 mpg, 5,704 lbs. (1,496 left for crew and cargo), 15 cu. ft. remaining, \$32,475.

Police Cage (Skippyicar) 6 Van, x-hvy. chassis, hvy. suspension, 300-cubic-inch engine, 20-gallon safety tank, 6 PR radials, driver only, 2 MGs in medium turret, imp. FE, targeting computer, 4DR-10 wheelguards. Honeycombed armour: FO/18, RO/18, LO/18, BO/12, T1/10, UO/12. Accel. 10, top speed 115 (100), 25 (15) mpg, Driving skill

modifier: +2, 5,970 lbs. (1,230 left for driver, prisoners and cargo), 59 cu. ft. remaining, \$24,740.

Oversized Vehicles

Interstate (Southern Cross) — 40" bus, x-hvy. chassis, reg. truck IC engine, 50-gallon safety tank, 10 PR tyres, driver, 2 gunners, 20 passengers, 3 MGs in large turret (front), AT gun in large turret (back), MD back, 3 targeting computers, imp. FE. Fully-honeycombed armour: 0/6 under (front and back), 0/18 in all other locs. Accel. 2.5 (5 at 25+ mph), top speed 100 (90), 10 (8) mpg, Driving skill modifier: +0, 24,230 lbs. (including 5,000 for passengers; 770 left for crew and cargo), 17 cu. ft. remaining, \$65,400.

Sledgehammer (Augusta Motor Company) — Sleeper longnose, x-hvy. chassis, large truck IC engine, 50-gallon HD tank, 10 PR tyres, driver, passenger, 2 MGs in medium turret, ram plate, targeting computer. Sloped armour: F10/20, R3/12, L3/12, B2/8, T4/8, U2/8. Accel. 2.5 (5 at 25+ mph), top speed 90, 10 (8) mpg, Driving skill modifier: +0, 15,720 lbs. (480 left for crew and cargo), 17 cu. ft. remaining, \$87,580.

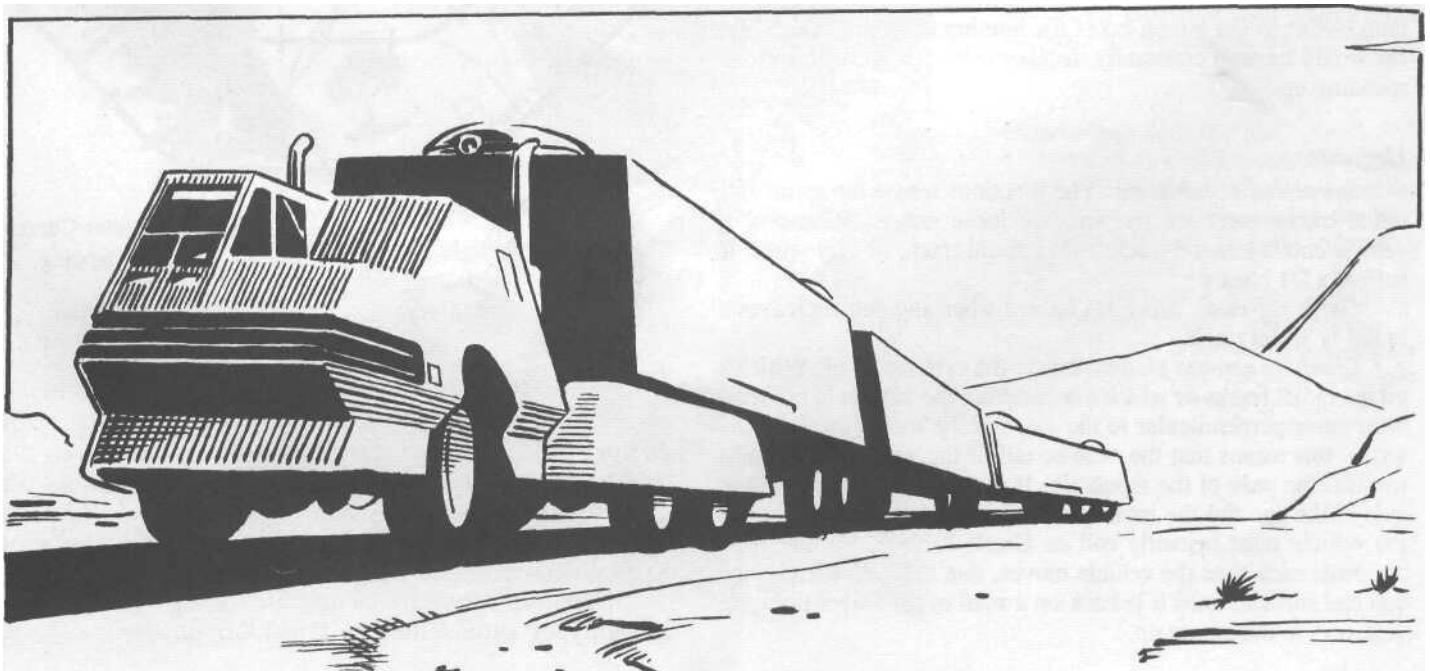
Big Mama Road Train Cab (Southern Cross) — Sleeper longnose, x-hvy. chassis, super truck IC engine, 46-gallon HD tank, 10 PR tyres, driver, gunner, ram plate. FP sloped and honeycombed armour: F4/24, R2/12, L2/12, B1/6, T1/6, UO/12. Accel. 1 (2.5 from 15-30 mph; 5 thereafter), top speed 90, 10 (8) mpg, Driving skill modifier: +0, 15,708 lbs. (492 left for crew and cargo), 14 cu. ft. remaining, \$93,700.

Mama One — Van trailer, super truck IC engine, 46-gallon HD tank, 8 PR tyres, AC with extra magazine in large front turret, 3 lasers in x-lg. back turret, 4 MGs with 2 extra magazines each (RF, LF, RB, LB). FP sloped and honeycombed armour: 0/24 in each underbody location, 4/24 elsewhere. 10 (8) mpg, 23,603 lbs., 2,220 cu. ft. remaining, \$126,710.

Mama Two — Van trailer, 12 PR tyres, 4 MGs with 2 extra magazines each (RF, LF, RB, LB). FP sloped and honeycombed armour: 0/24 in each underbody location, 4/24 elsewhere. 12,870 lbs., 2,340 cu. ft. remaining, \$55,900.

Mama Three — Van trailer, 12 PR tyres, AC with extra magazine in large back turret, 3 lasers in x-lg. front turret, 4 MGs with 2 extra magazines each (RF, LF, RB, LB), 3 FOJ with 5 extra magazines each (RB, B, LB). FP sloped and honeycombed armour: 0/24 in each underbody location, 4/24 elsewhere. 17,000 lbs., 2,253 cu. ft. remaining, \$110,600.

Complete road train — 69,181 lbs. (80,819 lbs. left for crew and cargo), 6,813 cu. ft. remaining, \$386,910.



MINI-SCENARIOS

Introduction

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

Black Mountain Dueltrack

Australian Capital Territory

This dueltrack is unique — it actually spirals around a mountain, albeit a small mountain. The octagonal design mirrors the shape of Canberra, the city spread out below it. Six events are held on this arena:

Spiral path. Down the mountain (outwards), using the spiral road only.

Roller coaster. Down the mountain, using the spiral and the three radial paths.

Lookout below. Down the mountain — driving anywhere, including off-road.

Follow the Yellow Brick Road. Up the mountain (inwards), using the spiral only.

Mountain Climbing. Up the mountain, using the spiral and radial paths.

Anti-gravity. Up the mountain — driving anywhere, including off-road.

The road sections required to recreate Black Mountain Dueltrack are: 18 long straights, 8 short straights, 12 large curves and 10 tight curves.

Acceleration and Deceleration

When driving down the spiral, vehicles get a free acceleration of 5 mph; when driving up, a free deceleration of 5 mph. Off the spiral, free acceleration and deceleration are increased to 15 mph — this is approximately a 45 degree slope! This "free" acceleration or deceleration is automatic.

Example: A duelcar coming down the spiral track at 30 mph, which accelerates by 10 mph, will increase its speed to 45 mph — due to the 5 mph boost for running downhill. The same car would have to constantly *decelerate* by 5 mph just to avoid speeding up.

Hazards

Spiral/radial junctions. The junctions where the spiral and radial tracks meet are strewn with loose debris. Whenever a vehicle enters a radial track from a spiral track, or vice versa, it suffers a D1 hazard.

Going off-road. It is a D1 hazard when any vehicle leaves a radial or spiral track.

Climbing extreme slopes. Due to the extreme slope, vehicles on the radial tracks or which are climbing the mountain off-road *must* move perpendicular to the slope of the mountain. In game terms, this means that the nose or tail of the vehicle must point towards the peak of the mountain. If the angle between the long axis of the car and the mountain peak is more than 15 degrees, the vehicle must instantly roll on Crash Table 1. Further rolls are made each time the vehicle moves, due to the extreme slope and bad surface, until it is back on a road or no longer pointing sideways to the mountain.

Rolling

If a driver rolls his vehicle, it suffers damage to whichever side is rolled on — 3d when on the off-road slopes, 6d when on a radial path. In both cases, the automobile accelerates by 5 mph. When a vehicle rolls on the spiral, the damage is 6d and deceleration is 15 mph.

When a vehicle which has been rolling downhill lands on the spiral road, the side of the vehicle which contacts the road suffers collision damage at the speed the vehicle has been travelling. This causes an immediate deceleration of 20 mph.

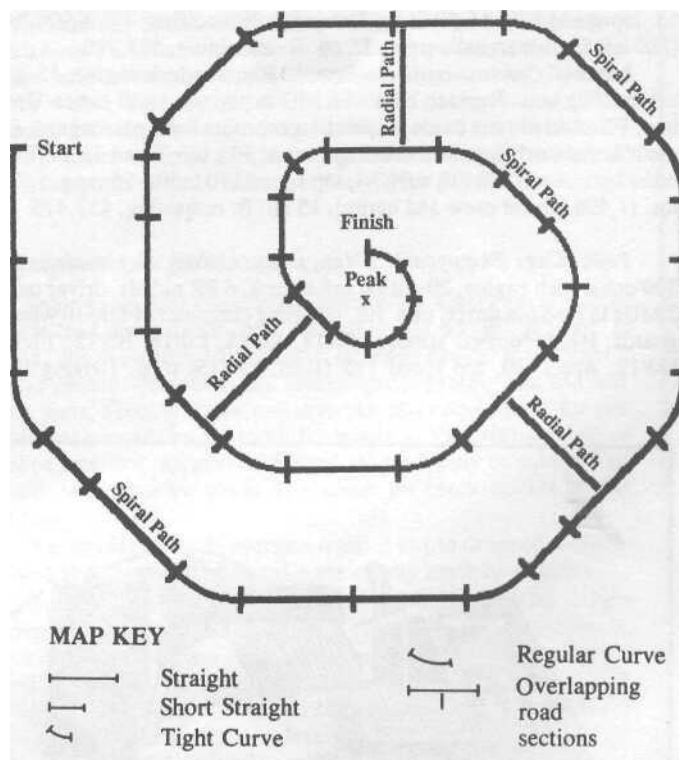
GURPS Autoduel Conversion

The D1 penalties mentioned above are -2 penalties to *GURPS Driving* skill rolls.

