

Supplement for  
**GURPS® Autoduel®**  
and  
**CAR WARS®**

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



**STEVE JACKSON GAMES**

# THE SOUTH WILL RISE AGAIN

History has not been kind to the southern United States, but through it all, the South has fought back with fierce pride and determination. Visitors will find much to admire in the South, but there is much to fear as well. How does the traveler know which way to turn?

Consult . . .



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

*The South* is the third volume (after the popular *East Coast* and *West Coast* editions) of an ambitious project by your American Autoduel Association. *The AADA Road Atlas and Survival Guide* will tell you everything you need to know about each region, including the roads, politics, police, tourist attractions, and even the best restaurants and truck stops.

Find out the real story behind:

- The Confederate Commando Corps, an Arkansas-based group dedicated to the return of the “glory days” of the South.
- South Carolina’s Governor-For-Life Charles Jordan. Is he a hated tyrant, or the region’s last hope for stability?
- The Goremongers, a cycle gang that controls a large chunk of Alabama.
- Los Disneys, the new capital of Florida.
- and more.

But *The AADA Road Atlas and Survival Guide* is more than just an atlas of the South. It also features:

- A complete rundown on criminal gangs of every type, from rag-tag street gangs to disciplined cycle marauders, and even the Mafia!
- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the South.
- Mini-adventures for *GURPS* or *Car Wars*, each set in a different part of the region.
- “Intrigue in Los Disneys,” a complete adventure for *GURPS Autoduel*. Florida Governor Bart Lesion fiddles while Rome burns; his people live in squalor while he uses their tax money to expand his fine art collection. When you are recruited to end the governor’s reign “with extreme prejudice,” are you saving thousands of lives, or are you just a pawn in a bigger, deadlier game?

*The AADA Road Atlas and Survival Guide, Volume Three: The South* is a 64-page supplement for both *GURPS Autoduel* and *Car Wars*. Written by David Bowden. Edited by Scott Haring.

# STEVE JACKSON GAMES

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

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

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# THE SOUTH

## The History of the South Since 1990

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

### The Oil Slips Away

When gas was running out in the late '90s, the South suffered less than the rest of the country, as many Southern states had significant undeveloped oil reserves. Wells sprang up throughout Kentucky and Tennessee, and still run today. There was not enough crude produced to solve the energy problems of the South, but it bought enough time to find an alternative source of energy, one easily obtained and affordably made.

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

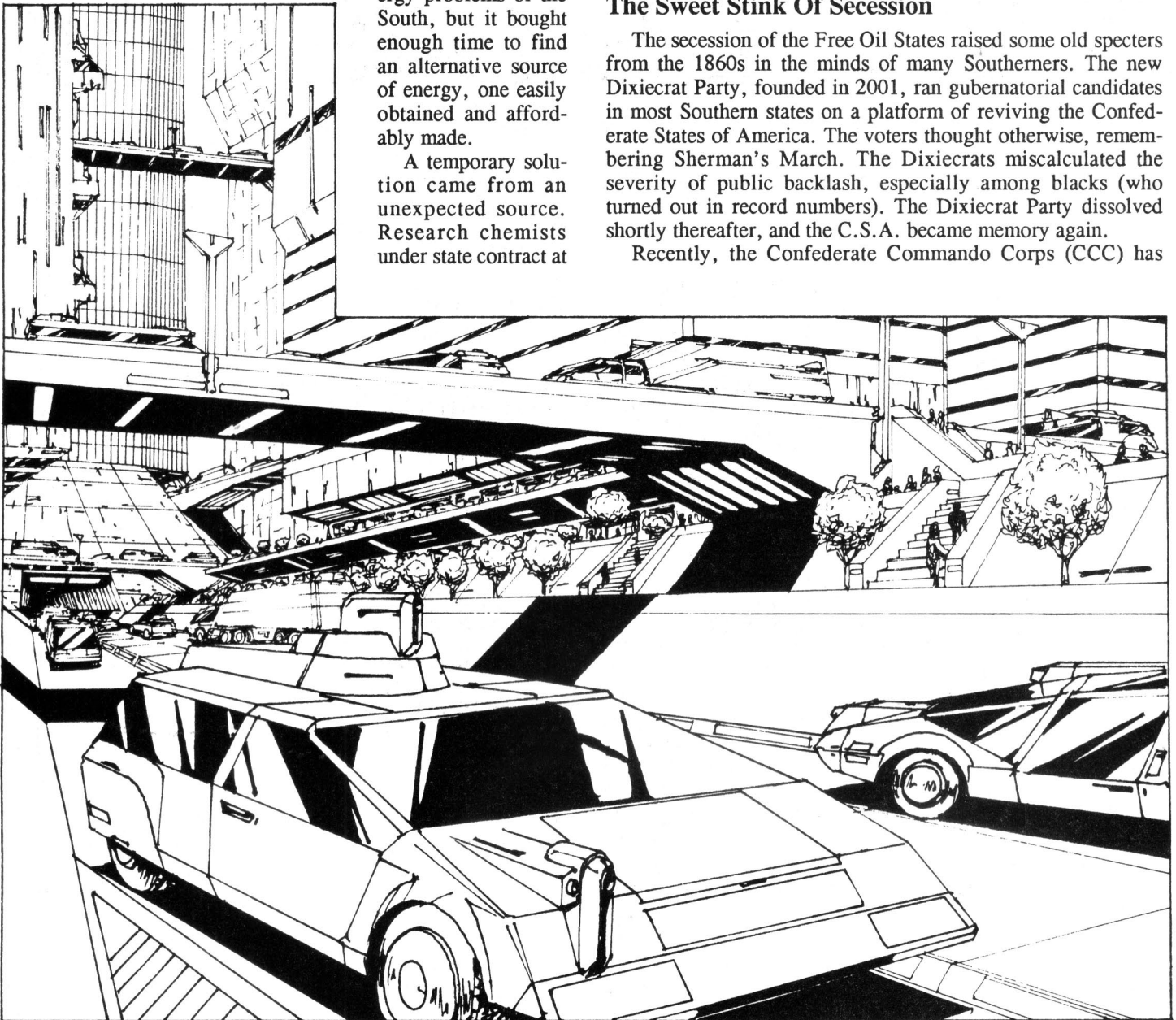
a Reynolds Tobacco Company lab in Charleston, SC, developed a revolutionary method of distilling fuel from tobacco. South Carolina exported "Tobaccoline" to the rest of the South at exorbitant prices. Other states with large supplies of tobacco soon discovered the formula for Tobaccoline and supplied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

