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ABOUT GURPS

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PAGE REFERENCES

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

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

INTRODUCTION

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

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

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

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

And Drive Offensively!



Changes from the First Edition

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

About the Authors

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

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



Russia

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

The Middle East

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

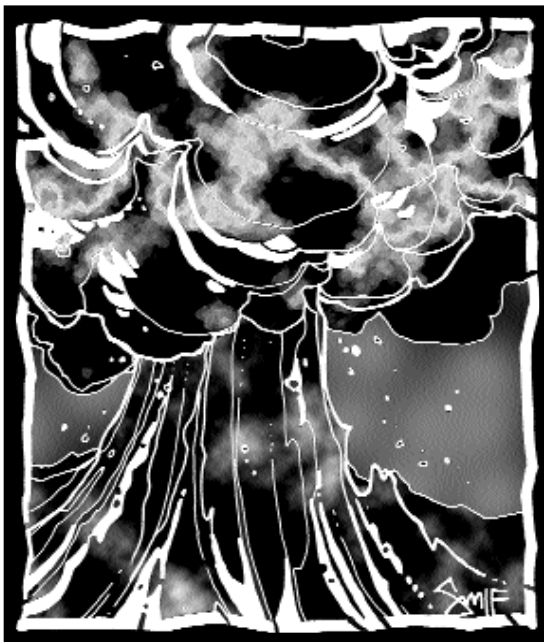
Within a year, several Middle East nations underwent revolutions and collapse. The new regimes launched an oil embargo against the United States and rejected the Beirut Accords openly. The embargo became moot when the oil reserves started to dry up worldwide. Terrorism increased dramatically as nations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

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

Australia

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

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



BATTLE OF NEW MEXICO

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

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

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

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

RADIO AND TV

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

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

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

**AUTODUEL
AMERICA**



The Paladins are found all over the central American states; they travel so extensively that they can be found from Colorado to Ohio, from South Dakota to the Republic of Texas, during their yearly migrations. Unlike the usual cycle gang, these guys really know how to fight. The PCs should not get into rows with them. That's doesn't mean that they can't be tricked into it by the Paladins' enemies.

Scenario Ideas

While traveling cross-country, the party might encounter "bandits" who entreat the PCs to aid them at freeing the nearby town that exiled them from the grips of a power-hungry Mayor-for-Life (or the president of the company that owns the town).

A character's Dependent could be kidnapped by the War Dogs, forcing the characters to rescue the character from the cycle encampment. (Or they could be hired to rescue anyone else.)

During the winter months, cycle gangs storm into towns and take shelter by force. This could have some nasty consequences if the PCs happened to be there when the bikers converge on Main Street.

A cycle gang can also be the basis for a campaign, but it is recommended that the players not play cyclists of the "smash and grab" variety.



CITIZEN'S MILITIA

Many communities have Citizen's Militias, varying in size, strength, and ferocity, but almost all would fight to the last man to defend their towns. Over the past fifty years, their numbers have swelled as towns that survived the Bad Years continued to fend off marauders, carpetbaggers, and external governmental interference. Some aren't too happy with the local government, either. Militias can be peaceful, law-abiding, buffoonish groups like the BOPPERS of Brooklyn, or peculiar but effective like the MONDOs, or seriously overprotective crazies that make ARF look like Daisy Scouts . . . but only if you invade their turf. (These latter forces are usually found only in Roanokes.)

As travelers roam the country, they're likely to find all sorts of pedestrian neighborhood watch groups. Taking time to size each other up should allow the PCs ample opportunity to roleplay outside of their cars. (Most watch dogs will demand the PCs exit their vehicles and interpret their refusal as a hostile act.)



CONDOR

As soon as Gold Cross is notified of a death, it prepares a clone for a final memory transfer. As an added service, it'll send an ambulance (equipped with a cryo-unit) to pick up the deceased. The problem occurs when the corpse lies in dangerous territory. Gold Cross likes to keep its customers happy, particularly if they're incredibly rich or influential. To that end, it employs its own team of recovery specialists: CONDOR.

Originally just a plainclothes pick-up team, Covert/Nondescript Operations and Recovery evolved into an elite undercover unit. For outrageous prices, it recovers "unrecoverable" bodies – in treacherous locales, in regions where cloning is socially unacceptable, or for people who don't want anyone to know they've been cloned (for personal or political reasons). Further, CONDOR also "discourages" rival operations, protects top corporate executives, and "watches the watchmen," infiltrating and double-checking Gold Cross's regular security forces.

CONDOR teams have access to state-of-the-art equipment and avoid combat whenever possible. Headquartered in Manhattan, they operate nationwide, making for an interesting and varied, and somewhat morbid, campaign. In fact, given the grimness, the GM is urged to lighten it up, even to the level of black comedy. The body fetchers could smuggle a frozen head in a shipment of basketballs, mail a 175-pound man in 2,800 first-class envelopes, transmit an MMSD via modem, or accidentally merge the brain patterns of a respected church minister with that of an experimental horse, resulting in a minister obsessed with jogging and oats (a 10-point disadvantage). In this setting, the GM should ignore the rules for damage to the victim, or assume that CONDOR expertise gets around that problem.

Played straight, a CONDOR campaign works for both combat scenarios and stealth and intrigue adventures. This "Mission: Impossible" option allows GMs to pick and choose the operatives appropriate for the assignment, which works well if your players can't make every session.