When climbing extreme slopes, make a Driving skill roll at -5 penalty *before* consulting the Crash Table. However, rolling on the Crash Table is mandatory regardless of the success of the skill roll.

When rolling down the mountain, the D3 damage becomes 2 dice damage and the D6 damage becomes 4 dice.

BLACK MOUNTAIN DUELTRACK



Eleven-a-side Autoduelling

History

Cricket was a major English sport of the 18th century. "Test matches" between national cricket teams were a focus of national prestige. The most prestigious of these were the England-Australia tests, contests for a prize called "the Ashes."

In 2030 an Aussie media magnate, taking advantage of the illegality of autoduellings in Great Britain, invited British

duellists to visit Australia for a series of autoduel matches patterned according to cricket rules. Oddly enough, vehicular cricket caught on. Known both as "test autoduel" and as 'eleven-a-side duelling," this sport is now popular throughout the nations of the former British Commonwealth.

International test matches are held regularly, administered jointly by the RAADA and the International League for Test Autoduel (ILTA). The 2038 tests, hosted by Perth, will feature competition between Australia, Great Britain (fielding its first team since the revolution), Scotland, Egypt, South Africa, Hong Kong, India and Jamaica. ILTA hopes to add the event to the Olympics if plans for the 2040 Tokyo Summer Games succeed.

Rules

Number of players. Four are recommended — two per side.

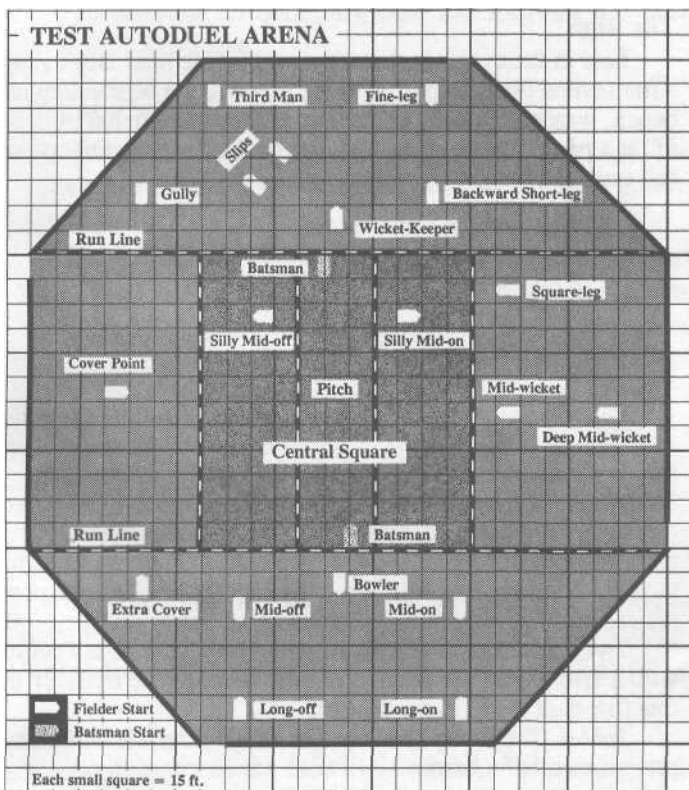
The coin toss. The captains of each team drive to the centre of the field for the toss. The winning captain decides whether his team will bat or field first. Each team will have one chance to bat and to field.

Set-up. Two vehicles from the batting team — known as *batsmen* — take positions facing each other, at opposite ends of the pitch (see diagram). The remaining nine vehicles of the batting team are arranged behind the field gates, in a fixed line-up chosen by the team captain.

The fielding team then sets up its cars in any eleven of the standard starting positions. Each starting position has a name — cars in the bowler, mid-off, mid-on, wicket-keeper, slips and backward short-leg positions must begin facing away from the nearest batsman.

Runs. The object is to accumulate more "runs" than the opposition. Runs are scored when a batsman crosses one of the two run lines. He must cross these alternately — not just go back and forth over the same line.

Runs are also scored for "running out" (immobilising) fielding vehicles and for "bowling" (hitting) fielding drivers. Any hit on a driver, including hits taken by personal armor, count for bowling. A bonus is given for removing the entire fielding team from play.



Penalties are also assessed in terms of runs.

Scoring

2 runs -	bowling a fielder*
3 runs -	running out a fielder
4 runs -	crossing a run line
10 runs -	each penalty (points given to the opposing team)
20 runs -	bonus for removing all fielders from play

* fielder must be in his vehicle; otherwise, this counts as a penalty (for attacking a pedestrian).

Bowlers. Only two fielders may fire per turn. These vehicles, designated by the captain of the fielding team each turn, are known as "bowlers."

Leaving play. A vehicle is "out of play" if it has been run-out or bowled (see above). The driver must immediately leave the arena by the most direct route; if he is unconscious or dead, a medical team will come to his assistance. Play does not stop while medical teams or out-of-play drivers cross the field.

New batsmen. On the turn following a turn on which a batting vehicle is bowled or run-out, a new batsman enters the playing field. The captain of the batting team decides which vehicle enters play — a vehicle, at the start of the line-up, at any one of the four entry gates may be chosen. New batsmen cannot fire, be fired upon, or score runs until they enter the central square.

End of play. One team's turn (an "inning") ends when only one batsmen remains, or if there are no functioning fielders. Between the first and second innings, there is a short interval while the arena is cleared of debris and damaged cars. There are no "halftime" events. There are only two innings.

Referees (optional). Four referees, riding lightly-armored trikes, are on the field to watch for penalties. As an added complication, these vehicles and a referee player may be added to this scenario. In this case, penalties are assessed only for acts which can be seen by a referee; hitting a referee counts as a double penalty.

Non-competition games. For non-competition games — including exhibitions — non-regulation vehicles may be used, the number of batsmen per side may be reduced, or the number of

innings may be increased. Purists refer to non-standard games as "Canadian Rules autoduel." Canadians refer to Test Autoduel as "Aussie Rules duelling."

Penalties. The following are penalties:

Attacking pedestrians	one penalty per shot
Entering the pitch	fielders only
Crowding	fielders only, once per turn; the central square is "crowded" if more than four functioning fielders occupy it
Delay of exit	given both to drivers failing to leave run-out vehicles, and for pedestrians failing to exit swiftly using the most direct route
Other rules infraction	referee's discretion

Equipment and Vehicles

Facilities. Competition playing fields must be laid out in regulation size and pattern (see diagram). Two medical teams, consisting of one medic and two aides (all pedestrians), are in attendance at ILTA-sanctioned events.

Teams. The name "eleven-a-side" is a misnomer. Each competition team has 22 batting and bowling vehicles, eleven of each type.

Drivers. All drivers must wear body armour. Drivers may not use personal weapons or wear additional armour.

Vehicles. In formal RAADA competition, teams must use regulation vehicles. The designs are approved by the ILTA after annual trials, and are the subject of heavy competition among automakers with sales in test autoduel countries. Electric vehicles are used in competition for safety reasons. Radios are required; dropped weapons are prohibited.

For 2038 competition, the approved designs are:

Car Wars:

Batsman 2038 (Petrolcar/Australia) — Subcompact, hvy chassis, hvy suspension, small power plant, 4 std. tyres, driver only. MML front, targeting computer. Cargo: 1 space, no weight. Metal armour: F5, R4, L4, B5, T1, U1. Accel. 5, max. speed 80, HC3, 2,395 lbs., \$4,100.

Fielder 2038 (Kruftawerk/South Africa) — Subcompact, std. chassis, imp. suspension, small power plant, 4 HD tyres, driver only. MML front w/extra magazine. Metal armour: F5, R2, L2, B2, T1, U1. Accel. 5, max. speed 80, HC2,2,300 lbs., \$3,058.

Overthrowing (optional)

Whenever an attacker misses his target — called "overthrowing" in test autoduel — the shot has gone over the victim's head, or the exact centre of his vehicle. In a crowded battle, what happens to this shot can be important.

A missed shot travels in a straight line past the original target until it leaves the field of play or hits something. If the straight line crosses a fixed obstacle — a wall or a run-out vehicle, for instance — the shot hits the obstacle, doing standard damage. If the line crosses any other potential target, including vehicles and pedestrians (enemy and friendly), the firer must make a new "to hit" roll. Modifiers for the new range are used, plus a -2 modifier for the overthrow. If there are multiple possible targets, attack rolls are made in distance order, nearest targets first; once the shot hits, no further attack rolls are made.

GURPS Autoduel Conversion:

Vehicles. The approved designs for 2038 in **GURPS** terms, are:

Batsman 2038 — Fully honeycombed armour: FO/18, RO/12, LO/12, BO/18, TO/1, UO/1. Driving skill modification: +2. Vehicle weight: 2,400 lbs. (155 lbs. left for crew and cargo). Cubic feet remaining: 4, \$4,650.

Fielder 2038 — Fully honeycombed armor: FO/18, RO/6, LO/6, BO/6, TO/1, UO/1. Driving skill modification: +1. Vehicle weight: 2,300 lbs. (187 left for crew and cargo). Cubic feet remaining: 3, \$3,255.

Overthrowing. Use normal **GURPS** rules. Overthrown attacks have a +8 modifier.

Party Games

New South Wales

This scenario requires a GM. The players take the part of characters at the party, at least enough to crew two duelling vehicles. Another player or the GM may run the cycle gang.

The setting is the grounds of a mansion owned by a TV network exec, Anthony Covell. For entertainment, Covell often invites lower- and working-class people to his social gatherings. Recently, Co veil's interest has been piqued by TV: *Road Renegade* (an Australian series) and *McDade* (the American hit series). He has invited the PCs to an autoduel party, encouraging them to bring along their fascinating weapons and vehicles.

The Party

The PCs arrive for the party, and are led to poolside. The rich and beautiful stand around in droves. The characters' duelling equipment is placed on display (see diagram) along with equipment and vehicles already there.

To simulate the party, the GM should roll 2 dice and consult the following table. The person indicated is met by a random PC, and the party event occurs. Do not provide the reward information to the players at this time.

Continue rolling party events until all events have been used or the players are growing restless, then proceed to the raid. If an event is rolled more than once, use it with a different PC or use the nearest unrolled event.

The Map

Late in the evening, there is a raid by the Mad Dogs gang. After several hours of partying, the PCs will not be standing in a bunch, weapons primed and ready. If a party event has placed a PC at a particular location, he starts the battle there. Otherwise, roll one die for each character:

- 1 - on the Dance Floor.
- 2 - on the Swimming Pool deck.
- 3 - on the Mansion's Patio.
- 4 - at the Buffet Tables.
- 5 - eating at one of the Dining Tables.
- 6 - in the Duelling Vehicles display area.

Raised platforms. The dance floor, serving area, the patio, and the deck of the swimming pool are all wooden, raised areas. Moving from any other surface to them constitutes a hazard.

Swimming Pool. If a vehicle counter overlaps any portion of the swimming pool, it may fall into the pool. Make an immediate Control Roll; if unsuccessful, the vehicle plunges into the pool. If more than half of a car's counter overlaps the pool, the car automatically falls in; there is no Control Roll.

