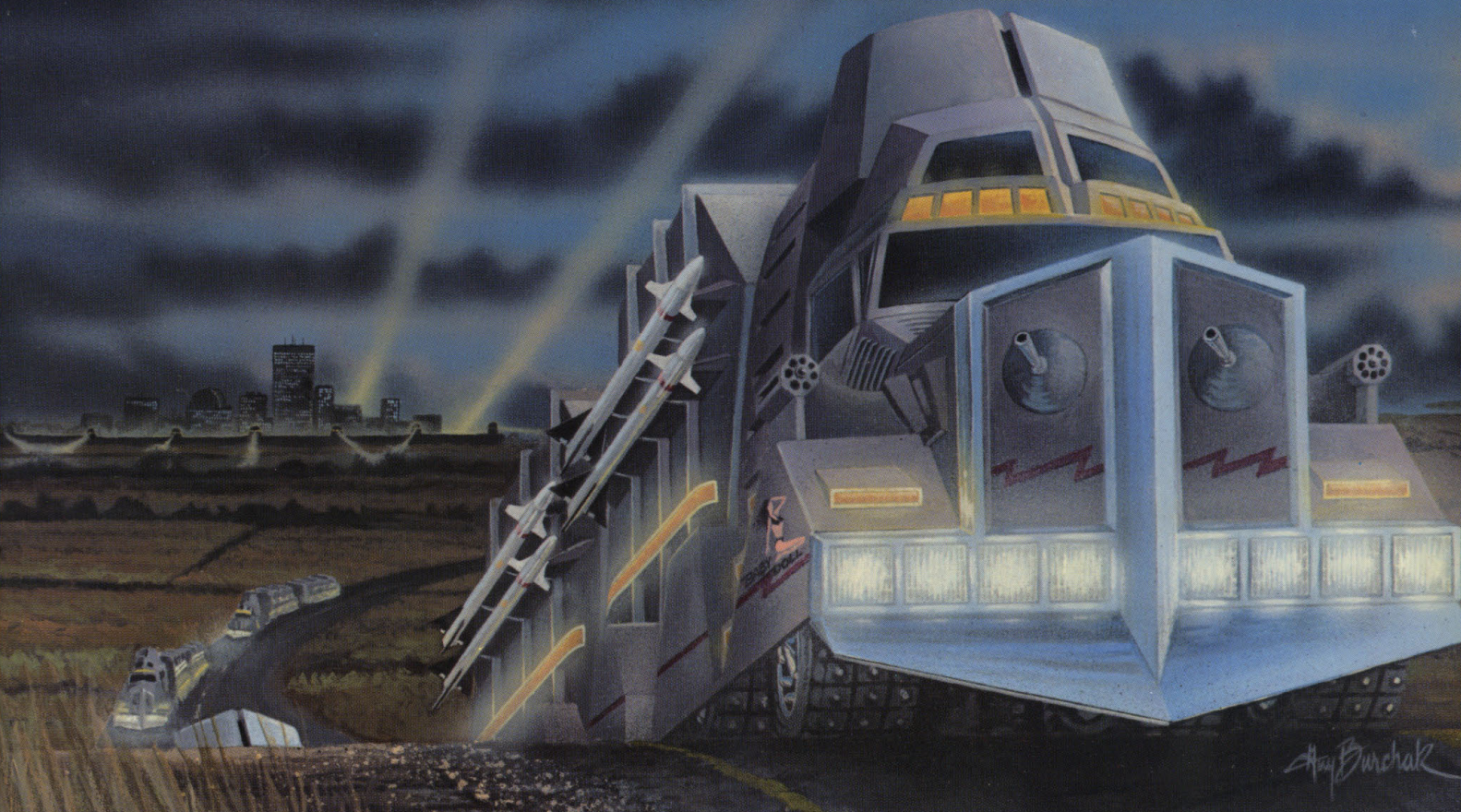
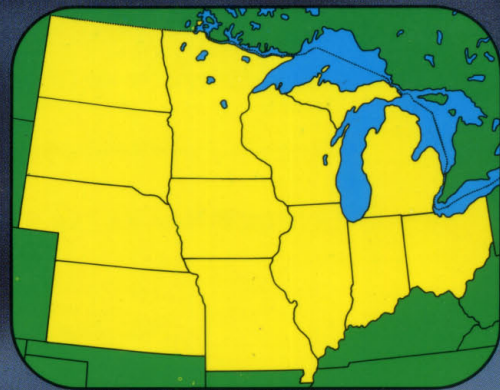