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

### The Sweet Stink Of Secession

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

Recently, the Confederate Commando Corps (CCC) has



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

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

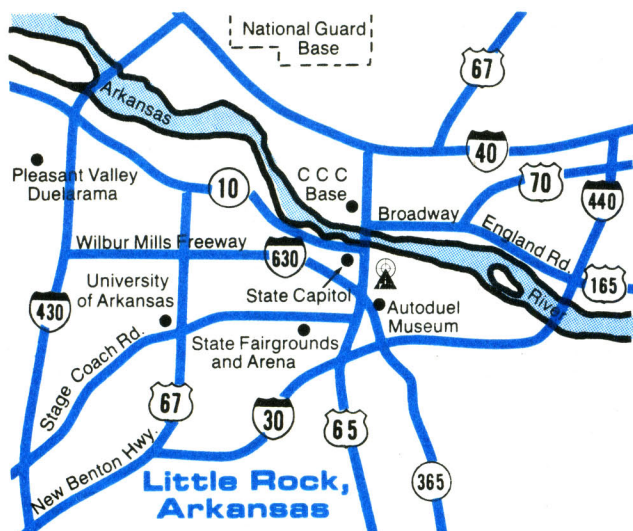
**Roads:** The roads and highways of Arkansas deserve special mention because of their interesting qualities. In general, Arkansas roads are turning, curving, dipping things wrapped around mountains, that can kill the careless driver in a bloody instant. The roads are in Poor condition, except for the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