Trees. All of the trees are 30 DP. A vehicle does not collide with a tree unless the vehicle counter touches the trunk of the tree (the dark circle in the centre).

Tables. The flimsy trestle tables which carry the food do not present much of a barrier — 1 DP.

The Duelling Vehicles. The PCs' vehicles are the only functioning ones at the party. All of the others are display models from Roman's TV show.

The Gate Crashers

The Mad Dogs leader is Cyclist +2, Gunner +2, Handgunner +2. He rides a Wanderer trike (p. DT21) and carries a shotgun, a heavy pistol, and 2 grenades.

The second-in-command is Cyclist +1, Gunner +3, Handgunner +2. He rides a Kabuki cycle (p. DT21), has purloined a flak jacket from somewhere, and totes an SMG and 2 grenades.

There are at least four other Dogs, two on Kabuki and two on Slingshot cycles (p. DT21). Each carries a heavy pistol and is Cyclist, Gunner, Handgunner. The GM may tailor the precise number of Mad Dogs to the PCs' capabilities.

If *Dueltrack* rules are not being used, substitute these vehicles: Leo medium trike (p. DCW60), Slasher and Hawk cycles (pp. VG5,7).

The Raid

An explosion is heard, followed by the sound of cycles

pouring through a breach in Covell's estate wall. Covell yells: "Run for your lives!" Security guards, rushing forwards to stop the intruders, are killed or flee in terror.

Named guests. All of the guests mentioned earlier will be on the map as pedestrians (their locations are given on the map). At the fight's start, roll 1 die for each guest and check the reaction table below.

- 1 — The guest rushes towards the nearest PC, begging for protection.
- 2 — The guest stays where he is, shouting confused orders to the nearest PC.
- 3-6 — The guest flees towards any cover within 30 feet.

If any shooting comes in his general direction, a guest will drop to the ground where he is. All guests will ask for help from close PCs; they will also cooperate with PC instructions, so long as nothing dangerous is asked.

Other guests. There are many guests at this party besides the ones mentioned. If a named guest is fleeing towards cover, that guest is actually the centre of a clump of 15 or so other guests.

Party Guest Table

2 — Diana Covell. Anthony's gracious, well-groomed, middle-aged wife. She is a perfect hostess.

Party event: She collects the PCs in order to introduce them to an important guest; roll once more to determine the guest.

Reward: See Anthony Covell, below.

3 — Sharon Woodah. Investment banker of Aboriginal descent, and a member of Anthony's financial staff.

Party event: She engages in serious flirting with one of the male PCs, including an offer of a "private tour" of the mansion — any PC accepting the invitation will miss the raid.

Reward: See Anthony Covell, below. In addition, Sharon will feel obligated to provide professional or personal services to anyone who saves her life — including tips from the Australian financial world.

4 — Sidney Wu. Influential Hong Kong business magnate, visiting Covell on business. Like many Chinese, he is bitter about Australia's lack of help during the Blight; though he hides the bitterness, it is obvious that he feels morally superior to the Aussies. If he discovers that a PC is American or Japanese, he will be much warmer.

Party event: If the PCs are non-Australians, Sidney will discuss the faults of Australia during the Blight. With Aussie PCs, Sidney will criticise Australia's lack of culture.

Reward: \$2,000/character; doubled for non-Australians.

5 — Roman Stark. Handsome, charismatic star of the hit TV show *Road Renegade*, Roman is actually a friendly young man.

Party event: Roman will question the PC about autoduelling. If the PC is a duellist, Roman will enthusiastically ask for tips on duelling tactics and equipment.

Reward: The actor's thanks and an autographed photo. If the PC is a duellist, Roman promises stunt driver work, and a screen test.

6 — Jeannie Covell. Anthony's 14-year-old, gangly niece.

Party event: Shyly approaches a male PC and talks about music and dancing, eventually hinting that she'd like the PC to ask her to dance. If the PC gives her *any* encouragement, she will fall madly in love.

Reward: After the party, Jeannie will stow away in one of the PCs' vehicles. If/when she is discovered missing, Anthony Covell will call the police.

7 — Anthony Covell. Powerful Australian industrialist, fond of wearing elegant suits and discussing his wealth. Smokes an expensive imported cigarette. *

Party event: Insists on discussing the future of oil exploration in Antarctica, and how Australia's destiny is to dominate the world.

Reward: Covell is delighted at the "entertainment" — the rich will be discussing his party for weeks! If his entire entourage — his wife Diana, daughter Jeannie, and banker Sharon — is alive, each PC receives a Gold Cross clone and the money to pay its upkeep for one year. If any are dead, Covell is less pleased; he pays \$1000/character. Revolve is special — anyone saving the dog receives \$2000. If Covell is dead, forget about any reward.

8 — James Hinkle. Young, excitable, independent automobile engineer, James stands out because he is dressed in normal clothing.

Party event: James earbashes everyone concerning the revolutionary car engine he's designing. He sounds like a crank.

Reward: He isn't a crank — James offers to let the PCs test-drive his new engine. This could lead to its own adventure, as several automobile manufacturers learn of the new design and wish to steal its secrets.

9 — Judi Wu. Wu's Eurasian daughter, desirable, spoiled, and dripping with class.

Party event: She asks questions, such as: What is it like to be a barbarian? Do you enjoy it when you kill people? Don't you feel responsible for promoting violence? Obviously, she dislikes duellists.

Reward: She gives her necklace (\$4,000 value) to one of her rescuers, the one who seems least like a jerk.

10 — Fred Fraser. Another of Covell's "novelty" guests, a bartender who's there because he likes a good meal.

Party event: While grabbing up as much food as he can, this slob loudly denounces the "snobs" at the party to anyone who will listen.

Reward: A free round of drinks, anytime the PCs come to Fred's place — The Eager Beagle. Fred is a good contact for local news.

11 — Lydia Younghusband. Sidney Wu's current lady friend. Her primary attractions show clearly in her low-cut pseudo-body armor.

Party event: She asks to be shown the PCs' duelling vehicle. She will happen to be sitting at the controls when the raid begins; she will then panic. It will take 2 turns for the PCs to move her out of the way.

Reward: A grateful Lydia speaks with her contacts, and the PCs are offered a lucrative mission in industrial espionage or organised crime.

12 — Revolve. Covell's Saint Bernard.

Party event: The dog, ignored by the rich and snobbish, attaches himself to a PC and will not leave.

Reward: See Anthony Covell, above.

Whenever anything happens to that named guest, roll one die — on a roll of 3-6, the event actually happens to another guest in the group.

Mad Dog strategy. The Mad Dogs prefer robbing corpses to robbing the living. They shoot into the crowd at whim and drive over people, then go back to strip the bodies of loot. If things go terribly wrong for the gang, the Mad Dogs may look for a hostage to help their escape. Obvious hostages are the wealthy-appearing women: Diana Covell, Judi Wu, Jeannie Covell, Lydia Younghusband and Sharon Woodah.

Victory. There is no "victory" defined by points in this scenario. Surviving named guests who can reasonably credit their survival with a PC's actions will reward that character — rewards are given on the Party Guest Table.

GURPS Autoduel Conversion

Sharon Woodah. Make a reaction roll for each PC, with modifications for Attractiveness and Sex Appeal, rather than selecting a random PC.

Structures. Estate wall (DR 8, HT 90), the Mansion (DR 6, HT 40), the Gazebo (DR 1, HT 4), tree trunks (DR 6, HT 80), tables (DR 2, HT 2, 80lbs.).

Vehicles. Stats for the Wanderer trike are given on p. 46; use the Slasher and Hawk cycles (p. GA40).

Mad Dog characters. These should be 50-75 point characters — see the *Car Warriors Character Book* for some useful ready-made characters.

Breaking the Curtain

Northern Territory

There is money in smuggling the right individuals past the Cobalt Curtain, Top End's major security measure against the refugees. Hired by a crime lord of Triad, a band of mercenaries are about to try a head-on assault on the dreaded Curtain.

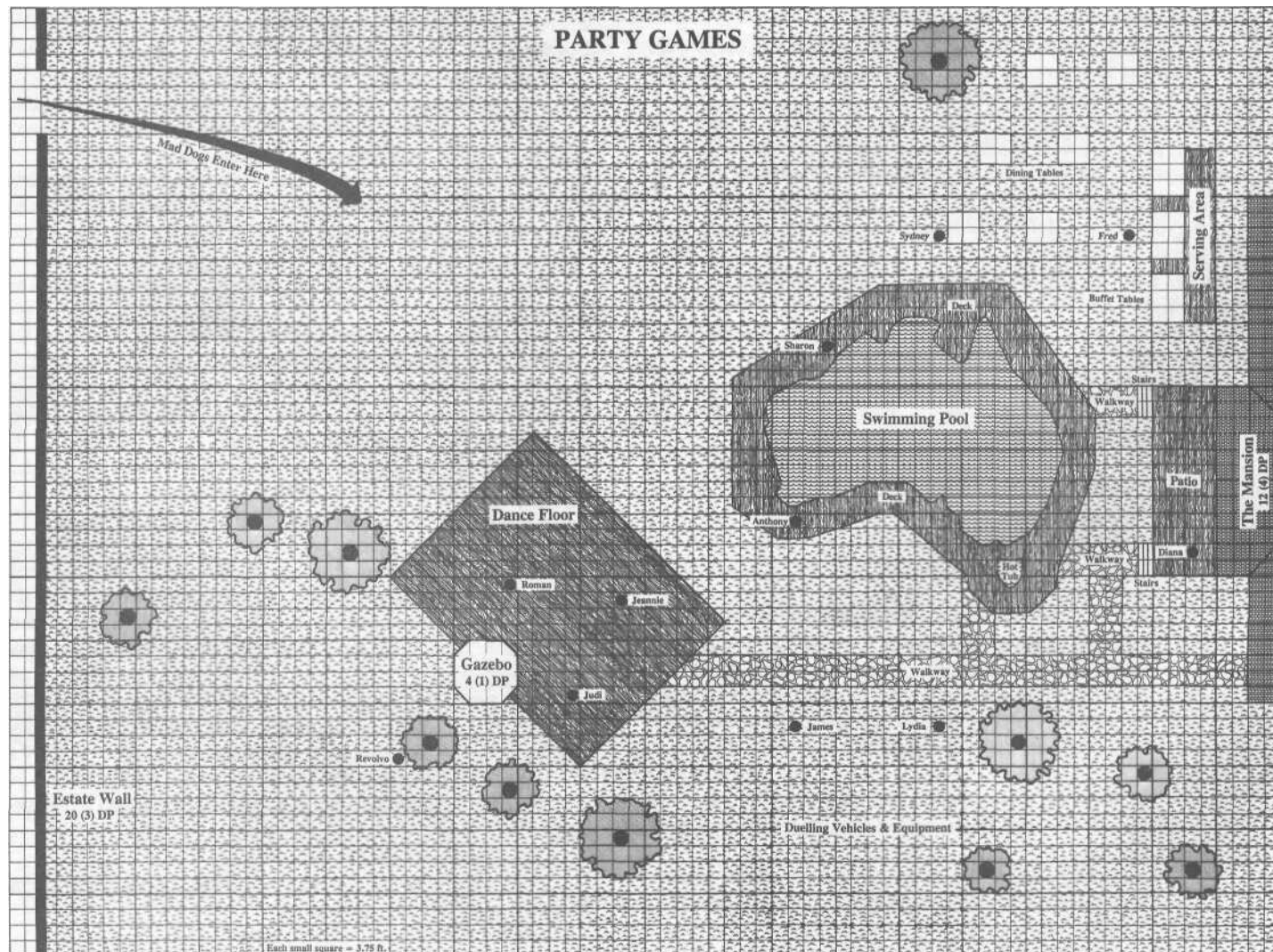
Situation. The combat takes place at the main gate, just outside of Katherine. The crime lord previously escaped from his refugee camp, and is in one of the merc vehicles. There are two players: one for the meres, and one for the Curtain guards.