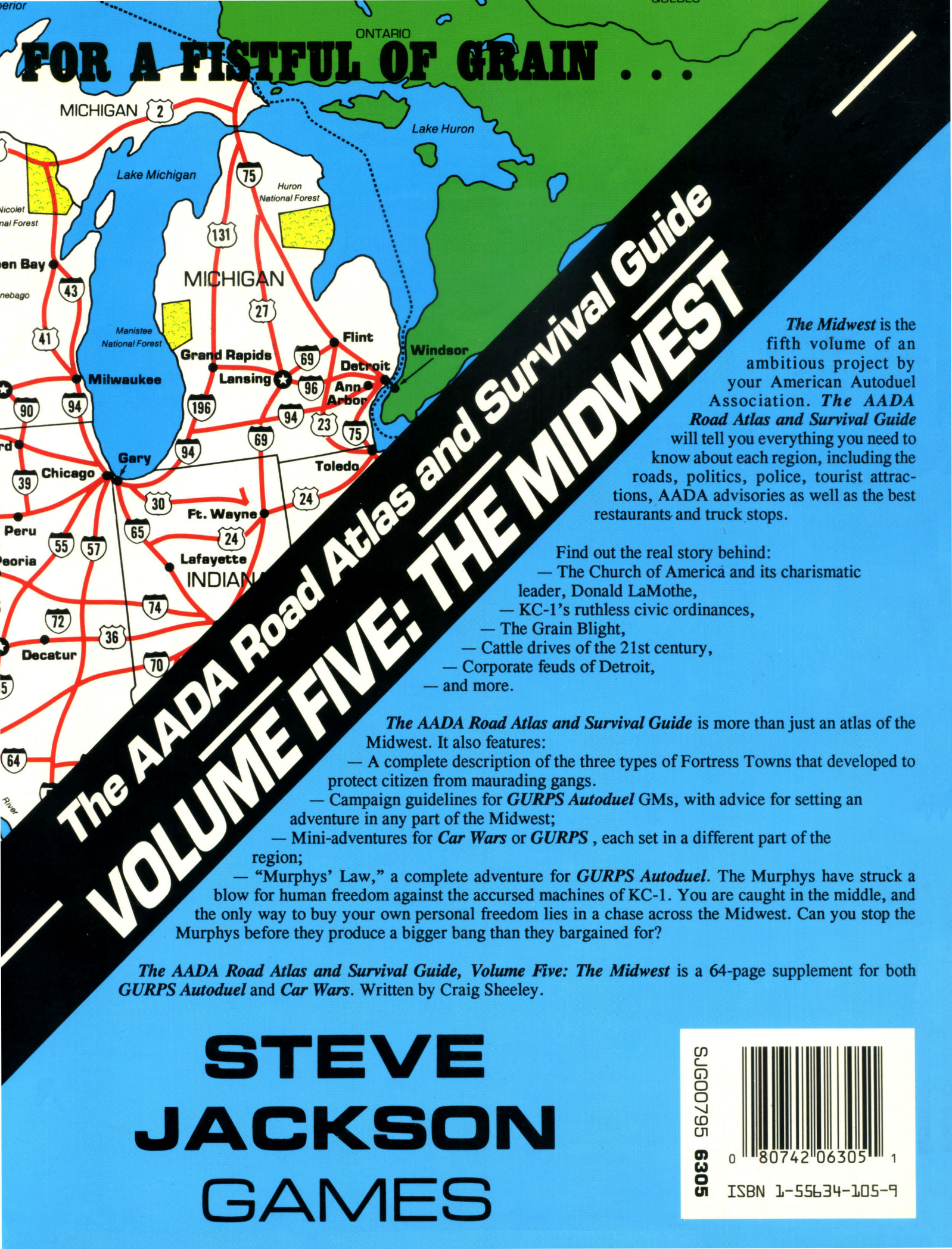
Supplement for
GURPS® Autoduel®
and
CAR WARS®