## LITTLE ROCK

**Population:** 200,000.

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

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



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

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

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

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

## FORT SMITH

**Population:** 100,000.

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

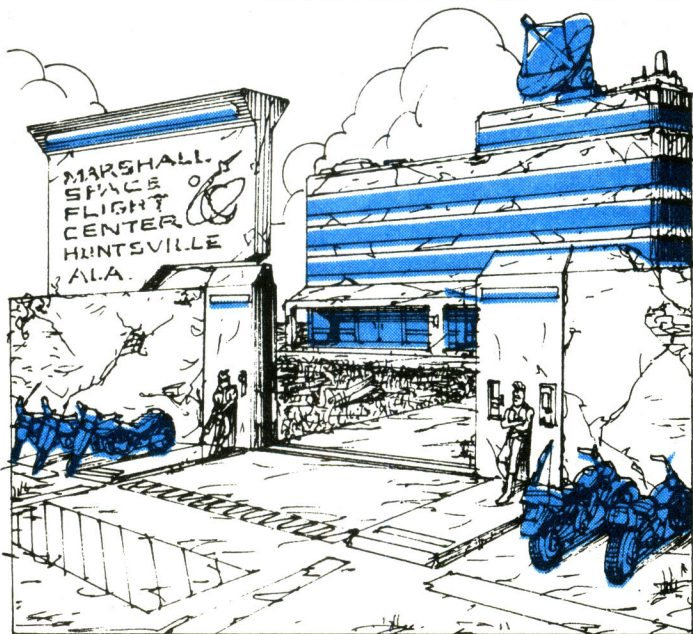
**Duelling Facilities:** The Fort Smith area has the Fort Chaffee Arena (for troop morale), the Rodeo Fairgrounds (with weird duelling events like horse round-ups), and the Fort Smith Municipal Arena (in Fort Smith Park). There is a major AADA office on 4th Street downtown, rare in a town as small as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

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

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

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

# MINI-SCENARIOS



## Formula X389

The Marshall Space Flight Center in Huntsville, Alabama, has been in the hands of the Goremongers cycle gang (p. 20) for over two months. The Huntsville police cannot afford to risk valuable manpower to retake the place, especially since it hasn't been used since the disbanding of NASA in 2013.

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

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

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

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

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

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

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

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

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

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

## The Airlie Arena

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

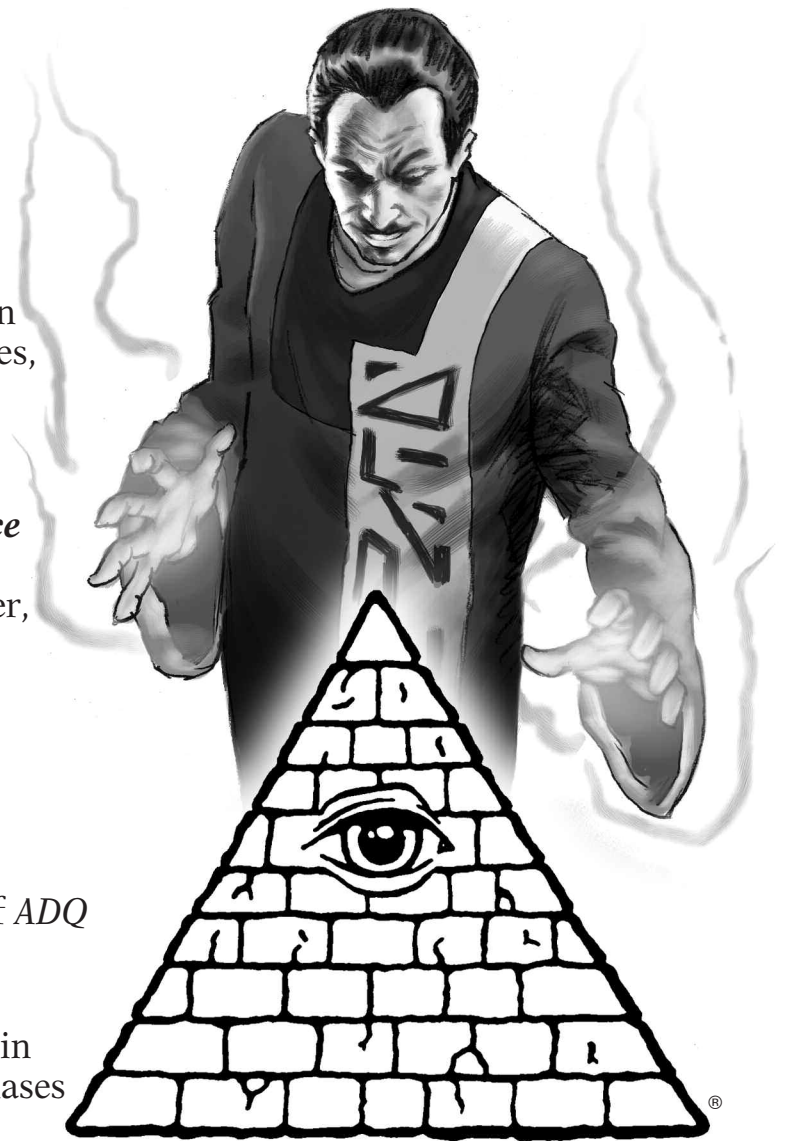
The investors wanted a gimmick to lure duelling fans from all over the state. They decided to build a maze, with manicured bushes covering hardened steel walls. Duellists start at different entrances and try to be the first to reach the center, where a large cash prize (sometimes as much as

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