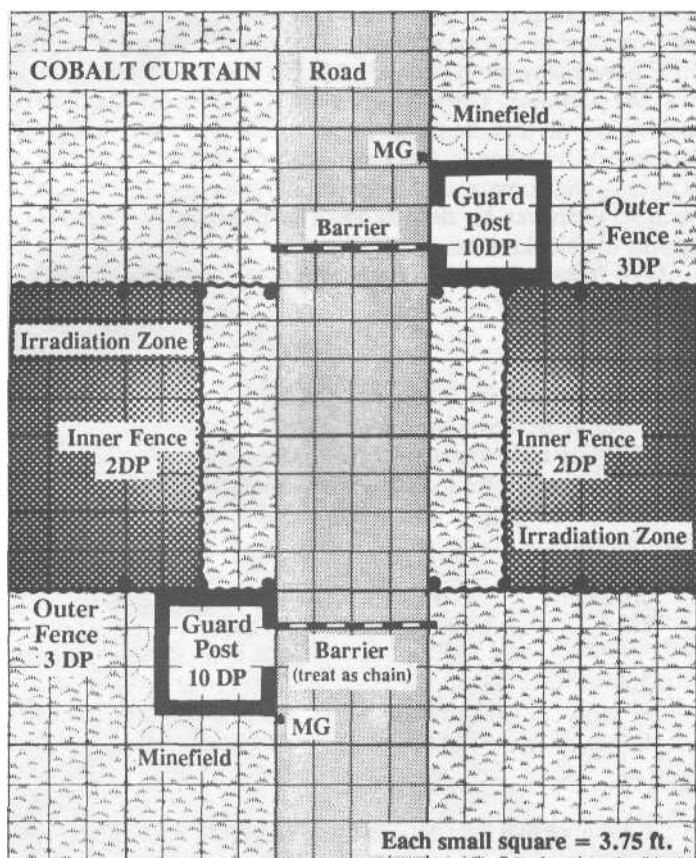
Bidding. At the start of the scenario, each player "bids" the amount of money he would need to spend to build an adequate Curtain defense. Bidding continues until no player undercuts the last bid — the player with the lowest bid is the guard player, and may spend the amount bid for his guard vehicles.

Merc vehicles. The meres always have \$8,000 to spend, and may design any number of vehicles. At the start of the scenario, the merc player must secretly record which vehicle contains the crime lord.

Guard resources. The guard player, in addition to his guard vehicles, has the use of two guard posts. Each post has one corner-mounted MG, and is surrounded by a 1/2" wide minefield. The barriers are always functioning, and for game purposes are identical to chains (see p. DCW55).

Guard vehicles set-up. Vehicles may not start on the road. One vehicle must be set up between the fences. Other vehicles





begin outside the fences within 4" of a guard post. Guard vehicles must be divided as evenly as possible between both sides of the fence. All guard vehicles start the scenario parked.

Starting play. The merc player decides how to start off the scenario:

- Crashing the fence. Merc vehicles begin on the road, at least 5" away from refugee side of the fence, travelling at any speed. Guards may fire immediately.

- Pretending to be legal. The lead merc vehicle starts adjacent to the nearest guard post, with additional merc vehicles in single-file line behind it. Merc vehicles are stationary. Guards may not fire until the mercs fire or contact the barrier.

Irradiation areas. No vehicle may voluntarily enter an irradiation area. Characters in vehicles which enter such an area will be dead within 72 hours — if the crime lord is radiated, the guard player automatically wins.

Pursuit. If the merc vehicles escape from the gate area, guard vehicles may pursue. Use standard straight road sections. The scenario is not over until either player concedes or no longer has functioning vehicles.

Victory. The merc player wins if the crime lord is alive and on the non-refugee side of the Cobalt Curtain at the end of the scenario. If any other result occurs, the guard player wins.

GURPSAutoduelConversion:

The barrier. The driving skill penalty when colliding with a barrier is -4. The collision does 1 + 1 damage for every 10 mph or fraction thereof the vehicle is travelling. The barrier is DR 3, HT 12.

On Parade

Western Australia

Perth's annual Duelcar Parade, part of September's Perth Royal Show, is where WA's Rearmed Services Legion shows

off its latest duelcar acquisitions. Under cover of the same parade, sinister terrorist forces now hope to make the RSL look bad in a very public place . . .

Players. This scenario is for two players: an RSL player, and a terrorist player. (The terrorists could be Indonesians, SiMPs, radical NAPs . . . whatever the player prefers.)

Road sections. Place five straight road sections end-to-end, representing the parade route. Intersections, if desired, may be placed at each end. All vehicles must be placed facing the same direction, travelling along the centre of the road.

RSL set-up. The RSL may spend up to \$60,000 to design one or two vehicles. The RSL vehicles are placed in the centre road section.

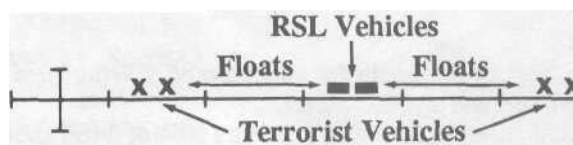
Terrorist set-up. The terrorist player has \$100,000 to build at least two floats. Each float must consist of a flatbed trailer plus a truck (pickup or tractor) capable of pulling it. The terrorist's floats are placed in the middle of the first and last straight road sections, divided between the sections as evenly as possible. As the scenario begins, the terrorist vehicles have just shed their float trappings and are opening fire.

Non-player vehicles. Once both players have set up, the intervening floats in the parade are placed. Each non-player float is a standard Roughrider tractor (p. DCW41) pulling an unarmed flatbed. Place as many floats as possible between the RSL and terrorist vehicles, allowing no less than 2" between vehicles and keeping all floats in the road centre.

Stats for the unarmoured flatbed: 40' flatbed trailer, 8 solid tyres, standard kingpin. Fireproof armour: FU30, BU30. 4,280 lbs., \$17,500.

Starting speed. All vehicles begin at 10 mph.

PARADE ROUTE



Float movement. At the start of each turn, roll one die and consult the following table to determine what the non-player floats do that turn.

- | | |
|----------|---|
| 2, 3, 4- | <i>Step on it:</i> the vehicle accelerates by 2.5 mph, with no change in direction |
| 5, 6 - | <i>Swerve Right:</i> no change in speed |
| 7- | <i>Brake:</i> the vehicle decelerates by 10 mph, with no change in direction |
| 8, 9 - | <i>Swerve Left:</i> no change in speed |
| 10,11 - | <i>Nothing:</i> continue at current speed and direction |
| 12 - | <i>Panic:</i> the vehicle's crew abandon the vehicle, leaving it stranded in the road |

Firing on non-player floats. The RSL player may never fire at non-terrorist floats. If the players prefer to keep tilings simple, place the same restriction on the terrorist player. Otherwise, use the "overthrow" rules from the Eleven-a-side scenario (p. 50).

Victory. Either player may win by eliminating the other player's vehicles. The RSL player may also win by escaping. An RSL vehicle is considered to have escaped if it can exit from either intersection.

GURPSAutoduel Conversion

Stats for the Roughrider tractor are given on p. GA41. The

GURPS stats for the unarmed flatbed trailers are identical to the *Car Wars* version, except for the surface-hardened, fireproof armour: FU14/0, BU14/0.

Bloodline

Tasmania

They glide between the trees on moccasined feet, as quiet as humans can be in the forest. Despite the unfamiliar weight of high-tech weapons, their fatigue doesn't show — they are dedicated rebels.

At last they come upon an alien presence — the hated pipeline, slithering through the wilderness like a huge silver snake. Like St. George, they must slay this serpent. . .

The ground has been cleared for 100 yards (20") on either



side of the pipeline. Defence is provided by troops housed in blockhouses, with interlocking fields of fire, backed up by helicopter gunships on demand.

This is a tough mission — all previous attempts have failed. But this time the commandos have new intelligence — smashing the power junction box at the base of a blockhouse should cut that blockhouses's power supply.

The Forces

Players. This is a scenario for two players: a Wilderness Commando player, and an HEC player.

HEC blockhouses. Each blockhouse has a crew of three, and features an observation deck, searchlight, and turreted machine-gun with 2 extra magazines. The MG may not fire at targets within 1 1/2".

HEC troopers. All troopers are Gunner +1, Handgunner. They have spare magazines for the machine gun, 2 rifles, a pistol, a box of 20 grenades, and 3 gas masks.

Commando troops. The commando player has eight men. All are Handgunner +1, Running +1. In addition, one of the men is also a demolitions expert (Explosives +2), while another is a medic (Paramedic +1).

Commando equipment. The commandos have a tripod MG, an SMG, a LAW (with laser targeting scope), 3 rifles, and 16 grenades (2 a piece). They may also take up to 3 crossbows (see p. DT16). They have 1 pound of plastique (no weight), enough to destroy one section of the pipeline.

The Attack

The Wilderness Commandos attack at night, beginning in the tree line (at least 20" from the bunker). They must charge directly at the blockhouse — attacking from an angle would expose them to covering fire from the next blockhouse.

The fortifications. Hand weapons and LAWs cannot harm the walls of the blockhouse or the pipeline. The commandos *can* toss grenades inside the blockhouse through the weapons ports. A commando must spent a full turn adjacent to the blockhouse to do this.

The junction box. A hit on the junction box will destroy it, causing the blockhouse's power to fail. Emergency blockhouse

power will keep their searchlight functional. However, the turret must now be turned manually — at the start of any turn, the HEC player may pivot the MG to face a single map sector.

The plastique. Only the demolitions expert can set the explosive. To do this, he must remain adjacent to the pipeline for 20 consecutive seconds. Once this is accomplished, the scenario is over — the commando player can blow the pipeline by radio control whenever he desires to. The plastique is ineffective against the blockhouse.

For more information on plastique in *Car Wars*, see ADQ 5/3, p. 6.