The AADA Road Atlas and Survival Guide
VOLUME FIVE: THE MIDWEST



STEVE JACKSON GAMES

FOR A FISTFUL OF GRAIN . . .



The Midwest is the fifth volume 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, AADA advisories as well as the best restaurants and truck stops.

- Find out the real story behind:
- The Church of America and its charismatic leader, Donald LaMothe,
 - KC-1's ruthless civic ordinances,
 - The Grain Blight,
 - Cattle drives of the 21st century,
 - Corporate feuds of Detroit,
 - and more.


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

- A complete description of the three types of Fortress Towns that developed to protect citizen from maurading gangs.
- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the Midwest;
- Mini-adventures for *Car Wars* or *GURPS*, each set in a different part of the region;
- "Murphys' Law," a complete adventure for *GURPS Autoduel*. The Murphys have struck a blow for human freedom against the accursed machines of KC-1. You are caught in the middle, and the only way to buy your own personal freedom lies in a chase across the Midwest. Can you stop the Murphys before they produce a bigger bang than they bargained for?

The AADA Road Atlas and Survival Guide, Volume Five: The Midwest is a 64-page supplement for both *GURPS Autoduel* and *Car Wars*. Written by Craig Sheeley.

STEVE JACKSON GAMES

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The AADA Road Atlas and Survival Guide

VOLUME FIVE: THE MIDWEST

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

By Craig Sheeley

Edited by David Ladyman, Melinda Spray and Stephen Beeman

Cover art by Guy Burchak; Interior art by Gary Washington with Dan Carroll, Phil Morrissey and "Speed" Webber

Maps and graphics by Carl Manz, Czeslaw Sornat and David Ladyman

Production by Melinda Spray, Carl Manz, Czeslaw Sornat and C. Mara Lee

System design by Steve Jackson; *GURPS* development by David Ladyman; and *Car Wars* development by Stephen Beeman

Playtesters: Tim Bauer (NOVA), Scott Berkley, James Cromo, Flaming Lakers (Steven Koehler, David LaMothe, Phil Morrissey, Stuart Wagner, Wallace Greer, Marvin Lowe and Jeff Sheeley) Cicso Lopez Fresquet, Dennis Grey, Ben Klopper, Mark Orchard (Land of Lincoln AADA) Rob Rapplean and GROSS, Mark Soderberg, George Thorstad, The Bozeman Game Association, The Wrecking Crew (Ray Carter, Eric Jerome, Dean Kenady, Dan Ormiston, Larry Stohr, Bill Williams and Michael Vragel), Stephanie Wardwell and her gang (Troy O'Brien, John Doyle, Allen and Susan Poynter Shock, John Monahan and Mary Zawacki). Extremely Special Mention: David Piatt, M.A.D.D. Archivist.

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CAMPAIGNING IN THE MIDWEST

General Reaction Modifiers From Midwesterners

From rural populace, if you're "city folk"	-1
From gangs, if you enter their "turf"	-2
From Missouri Ozarkers, in general	-2
From Amanas (Iowa) if you volun- tarily surrender your arms . . .	+2
From nearly anyone during the celebration of Norway's Independence Day in Fargo, North Dakota	+3
From onlookers in Detroit, Michigan, if you display great skill in driving or gunnery	+1
From the majority of the population of Chicago, Illinois, if you admit to being a member of the Church of America	-1
From the South Siders of Chicago if you admit you're an "Amy" . . .	-2
From almost anyone, if you drove through Brickyard with your windows down	-3