Finding Cover

Commandos may attempt to "go to ground" — that it, to find cover in the cleared-out zone. Whenever this is tried, roll on the following table to discover what cover is obtained. If a commando takes a careful look around — requiring him to move at half speed that turn — add +1 to the die; +2 if he moved at quarter-speed.

die roll 1,2	<i>Car Wars</i> no cover	<i>GURPS</i> (see p. B104) no cover
3,4	-1 to hit	(-4 to hit if lying prone)
5	-2 to hit	light cover (-5 to hit)*
6	-4 to hit	medium cover (-7 to hit)*
		excellent cover (can't be hit)

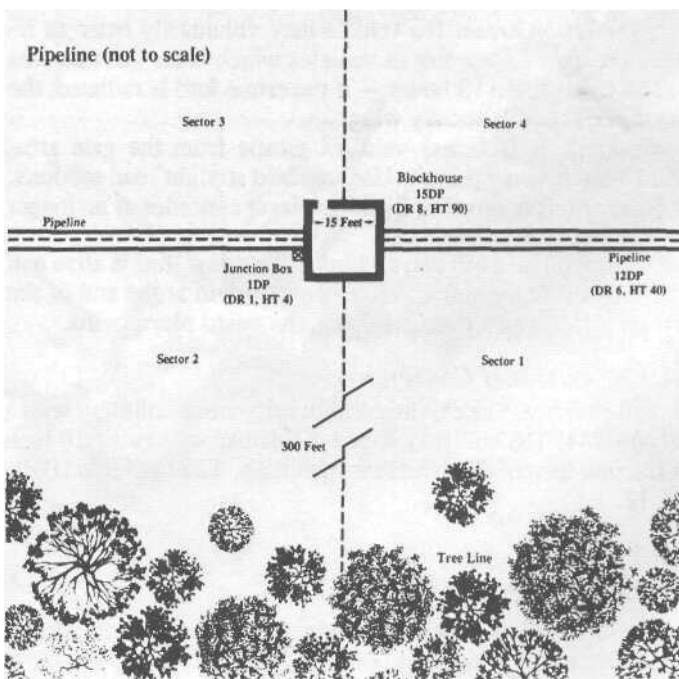
* assumes that the character is lying prone; +2 to hit if head is exposed.

Victory Conditions

The commando player wins if he can blow the pipeline before 3 minutes are up. Otherwise, an HEC gunship arrives and drives the commandos away — the HEC player wins.

GURPS Autoduel Conversion

Roleplaying. The player characters become the commandos, while the HEC troops are NPCs. The PCs are 100-point characters, and must include one demolitions expert and one medic with the appropriate skills. The HEC troops are 50-point characters.



2,000 METRES, STRAIGHT DOWN

Overview

The South Australia Amalgamate (SAAM), one of Australia's megacorporations, struck oil last year in Australian Antarctic Territory. Discovery of a major petroleum resource, even in this age of electric cars and ethanol, is important news — in 2038, the economic interests of the world centre on Antarctica.

This is a rather free-wheeling scenario, in terms of both locale and storyline. The action moves from the Australian mainland to Tasmania and on to the frozen continent. The PCs are initially recruited by one corporation (Nova Tech) pretending to be another corporation (EuroSearch), but with anarchic guerrillas and prying newspapermen, there are plenty of opportunities for the PCs to change sides before they reach the frozen oil fields.

Character Types

This scenario works best with private citizens who are not above the law — no policemen, government agents, or close relatives of the rich and powerful. At least one duellist character is required. The PCs come together as an autoduel team in Death Duel Sunday, a television duelling spectacle — they may be members of the combat team, or hangers-on. Any mix of foreign and Aussie characters can be played.

Reputations may be ruined by charges of espionage, treason, jailbreaking and murder. To keep established characters safe, players may want to create special characters for this scenario. Ready-made **GURPS Autoduel** characters are available in the *Car Warriors Character Book*.

Plot Overview

As the PCs travel to a duelling exhibition, they are intercepted by the police . . . and quickly find themselves in jail for a crime they did not commit. They have been framed by Nova Tech, which mistakenly believes one of the PCs to be an explosives expert.

Nova Tech operatives, posing as members of a local bandit gang, break the PCs out of prison. Then, "revealing" themselves as EuroSearch operatives, they hire the PCs to break into SAAM headquarters in South Australia, steal some technical files, and escape with the data to Tasmania.

Meanwhile, the *real* EuroSearch figures out that something's going on - after employing some scare tactics, they ask the PCs to work for them.

When the PCs finish their mission and arrive in Tasmania, their patron now wants them to destroy the two functioning oil rigs in Australian Antarctica. The mission seems easy — the oil rigs are lightly defended. What the PCs do not know is that a *real* EuroSearch team will also be there . . . and Nova Tech's top man in Antarctica is an Eco-Guerrilla and a traitor.

Of course, the PCs may not go along with this plot as outlined above — there is plenty of room for variation in this adventure.

Death Duel Sunday

Sunshine Coast (Queensland) is the home for Death Duel Sunday, an autoduel spectacular broadcast throughout Australia. The event is geared for

The Matter of Mistaken Identity

Nova Tech is looking for a top demolitions expert, and their worldwide spy network has located one — Ralston Emory, a criminal retiring to Australia with a career's worth of booty.

Unfortunately, his arrival in Gold Coast under his new identity coincides with the arrival of the PCs for Death Duel Sunday — and Nova Tech has confused the two.

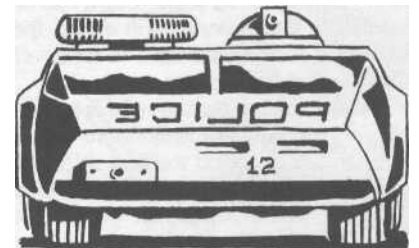
The GM selects which PC has been mistaken for Ralston. For the duration of the adventure, Nova Tech is certain that the chosen PC is a criminal mastermind and an explosives expert. Nothing will dissuade them.

Petrol and Antarctica

Since the petrol dried up, the nations which control Antarctica have attempted to tap its hidden fuel reserves. However, weather conditions and the periodic movement of the icecap made conventional drilling equipment useless.

Recently, technology has provided a solution. Using sophisticated laser drills to cut through 2,000 metres of ice, SAAM has sunk a successful oil well at Edgeworth South, in the Bungar Hills region of the AAT. A second well will be in operation soon.

With its abundant ethanol resources, Australia has little need of petrol. SAAM sees the oil fields of Antarctica as an economic lever: by taking control of the oil, they hope to keep America and Europe from regaining economic supremacy.



Improvised Encounters

A creative GM will want to add his own customised encounters to those in this adventure.

In Sunshine Coast. Micro duels (see p. GA17), mind-controlled Asian refugees, and bigoted Queensland ref-gang lords (see the Sunshine Coast atlas entry) can all make an appearance.

There might also be a "warm-up" duel for Death Duel Sunday, allowing the PCs to become familiar with the arena. A deadly rival may be Thylungra, champion of the Aboriginal Duelling Team, who afterwards in a fit of rage vows to kill the PCs — providing a red herring to confuse the PCs when they are later arrested.

In Prison. When racial violence flares between whites and Aborigines, can the PCs keep the peace? Can they keep out?

Assigned to chain-gang labour on a local plantation, the PCs may get to see the countryside . . . and a local bandit gang in action.

When a prison gang riots and takes control of their prison wing, can the PCs survive?

Nova Tech

Nova Tech, an American company, is in the forefront of new technology: Pacific-floor algae farming, satellite energy stations, and lasers to slice through the Antarctic icecap. Although many believe the corporation to be an instrument of U.S. foreign policy, Nova Tech always puts itself first.

While Nova Tech has the drilling technology, it has no place to drill — America is closed out of Antarctica. Currently, the U.S. is negotiating to purchase Norway's portion of the Antarctic, much as an earlier administration obtained Alaska. However, the Norwegians are stalling until they see how valuable the new AAT oil fields are.

Nova Tech is poised to commence oil exploration in the Norwegian sector. Aussie success in the AAT worries them — Norway's price for its sector might rise so dramatically that America will cancel the deal. Nova Tech would have to write off millions in lost investments.

Two days before the start of this adventure, an oil tanker left Melbourne bound for Antarctica to collect the first shipment of Antarctic oil. Nova Tech is determined to strike a blow in Antarctica before that ship can arrive, believing that it is their last chance to stop the Aussies.

hungry, young duellists. If the PCs are foreigners, they are brought to this event by a corporate sponsor. If they are Australians, they won "lucky" duelling rights in the annual RADAA drawing. The adventure begins as the PCs travel to Marienberg to appear in a pre-Sunday promotional duel against Germany's VolksPanzer exhibition team.

What the PCs do not know: A Nova Tech executive has purchased the services of the Queensland State Police (which isn't difficult) — a Highway Intercept Team acting on a nonexistent tip is about to interrupt their journey.



Intercept

The PCs are on a country road when they hear a siren. The intercepting police force consists of one HIT Interceptor for each PC vehicle, plus a Police Cage — see p. 47 for vehicle stats.

If they try to flee: Supposedly acting on a Blight contamination tip, the police quickly call in a BIF air unit — see p. 46 for BIF grasshopper stats. After a few napalm runs, the PCs should surrender peacefully.

If they fight the police: Play out the combat. If the PCs lose, they go to the slammer. If they win, let them have a brief taste of the outlaw life — then let Nova Tech rescue them just as the authorities close in.

If they stop: The characters are told to step out of their vehicles by obviously trigger-happy HIT men. A successful Streetwise or Tactics roll reveals that the gunplay is a pretense — the bribed HIT men are careful not to harm the characters.

HIT gunners keep the suspects in their sights, while officers search the PCs' vehicles. Certified Blight-free Australian foodstuffs are marked with an invisible chemical tracer. A searching officer plants and then "discovers" — while pretending to use a tracer wand — a small mesh bag of unmarked Dakota pears.

The PCs are arrested. The police force the PCs to strip in the roadway and burn their clothing. A female officer then sprays them with decontaminates. They are given drugs to forcibly purge their systems. According to the police, BIF agents will incinerate the PCs' vehicles and equipment. (If BIF agents are on the scene, this is true; otherwise, the vehicles are sold and the profit split by the cops.)

Jail

The captives are delivered to Tintinara Bog, the medium-security coeducational prison in Toowoomba, and are placed in holding cells pending a court appearance. Second floor, B wing — their temporary home — consists of a double row of two-person cells. At the end of the corridor, behind security bars, is a post crewed by six warders. Beyond that are stairs to the other floors. However, this is only a medium-security prison — the guards are complacent, and few prisoners are hardened criminals.

According to Morley, a great swine of a man and the chief warder, the PCs' trial will be a mere formality. He predicts execution for non-Queensland characters . . . and hints that non-whites will be sentenced to ref-gang labour. He knows that the characters were captured due to an anonymous tip.

Jailbreak

If the PCs try to escape: Allow any reasonable plan to succeed at first, then have the guards trap the PCs. Nova Tech then steps in and rescues the prisoners with a sleep-gas attack — see below.

If the PCs don't try to escape (or botch their attempt): The group awakes one night to smoke-filled cells, panicked shouts and a ringing alarm. The warders rush downstairs, leaving Morley behind. On an IQ roll, an observant PC notices that the air vents are not working.

Any PCs watching the guard post notice a warder arrive from downstairs. The new warder produces an SMG and points it at Morley. Morley does something at the controls — and the cell doors spring open.

Most of the inmates panic and rush downstairs. The gunman locates "Ralston" (the supposed explosives expert) and says that he's come to rescue Ralston and his friends. Calling Morley a "bloody slaver" and a "running dog of the exploiters" as he locks the warder into a cell, the gunman explains that he used smoke bombs and sleep gas to neutralise the guards. The gas is persistent, he says; the PCs must drink from an antidote he carries, or fall asleep when they go downstairs [true]. An inspection of the stairwell shows the previously escaped edprisoners sprawled in sleep.

The gunman leads the PCs downstairs to the central courtyard, and signals with a shielded flashlight. A helicopter approaches, its sound muffled by Stealth Mode, and lowers a rope ladder.

Once clear of the prison complex, the helicopter lands long enough to change its markings from "Rapacious Lurkers" (in spray paint) to the EuroSearch corporate logo. The pilot and gunman drop their bandit act and put on company uniforms. They avoid answering questions, telling the PCs to wait until they meet the boss, Mr. Parks.

The Big Lie

The PCs are flown to a building-top heliport in Gold Coast, another Queensland resort town. The gunman shows them to a EuroSearch suite, which was fabricated two days ago and will disappear an hour after they leave. They enter a plush office decorated with late 20th-century memorabilia (a Superman costume, American movie posters, Japanese comics), where they meet K.G. Parks.

Parks, claiming to be a EuroSearch executive, explains that he rescued the PCs because he wants them to break into the SAAM technical research centre and obtain a secret computer file. If the prospective employees are non-Australians, Parks plays on their sympathy; beaten, impoverished Europe needs a chance to regain its power.

The "Antidote"

The antidote for the persistent sleeping gas protects the PCs from the gas. However, the liquid contains something else ...

Cerebral Deterioration Agent (CDA) is a new discovery by the Nova Tech labs. Very simply, it destroys the brain, and it may only take four painful days to do so.

Parks has infected the PCs with this agent to ensure their obedience. Characters refusing to drink the sleeping-gas antidote are injected with the drug while asleep. If the PCs refuse to work for him, Parks reveals that they have been poisoned with CDA.

The antidote to CDA has been formulated into lemon drops. Parks provides a 5-day supply of drops to each PC. Infected characters must take one of the special drops daily, or the CDA will take effect (see p. 60).

If the PCs are cooperative, Parks gives the candies as "pain-relievers" for the aftereffects of the sleeping gas antidote, trusting the PCs to take their medicine when the headaches come on.

K.G. (Kingsley Gerald) Parks

34 years old; Black hair, brown eyes, black skin; 6'. 230 lbs. — 177 points.

ST 11, DX 12, IQ 15, HT 12.

Basic Speed 6; Move 6.

Advantages: Alertness (+1); Patron (Nova Tech — extremely powerful, 15 or less); Status (+3).

Disadvantages: Enemy (EuroSearch — large group, 9 or less); Fanaticism (Nova Tech).

Quirks: Enjoys lying; Excessively friendly ; Obsessed with 20th-century memorabilia.

Skills: Administration-15; Area Knowledge (Australia)-15; Computer Operation-16, Computer Programming-15; Driving (Cars)-14; Fast-Talk-15; Guns (Rifle)-14; Merchant-14.

As a Nova Tech troubleshooter, K.G.'s job is to target people who might cause problems — recalcitrant government officials, efficient employees of rival corporations — and deal with them. He is so loyal to Nova Tech that he is prepared to kill for it.

Of Bahamian descent, Parks is jovial by nature. He treats the PCs like friends, even though he intends to shamelessly abuse them. He enjoys talking autoduel.

If the PCs kill Parks, a suitable corporate replacement quickly takes over.

Equipment and Rewards

Parks meets any reasonable request for equipment and funds — Nova Tech has massive resources.

However, Parks is concerned about strings leading back to Nova Tech. Serial numbers have been removed from all equipment. The vehicles Parks provides for the PCs were once used for drug-smuggling by Triad.

The Piranha (p. GA38) is hardly factory fresh, but is in sound condition. The Lancelot Caravan (p. 47) has been carefully modified to appear street-legal.

EuroSearch

Earlier this century, several ailing European companies merged to form EuroSearch, a high-tech mining and natural resource corporation.

EuroSearch's drilling operations in French and Norwegian Antarctica have been disappointing. They have an oil site, but their technology has been failure-prone.

The French duchies may let the Australians have the lease for drilling in their sector. Norway is negotiating to sell their sector to the Americans.

EuroSearch's priority is to scuttle the American-Norwegian deal. The Norwegian government has told them to get the Aussie technology, one way or another — or else!

They also want to make the Australians look bad, discredit Nova Tech, and in general cause maximum confusion in international petroleum, hoping to stay in the picture in Norwegian Antarctica.

The Station Wagon

The Suburb King station wagon (p. GA33) used by the crime gang has been modified by the addition of 6 units of armour (one per location), Grenade Launchers left and right, a Smokescreen, and a Flaming Oil Jet.

Quitting Queensland

The swiftest way to get to South Australia will be to board a prop plane. A direct flight isn't possible; refuelling stops will have to be made in Sydney or Canberra.

Otherwise, the PCs can try driving. However, Australian distances can be deceptive — a safe route will involve driving over 1,000 miles! Any shorter route leads right through bandit country.

Meanwhile, Arouet's operatives are shadowing the PCs. Whether they are detected, and what the consequences are, is left for the GM to determine.



The PCs are offered \$50,000 for their services. The fee may be raised by increments of \$5,000, to a maximum of \$75,000, if the PCs are reluctant. Parks urges a night break-in, and offers a \$3,000 bonus if the break-in is undetected by SAAM. He also promises to handle their legal problems and, if they are foreigners, to help them leave Australia.

Parks tells the PCs that he has considerable resources, as proved by the jailbreak. They cannot double-cross him without prompt retribution, he claims.

If they ask why Parks chose them, the executive shrugs off the question and changes the subject. However, Park's focus throughout this entire conversation is on the "Ralston" PC.

The Mission

The PCs' immediate task is to gain access to the technical files, located in the computer centre of a SAAM research park on the outskirts of Murray Bridge, South Australia. Parks provides a map of the city.

If any PC has Computer Operations skill, Parks provides sufficient information to obtain the secret file from any computer terminal in the computer centre. Otherwise, Parks tells the PCs to look for a computer disk marked "EDGEARCT.TEC."

He says that he dares not risk EuroSearch by direct involvement — the PCs are on their own once they leave Gold Coast. Parks does offer equipment, however (see sidebar).

Once they have the file, the PCs must make their way to the Bayview Hotel in Kingston, Tasmania (near Hobart — see the atlas entry), where Parks will pay them. The entire operation must be completed within five days, starting tomorrow.

It will take a day for Parks to gather the necessary equipment, and to make any special arrangements requested by the PCs. In the meantime, he has arranged for the PCs to stay at a "safe" hotel. Parks' thugs take the PCs down to the lobby, while a driver brings the limousine around.

The Real EuroSearch

Thanks to EuroSearch contacts among Gold Coast's organised crime elements, they know that Parks is up to something ... but they don't know what. In the meantime, they've asked their criminal allies to "scare" the PCs. As the PCs wait for their limousine . . .

Each PC must make a vision roll at IQ-2. A station wagon — unusual due to its lack of number plates — swerves out of traffic and launches a grenade at the group. Characters who make their IQ roll react normally (they spotted the suspicious car); those who fail their roll must make a second IQ roll — failure means they "freeze" for one turn, surprised by the attack. The projectile is a concussion grenade.

After its single shot, the station wagon races away. If asked, Parks' men identify the raiders as local bandits, lamely explaining that escaped field workers often terrorise innocent citizens in Queensland.

If the station wagon is somehow captured, the PCs learn only that these thugs belong to a local crime organisation — no one in the car knows about the EuroSearch connection.

A Safer Hotel

Visibly shaken, Parks' men bundle the PCs into the limousine. Taking a devious route to throw off pursuit, they arrive at a new "safe" hotel — the Dundee, a slightly seedy convention hotel.

A thug named Plumleigh is assigned to stay at the hotel and protect the PCs. Plumleigh's orders are to keep them from contacting the police or other allies, and to discourage them from leaving the hotel (he is told that they might be recognised as escaped felons).

Around dinner time, a phone call comes in. Plumleigh insists on answering the phone, talks briefly, then hangs up. Checking his shoulder-holstered pistol, the thug explains that he has to meet Parks. He orders the PCs to remain in the room while he is gone.

Minutes after he leaves, a key is heard in the hotel-room door. A cheery voice calls out, "Room Service." Unless the PCs have chained the door or immediately blockade it, an attractive woman in a maid uniform pushes a large cart piled with food into the room. The maid is Dominique Arouet (see sidebar). Her assistant, Clegg, is hiding within the cart in case she needs help.

It has taken Arouet, EuroSearch's chief Australian troubleshooter, half a day to discover where Parks stashed his newest employees. She identifies herself as a EuroSearch operative and gives the PCs a "friendly warning" — get out of Park's employ. Arouet knows that Parks victimises people. She believes that by telling the PCs the truth about the dangers in industrial espionage, she can scare them off the job.

Arouet does not know that Parks is posing as EuroSearch, nor does she know what the mission is. If she learns that Parks is posing as EuroSearch, she loses her temper. If she discovers the PCs' mission, she tries to hire the PCs as double-agents, offering them about half of what Parks has offered, and asking them to deliver a copy of the stolen file to her. She provides them with a phone number where she can be reached.

Arouet (and Clegg) stay for only five minutes, clearing out before Plumleigh returns.

Down South, Down-Under

Murray Bridge, South Australia, is SAAM headquarters — even the police are corporate security men. The technical research park is located on a hill. The computer centre is on the outskirts of that installation.

Dominique Arouet

28 years old; Auburn hair, green eyes, suntanned; 5'6", 120 lbs. — 73 points.
ST9, DX13, IQ15, HT11.
Basic Speed 6; Move 6.

Advantages: Acute Hearing (+1); Language Talent (+3); Patron (EuroSearch — very powerful, 12 or less); Attractive.

Disadvantages: Enemy (Nova Tech — large group, 12 or less); Fanaticism (EuroSearch), Impulsiveness.

Quirks: Likes duellists.

Skills: Administration-16; Area Knowledge (Australia)-14; Computer Operation-15; Driving (Cars)-12; FastTalk-15, Guns (Pistol)-15; Merchant-15; Piloting (Small Helicopter)-14.

Languages: French-18; Spanish-17; (Aboriginal, Chinese, English, Vietnamese) all 16.

EuroSearch's dedicated troubleshooter, Dominique manages to be as honest and ethical as anyone can be in her profession.



Samuel Clegg

30 years old; Bald, icy blue eyes, swarthy complexion; 6'1", 220 lbs. - 38.5 points.

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

Basic Speed: 5.75; Move 5.

Advantage: Combat Reflexes.

Disadvantages: Enemy (Nova Tech — large group, 12 or less); Fanaticism (EuroSearch); Bad Temper.

Quirk: Squints.

Skills: Driving (Cars)-15; Gunner (MG)-14; Guns (Pistol)-16, (SMG)-14.

A hired gun, Clegg is Arouet's right-hand agent.

Generic Villains and Vehicles

Whenever NPCs are needed in this adventure — for criminals, agents, police, etc. — the attributes and skills of Clegg (above) may be substituted. In general, NPCs are wearing Kevlar and carrying a familiar weapon, but are not encumbered. Typical NPC vehicles are the Iron Horse and the Outlander cycle (p. GA38, 39).