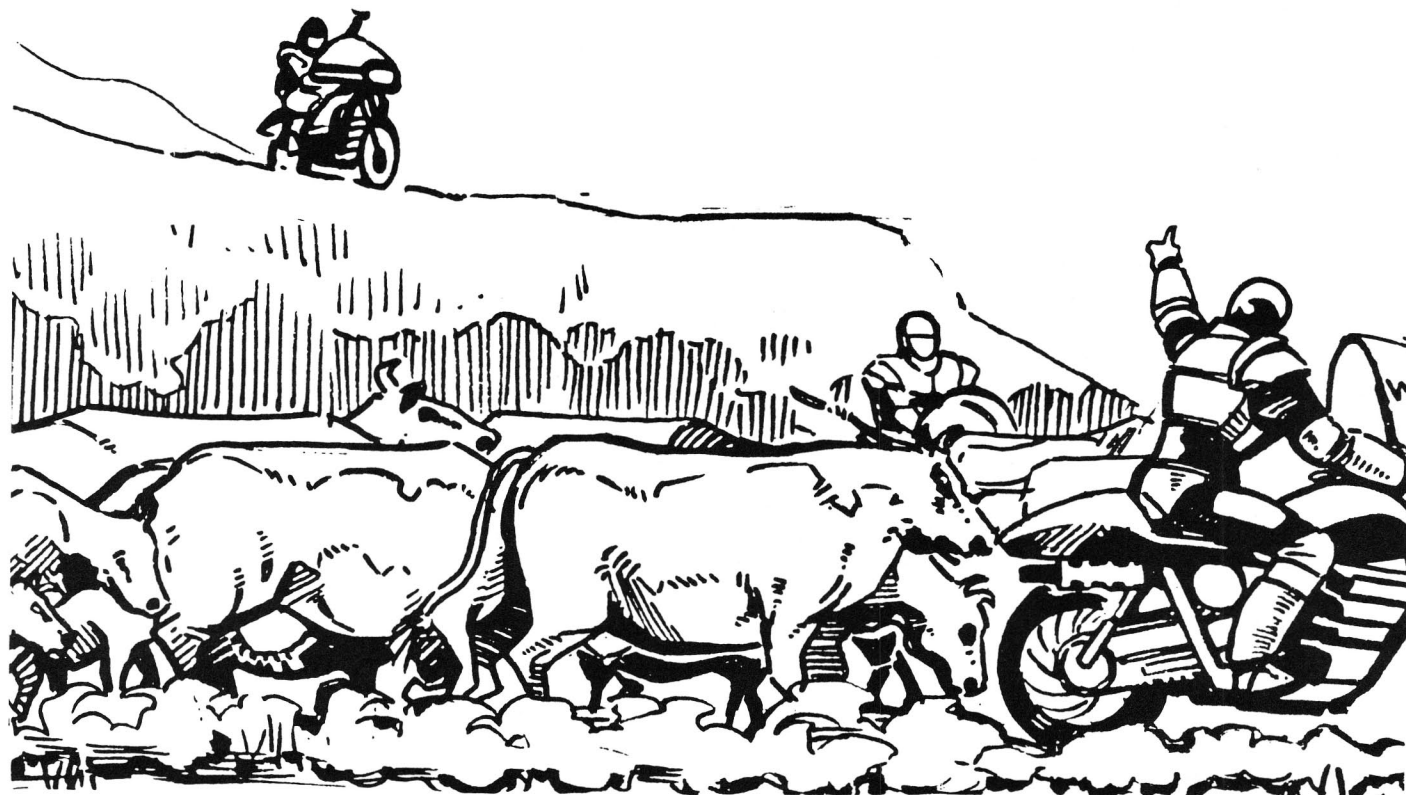
Modifications for Midwest Campaigns

The Western

This type of campaign is most appropriate for this region. In Kansas, Nebraska, Iowa and the Dakotas, you just can't escape the western influence! As mentioned in *GURPS Autoduel* (see p. A71), this campaign revolves around stock character types: the sheriff, the locals, the renegades and raiders, the gunslingers and the powerful cattle barons. Out on the midwestern plains, the locale is not as likely to be restricted to a small town or similar area. Be prepared to have the action ranging over a wide parcel of land; cattle have to roam pretty far to find enough food in this country.