CDA: Beating the Drug

Analysis. PCs might deliver their lemon drops to a high-tech lab for analysis. Although the formula can be deduced easily, the drops take a week to duplicate.

Wearing off. After a full week, the CDA agent is flushed from the system. Taking an antidote is no longer required.

Avoiding the antidote. PCs who don't eat their lemon drops (or lose them) are in for a bad time:

After 24 hours: violent headaches, -1 penalty to IQ and DX rolls.

After 48 hours: Make a roll against HT to avoid incapacitation from day-long cramps, now and every 24 hours until a lemon drop is eaten. -2 to IQ, -4 to DX. Lose 2 HT.

After 72 hours: Lose 2 HT.

After 96 hours: Make a roll against HT to avoid death daily, from now until a lemon drop is eaten. -3 to IQ, -5 to DX. Lose 3 HT now and every 24 hours until a drop is eaten.

The penalties for avoiding the antidote wear off within one hour of taking a lemon drop. Lost HT must be regained normally, however.

Faced with little crime and naive about industrial espionage, SAAM security is lax at the site. Within the centre there are always four security guards — two patrolling, and two in the security station. Except for the restrooms, every room in the building has at least one security camera. External security at night consists of an elderly guard making an hourly patrol with a German Shepherd.

The Computer Centre

The diagram provides most of the information about the computer centre. Some special information is available at specific locations, as keyed by number:

1. *A EDGEARCT.TEC.* To find this disk, a PC must paw through the racks of disk storage. An IQ-2 roll may be made for every five minutes of searching; the disk is found on a successful roll.

2. *Confidential SAAM report on Agent Mauve.* The PC learns about the corrosive gas, as explained in the second paragraph of the *Eco-Guerrillas* sidebar, p. 62.

3. *Replacement staff.* The PC sees the dossiers of the new Edgeworth South personnel (see *The Dossiers* sidebar, p. 61).

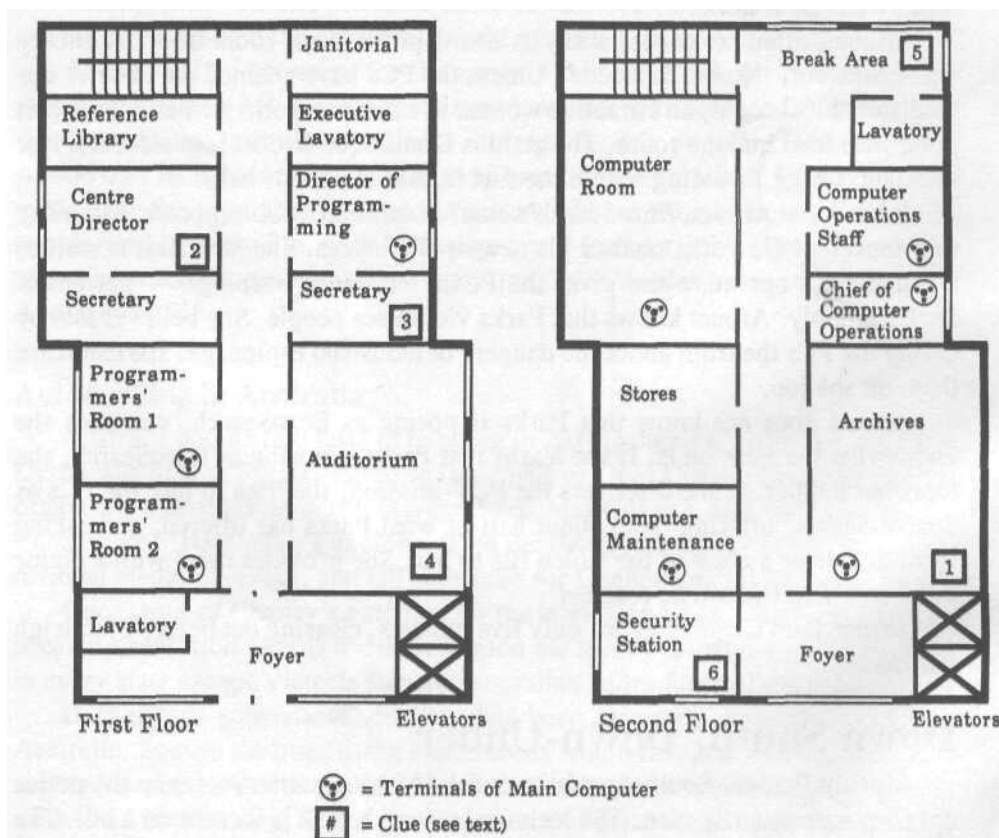
4. *Edgeworth tapes.* The auditorium is set for a senior staff briefing. The videotape details the first Edgeworth South attack (see *Sabotage!* sidebar, p. 62).

5. *Press release on oil drilling progress.* This publicly posted document provides the SAAM information from the *Petrol and Antarctica* sidebar, p. 55.

6. *Hodges — Who was he?* This brief report analyses the mystery of Hodges' death at Edgeworth South (see *Hodges and Latimer* sidebar, p. 63).

Terminals. To get the EDGEARCT.TEC file from a terminal, a successful Computer Operations roll is necessary. Files may be copied on paper or on disk, from any terminal.

SAAM Computer Centre



In addition, a PC may attempt to "hack" the SAAM files for random information. On a successful skill roll, the GM rolls one die and reveals the information given above. If a "1" is rolled, however, or if a critical failure is made, an alarm sounds in the security station.

EuroSearch Complications

EuroSearch agents have been tracking the PCs since Gold Coast. If the PCs have not detected and lost their shadowers. . .

If the PCs have no deal with Arouet: Two EuroSearch agents follow them into the centre. A backup team (one vehicle, with a gunner and a driver) watches from a distance. Their goal: find out what the PCs are after, and get it. If the PCs emerge without a sign of the first agents, the backup team attacks the PCs.

If the PCs are working for Arouet: Her agents watch the PCs from a distance. In case of trouble, the agents assist them. They are to make sure that EuroSearch gets a copy of the technical files.

Escaping to Tasmania

Once their mission is complete, the PCs must head for Kingston, Tasmania. The island state can be reached by airplane or ferry (see sidebar).

Deviltry in Tasmania

Unless the PCs really mess up and arrive trailing Commonwealth security agents, Parks and his thugs are waiting at the hotel when they arrive.

The SAAM expedition was only a trial run. Parks really wants the PCs to blow up the Antarctic oil fields for him, a job perfectly suited for Ralston. If they balk, Parks gets ugly: threatening to reveal the "truth" about Ralston, disclosing the secret about the antidote, or taking a PC hostage to ensure the good behaviour of the others.

The plan is for the PCs to enter Antarctica undercover, as employees of SAAM. Parks has the dossiers of newly arriving Edgeworth South employees — the PCs may look through these, and choose which they will impersonate. Parks arranges to have the *real* employees disappear for several days, long enough for the PCs to complete their mission, and provides the PCs with the employees' luggage and personal effects.

This time, Parks provides a partner: his top agent in Antarctica. This man, who will contact the PCs in Antarctica, will provide the demolitions equipment, and arrange their return trip to Tasmania when the mission is over.

Joining SAAM

Armed with false identities, the PCs have little trouble when they report for duty at the Kingston SAAM facility, unless the GM wishes to improvise an encounter. They are told it will be two days before the next flight for Antarctica departs.

On the Ice

The trip to Edgeworth South is in stages. The SAAM jet leaves Tasmania and arrives at Davis, with a stopover on Macquarie Island. From Davis, the PCs take a prop plane to Mirny. A snow bus drives them the final stretch to Edgeworth South.

On the jet flight, the PCs see someone they recognise: Clegg, Arouet's assistant. He and three other EuroSearch agents are also making their way to Edgeworth South by impersonating SAAM personnel.

Heading for Hobart

The easiest way to get from Murray Bridge to Tasmania is to take the regular flight from Adelaide. A stopover in Melbourne allows the PCs to look around and perhaps contact Gold Cross.

Alternately, PCs might drive overland to Melbourne — suffering the indignities of Victorian customs at the border. From Melbourne, they could fly to Hobart or take the ferry to Devonport. The ferry allows them to bring their vehicles, but might expose them to Wilderness Commandos on the drive across Tasmania.

The Dossiers

Oscar N. Browning. Oil rig mechanic. In his late forties, widowed, no children, balding, smokes a cigar.

Patricia Coghill. Snow-bus driver. In her late thirties, single, she qualified for Antarctica by winning a tractor-driving competition. Her hobbies include jogging and dollhouses.

Alan Croper. Radio technician. Thin as a beanpole, Alan wears thick spectacles to correct his nearsightedness. His wife, Pattie, works as a dietician at Mimy. (If the GM wishes to improvise an encounter, he may.) Alan is 25.

Ludwig Harris. From the Barossa Valley region, this mining engineer has a strong German accent. Although in his sixties, Ludwig is known to be quite a ladies' man.

Victoria Stein. In her early twenties, this attractive mining technician is distinguished by long blonde hair and a buxom figure. (Unknown: The real Victoria is an undercover reporter for the *Sydney Sentinel*.)

Petey Waterhouse. Well-educated, in his early thirties, Petey is an avid science-fiction reader who speaks with a pronounced lisp. His assignment at Edgeworth South is as a research geologist. (Unknown: Petey is a member of a SiMP terrorist cell.)

Davis itself is rather uneventful (see the atlas entry, p. 39). The only news is that, as the PCs board the flight for Mirny, Clegg (and his agents) are still travelling with them.

Mirny

After a tour of the base (see the Mirny atlas entry, p. 39), the characters are allowed to retire to their dormitory huts for the night. Shortly thereafter, John Latimer makes contact with them.

Latimer sees the PCs' presence in Antarctica as an attack on his competence. He feels that Parks should have placed him in charge of the operation, rather than bringing in a team of amateurs. He is worried that the PCs will uncover his Eco-Guerrilla activities.

Nevertheless, Latimer acknowledges his responsibility to equip and brief the PCs. He strongly advises them to blow the oil rigs on the first night — the longer they delay, the more chance their identities will be exposed. Latimer is touchy about being bossed around by the PCs — he says that he is their ally, with his own operations to worry about, and not their servant.

Latimer will be their snow-bus driver to Edgeworth South.

If the PCs mention Hodges, Latimer says that Hodges was the senior agent, and that he himself knows nothing about any previous Edgeworth operation.

The Snow-Bus

From Mirny, the characters pile aboard the snow-bus — a large, tracked vehicle — for the trip inland. Clegg is still along.

Several passengers are Antarctic veterans, a hardy, hearty, hard-drinking breed. Though they ask nosy questions, the old hands aren't suspicious — they peg any confused PCs as tenderfoots.

The snow-bus follows the course of a surface oil-pipeline. Armed guards patrol the pipeline regularly. A snow storm soon settles down on the travellers - the outside world becomes a dark tunnel where snow falls thickly through the glare of the headlights.

Sabotage!

Five days before the start of this adventure, the AAT was placed under a security alert. Details are sketchy, but it appears that the drilling site at Edgeworth South was unsuccessfully attacked.