Character Roles. In the true range-type western, complete with intercompany rivalry, cattle stampedes and cycle-gang fighting, the most common character is going to be the cowhand. In addition to the usual weapons and driving skills, applicable skills could be Area Knowledge, Navigation, Animal Handling, maybe even Riding. Of course, when a range war or similar unpleasantness break out, there is always demand for the professional eliminators — in this case, hardened duellists. Other character possibilities are tycoon (Filthy Rich is a must for these), scout (brush up on those Area Knowledge and Stealth skills), a con man or gunrunner (Uzis in those boxes marked "Bibles").

Action. Most of the cowhand's life is spent out on the range, looking after animals who aren't particularly interesting. However, a campaign won't be focusing on that aspect. Instead, the things that are likely to crop up in a



DECATUR

Population: 15,000.

Description: Since the main route south from Chicago changed from I-57 to I-55, Decatur has been cut off from main traffic flow and any importance outside its region. In its isolation, Decatur is home to rather paranoid people. Short stops for fuel and supplies are safe, but watch your step if you stay longer . . .

Duelling Facilities: None worth mentioning. There has been talk of a Chicago promoter renovating the old Sports Complex south of town, though.

Other Facilities: St. Mary's Hospital survives, as does the Decatur Airport, though the airport is terribly exposed. Numerous auto-repair and food-storage areas are around, to serve the farmers.

Gang Activity: On the unpatrolled roads outside Decatur, an off-road band calling themselves the Nutcrackers often blocks the roads, sets up tollbooths and extorts money from passersby. Only the Decatur Truckers' Union, a branch of the Brotherhood, has the mass and firepower to periodically run the blockades. Over the years, the Nutcrackers have learned to avoid such clashes.

ROCKFORD

Population: 40,000.

Description: Rockford is a second-class city, in the shadow of the colossal Chicago. It is only half a city as well; the eastern half perished in the Riot Years. Its only real use is as a base for the irregular patrols that try to maintain the safety of the roads in the area.

Duelling Facilities: There are no safe facilities. For the daring, the Rockford Speedway north of the city is well-protected from on-track interruptions, but getting there intact in an expensive vehicle is another problem!

Other Facilities: Rockford boasts precious few. One hospital (no Gold Cross) and its associated helicopter landing area are the only facilities other than small garages.

Gang Activity: Heavy. The east side of Rockford is infested with gangs who prey on the traffic of nearby I-90. The most notable are the Spinners and the Sweeps, two very strong groups that rule over the rest. They are in a near-constant state of undeclared war with one another.

SPRINGFIELD

Population: 50,000.

Description: Springfield is the main stop between Chicago and St. Louis. It has industrial capability of its own, and is no longer wholly dependent upon Chicago for its machined goods. A prosperous city by 2038 standards, Springfield bustles with traffic passing through the city.

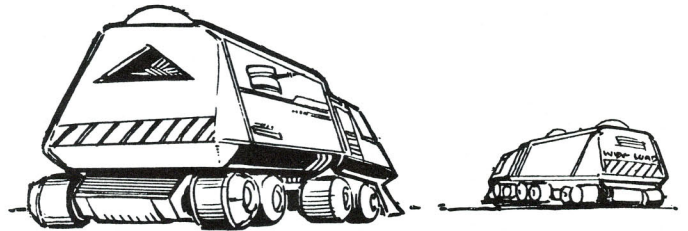
Highway patrols stage from here, trying to keep the peace along I-55. These air patrols, flying from the Capitol Airport, scour the interstates, looking for troublemakers to blast. The bulk of the state's military waits in and around the city to deploy in time of crisis.

Duelling Facilities: All three of Springfield's arenas vie for TV coverage on the weekends, but appear to be losing out to televised coverage of road affairs. Lanphier

Stadium's ratings are still the highest; the Action Arena south of town, a close second; and the Fairgrounds Arena third.