The attack involved a mysterious gas, which is still being analysed by SAAM scientists.

Rumour identifies the raiders as Eco-Guerrillas, U.S.-based radical environmentalists with a taste for suicidal assaults. Their reported goal is to drive mankind out of Antarctica.

The E-Gs are rarely active in Australia. It is unknown whether Tasmania's Wilderness Commandos are allied with the American group.



A clanking noise interrupts the serenity of the voyage. With a curse, Latimer reports a problem with the treads. He pulls into the lee of a pumping station to make repairs, ordering everyone else to stay aboard the bus.

Stopping here is part of Latimer's plan — his gas canisters are hidden here. Any PC sneaking out of the bus sees Latimer collecting these. If discovered, Latimer refuses to explain what he's doing, except to repeat that he has more than one operation to worry about. The tread problem was created by Latimer, and is easily fixed by any mechanic.

Edgeworth South

The storm blows over before they arrive at South. Once again the PCs receive the company tour — see the atlas entry, p. 39. They also see Latimer and his snow-bus being loaded with crates for the return trip to Mirny.

The big showpieces here are oil rigs Alpha and Beta. Oil rig Alpha is joined to the base by a 200-metre tunnel. A dome protects the "Christmas tree" of pipes above the drill hole from the weather. Attached to this site is the main pumping station, which operates around the clock. Security is loose around the functioning rig, but the new rig is guarded much more closely. The PCs can only see the flash of the powerful laser drills in the distance. The tour guide explains that the Beta site is top-secret because of the laser drill technology.

The PCs are also taken to their work places — this should make it clear that they must strike tonight, or risk exposure as imposters in the morning (unless they can mimic the required skills).

Who's Who

The factions present at Edgeworth South, and their objectives:

EyroSearch. Clegg and his agents are here as long-term subversives. They want to make the Australian oil program look bad, but they aren't mass-murderers. They also want Nova Tech to take full blame for anything that happens. Tonight, they are shadowing the PCs — and the PCs' friend, Latimer.

Latimer. Willing to work for Parks so long as he was a useful ally, Latimer is actually an Eco-Guerrilla. His goal is to get humanity out of Antarctica, leaving it to the penguins and the rest of nature. While the PCs blow the rigs, he plans to kill most of Edgeworth South's residents with corrosive gasses. Latimer returned in the snow-bus, and now waits for nightfall on the base perimeter.

Blowing It

Left once again in dormitory quarters for the night, the PCs *should* be preparing to blow the oil rigs. Planting the explosives is easy — security is lax. As they finish planting the charges, the PCs are interrupted by the EuroSearch team.

Clegg wants an alliance. Thanks to a tracer he planted on the snow-bus, he knows that Latimer is at the base life-support centre. He doesn't trust Latimer, and suspects that the PCs have been set up.

At the life-support centre, Latimer has overpowered the solitary guard and is pumping corrosive gas into the base ventilating system. His plan is to first poison the administrative dome, spread the poison to the tunnel network to isolate each dome, then poison each of the dormitory domes.

If the PCs enter the tunnel system, they see purple clouds pouring out of the vents. Otherwise, they see and hear improperly dressed victims staggering out of the tunnels into the freezing cold, with severe burns to the face and neck.

The finale. Sooner or later, the PCs have to deal with Latimer — or the entire base will be gassed, and they'll be marooned on the ice. If they ally with Clegg, they might stop Latimer in time to save most of the base. The later they delay, the more people Latimer will have killed.

John Latimer

40 years old; Blond hair, green eyes, fair skin; 5'11", 175 lbs. - 176.5 points.
ST 10, DX 16, IQ 13, HT 11.

Basic Speed 6.75; Move 6.

Advantages: Alertness (+2); Combat Reflexes; High Pain Threshold.

Disadvantage: Fanaticism (Eco-Guerrilla).

Quirk: Dislikes physical violence.

Skills: Acting-16; Area Knowledge (Antarctica)-15; Chemistry-13; Demolition-15; Driving (Cars)-15; Fast-Draw (Pistol)-15; Guns (Pistol)-18, (SMG)-18; Karate-16; Knife-16; Mechanic (Tracked land vehicles)-14; Stealth-17; Survival (Arctic)-14.

Latimer is a very rare bird — an American who can pass as an Aussie.

He came to the AAT eight years ago, desiring to see for himself the ravages of industry on the delicate Antarctic ecosystem. Latimer obtained work as a driver, delivering personnel and materials to the scattered Australian research sites and settlements.

While cultivating illegal arms sources, Latimer came into contact with Nova Tech's industrial espionage arm. They asked him to conduct surveillance, theft, and other industrial espionage jobs — in return, Latimer was able to hoard his own store of explosives.

However, Latimer's secret passion is the environmental cause. It was Latimer who persuaded the Eco-Guerrillas to step up their activities here. Should the PCs search Latimer's room, there is a fair chance they'll find hidden Eco-Guerrilla literature.

Hodges and Latimer

Until recently, Nova Tech had two spies in Antarctica: Clewiston Hodges and John Latimer. Unfortunately for the American company, Latimer has a higher loyalty — to the Eco-Guerrillas. He masterminded the previous assault on Edgeworth South.

Hodges, Nova Tech's senior agent, figured something was wrong. When he caught Latimer with his cache of gas canisters at the pumping station, the double agent killed Hodges with the poison gas.

Hodges' body was discovered after the attack, along the pipeline. Confronted by this mystery, the authorities could only conclude that he was another victim of the Eco-Guerrilla attack.



A Friend in Need

If the party needs help, the GM can introduce this NPC: Baines of the Banner.

Hamilton Baines

45 years old; Red hair, blue eyes, fair skin; 5' 7", 145 lbs. — 27 points.

ST 9, DX 10, IQ 13, HT 9.

Basic Speed 4.75; Move 4.

Advantages: Luck; Patron (Banner Cablenet news service — very powerful, 9 or less).

Disadvantages: Stubbornness; Fanaticism (Truth).

Quirks: Wears eccentric, old-fashioned clothing; Styles himself "Baines of the Banner," though not officially an employee of the Banner Cablenet.

Skills: Fast-Talk-13; Writing-13.

A freelance reporter, Baines prefers to follow off-beat stories . . . and his lucky streak means that these off-beat stories often make good news.

He is strictly old-fashioned. Baines carries a pad and pencil rather than a portable computer, and insists on travelling the country to conduct face-to-face interviews rather than relying on electronic communications. He often complains that this is not his century.

Baines in the Adventure

The reporter has any information (or misinformation) that the GM wishes the party to have, probably obtained from anonymous sources.

The PCs might easily meet Baines in Murray Bridge, where he is trying to gain access to SAAM technical files. Alternately, the reporter might be in Kingston undercover, talking to SAAM employees. He might even be tailing Parks or Arouet, based on one of his lucky hunches.

Aftermath

If Latimer succeeds. There is a massive loss of life from gas, and from escapees exposed to the cold. Latimer tries to frame the PCs, anonymously tipping off the authorities, then "disappears" — returning to Chicago, his mission complete.

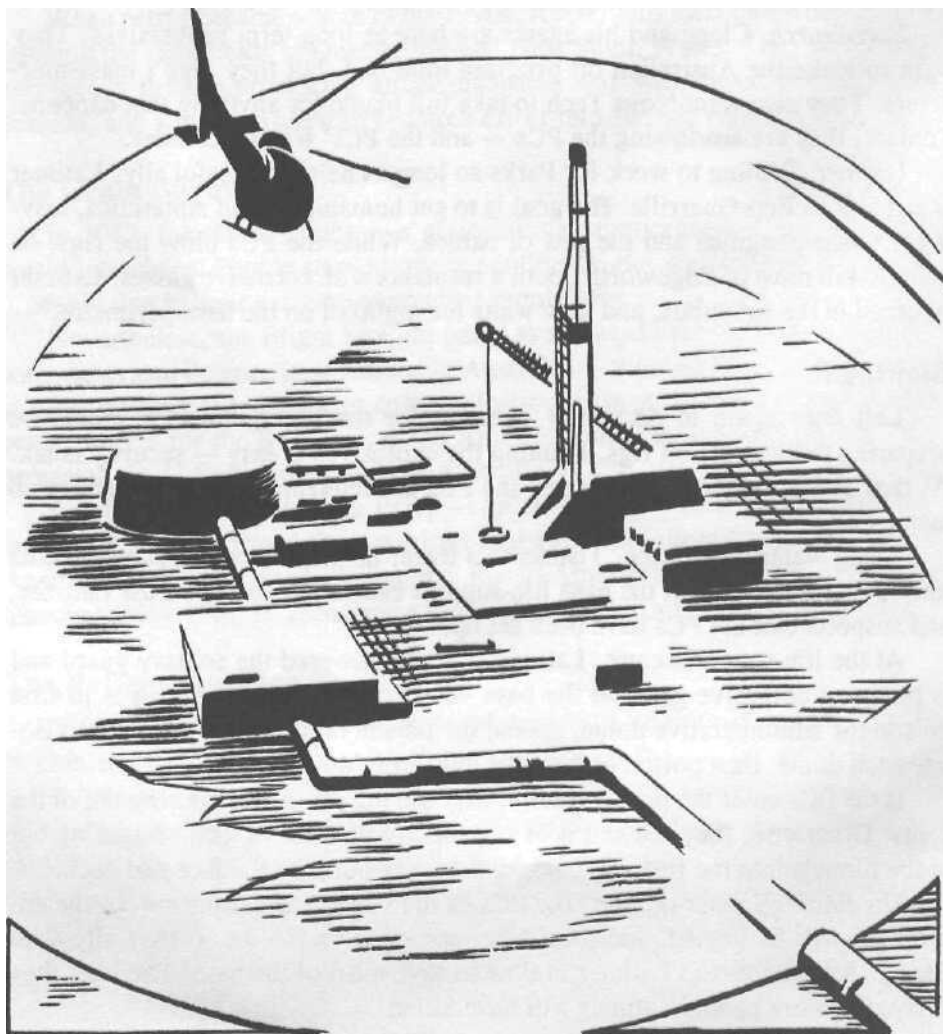
If Latimer fails. If captured, Latimer commits suicide. A security crackdown is sure to uncover the PCs' role within a week.

Clegg and EuroSearch. Regardless of events, Clegg and his team steal a snow-bus and make for the French sector. They are too important to EuroSearch to be caught.

Returning to Tasmania. Any injured PCs are flown to Davis for hospitalisation. In the confusion, the PCs' fake IDs may stand for another day or two — long enough to stow away on a flight to Tasmania. An overland escape, using a stolen snow-bus and heading for the French or New Zealand sectors, can be dangerous — a daily Navigation skill roll is required to avoid becoming lost in the icy wastes, and a daily Mechanic roll is needed to keep the snow-bus functioning. Failure leads to capture by the Australians.

The characters' best hope may be to turn state's evidence. The authorities have information that backs the PCs' story, and the Aussies are eager to convict Parks and Nova Tech of everything they can.

Parks and Nova Tech. Parks left Tasmania shortly after the PCs did, returning to Los Angeles. If the PCs contact Nova Tech, Parks' replacement offers to buy their silence, and to supply the long-promised escape from Australia.



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