Other Facilities: Two hospitals (both with Gold Cross); five (!) TV stations, all of whom have news chopper squadrons; the Air National Guard/Patrol Base; the Capitol Building and numerous historical sites, including the Lincoln Home.

Gang Activity: The police and highway patrol keep busy, with plenty of robbers and other rabble lurking along the roads. The steady stream of traffic draws raiders of all sorts, including the Wreckers, a band of infantry raiders who block roads with mines, pitfalls or wrecks, then swarm over whomever runs afoul of their traps. Another group is the Rollers, a well-equipped gang rumored to be affiliated with the Church of America.



INDIANA

Government: Fairly solid and well-organized.

Duelling Climate: Neutral. Once the state for auto combat, Indiana's autoduelling pre-eminence ended in 2031 with the invasion of EDSEL forces. EDSEL still maintains a minor presence here, but their patrols are limited to cities and major highways. No state antiduelling legislation, though; road duels are too popular on local TV.

Gang Activity: Light. Most of the gangs were destroyed in the Road Wars, a period (from 2025-2031) of escalating conflicts between gangs and armed citizens. EDSEL patrols put an end to the Wars, however gangs have begun to return.

BRICKYARD [Formerly INDIANAPOLIS]

A terrorist organization called the Jackson Commandos detonated a small, but extremely "dirty" nuclear device here in 2013, destroying the city. Today, Brickyard is a radioactive junkheap, prowled occasionally by those searching for valuables — unopened bank vaults and the like. Not even gangs will go there to hide out; the danger of radiation poisoning is far too real. Geiger counters still chatter wildly in Brickyard. When passing by this city (the road network around the area is still intact, and quite heavily used), stay inside your vehicle. Do not linger, unless you like "glowing in the dark."

FLORAL GULCH

Population: 110,000.

Description: The new capitol of Indiana, Floral Gulch was transformed from a small, sleepy college town into the large city populated by an influx of refugees looking for

MINI-SCENARIOS

South Dakota

The once-sacred Black Hills, mined since the last century, still produce gold — tons of ore every year. And in the still-depressed economy of 2038, gold is money in its most compact form.

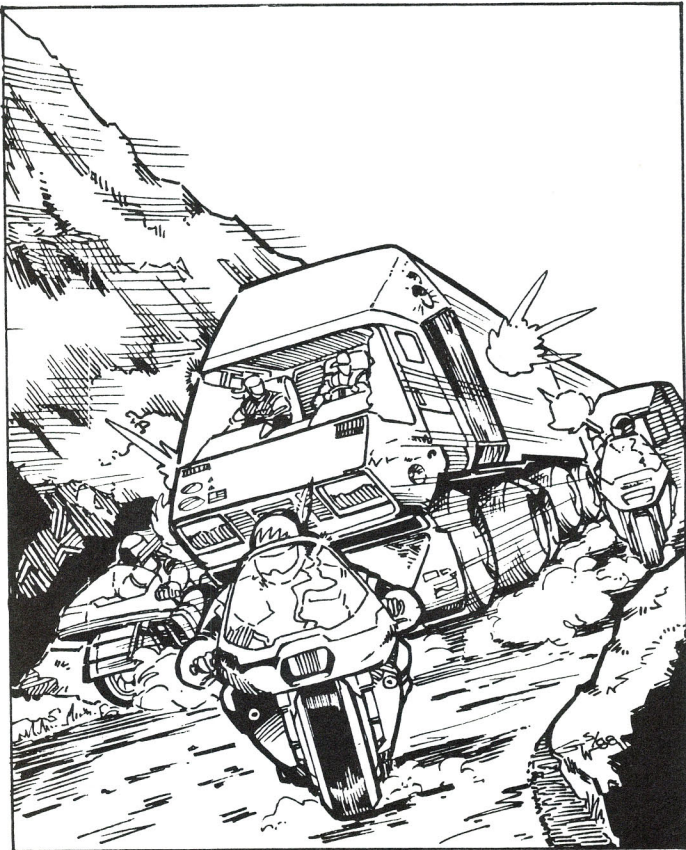
In order to keep the mines working, the Crazy Horse Trucking Company hauls food and supplies from Rapid City on a lucrative but dangerous contract — Black Hills gangs lurk around old Highway 79, a road specifically repaired for the mines traffic.

Less well known is the fact that Crazy Horse trucks also return with cargo. Q-trucks, their weaponry concealed to make them look like regular Crazy Horse line trucks, haul gold back to Rapid City, where the precious metal is auctioned off to governments by lot. In general, these concealed gold-haulers are safe, for the usual assumption is that a truck on the return leg is empty. However, not *all* rigs are ignored . . .

This mini-scenario is for two sides: truckers and bandits. The truckers get a \$250,000 tractor-trailer rig. The truckers get a five-man crew of 40-point characters (30 points per skill).

The bandits get \$75,000 to build any number of vehicles, but no air vehicles. They get no more than ten characters, with 40 points each (maximum 30 per skill).

The map used is simple: clear road sections, two-lane only. The third lane does not exist. Every tenth road section, roll 1 die; on a 5, the next section is a mild curve to the left, and on a 6 it is a mild right curve. The bandits may set up 20" ahead or 10" behind the truck, which is traveling at 60 mph at the beginning of the scenario (company rules). The bandits win by stop-



ping and looting the truck. The truckers win by *not* being stopped.

Variant 1. For more maneuvering, make the road one of the more scenic routes by rolling the die for curves *every* road section!

Variant 2. For more players, add escorts for the truck: For every \$15,000 of cars added to the truckers' convoy, add \$20,000 to the bandits' funds and 20 skill points. The crews of the truckers' cars are 40-point characters, with the same limitations as the truck crew.

Variant 3. For a third side, add a rival gang of bandits. The truckers get escorts as above. However, instead of increasing the first bandits' forces, add a second group, giving the third team the funds and skills mentioned in variant 2. If the truck survives, the truckers win; otherwise, after the truck is stopped, the two bandit gangs fight over the loot — the winner is the last player with vehicles left alive on the map.

Autoduel Stats. All the crew and gang members should be 25-point characters.

Midville, Ohio

The scene of the famous vid show *Crash City* and home to one of the best known militias in the country, the MONDOs, is now the setting for impending warfare. A policy split between factions of the MONDOs has divided the membership into camps, with the old guard MONDO founders pitted against the younger members, who have taken to calling themselves the "New Mashers." In the last MONDO meeting, things got so heated that the split developed into a fight with two distinct sides, and the meeting dissolved in disorder.

At the next dawn, Saturday morning, the hard-core MONDOs and the New Mashers meet downtown to decide who shall lead the civilian defense of Midville . . .

Use the Midville map; the MONDOs start out at the Bar None, while the New Mashers are holed up in the Mall at the start of the scenario. Both forces are composed of ten men apiece; the MONDO forces are made up of 60-point characters (no more than 30 in any one skill), while the New Mashers are made up of 40-point characters (same restriction as MONDOs). The MONDOs start with \$12,000 while the New Mashers start with \$16,000. The fight continues until only one side holds the field (i.e., until all characters on one side are dead or off the map).

Variant. In the actual fight, the police took no part in the battle except for those defending the police station. What would have happened if the police had tried to stop the fight? Put a pair of police cruisers into the fray, starting behind the police station. The cruisers are each manned by a pair of cops (Driver +1, Gunner +1, Handgunner +1, Runner +1), equipped with body armor, gas masks, SMGs and two tear gas grenades. The police also control the station's defenses.

Autoduel Stats. The MONDOs and police are all 50-point characters, while the New Mashers are built on 25 points each. See *Car Warriors* for some typical MONDOs and police.

Lincoln, Nebraska

Lincoln relies on robotic defenses to keep order on its busy highways. Automated bunkers, equipped with radar, fire on vehicles that break traffic laws — speed limits, no-duelling

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