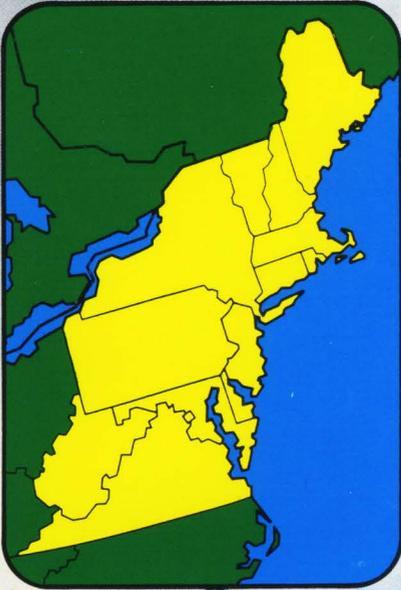


Supplement for
GURPS® Autoduel®
and
CAR WARS®

The AADA Road Atlas and Survival Guide
VOLUME ONE: THE EAST COAST



STEVE JACKSON GAMES

CIVILIZATION IS A RELATIVE TERM

The East Coast is easily the tamest, safest, most fully recovered region in the United States. There are even a few areas where weapons aren't necessary!

But the region is still dangerous, perhaps more so because of the sense of false security that is so easily developed. How can you tell the safe stretches of highway from the ambushes? Consult . . .

The East Coast is the first 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, from the roads and the police to the best attractions and even food.

Find out the real story behind:

- The Hill Clans of Massachusetts
- The Mild Ones, the most polite (and efficient) cycle gang around.
- Drang Nach Iowa: what it was and why it failed.
- The Newark Police
- The Pennsylvania Highway Authority
- and more.

But *The AADA Road Atlas and Survival Guide* is more than just an atlas of the East Coast. It also contains the following useful material:

- A complete rundown on EDSEL, the Eastern Driving Safety Enforcement League. Includes their philosophy, organization, equipment, tactics, and a state-by-state list of EDSEL chapters — complete with information on relative popularity, strength, and each chapter's leader.
- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the East Coast.
- Complete helicopter rules for *GURPS*.
- Ten mini-adventures for *GURPS* or *Car Wars*, each set in a different part of the region.
- "Escape from Poughkeepsie," a complete adventure for *GURPS Autoduel*. Can you survive the bombed-out ruins, radioactive hot spots and the "Townies" long enough to recover a disk lost for 25 years?

The AADA Road Atlas and Survival Guide, Volume One: The East Coast is a 64-page supplement for both *GURPS Autoduel* and *Car Wars*. Written by John Nowak. Edited by Scott Haring.



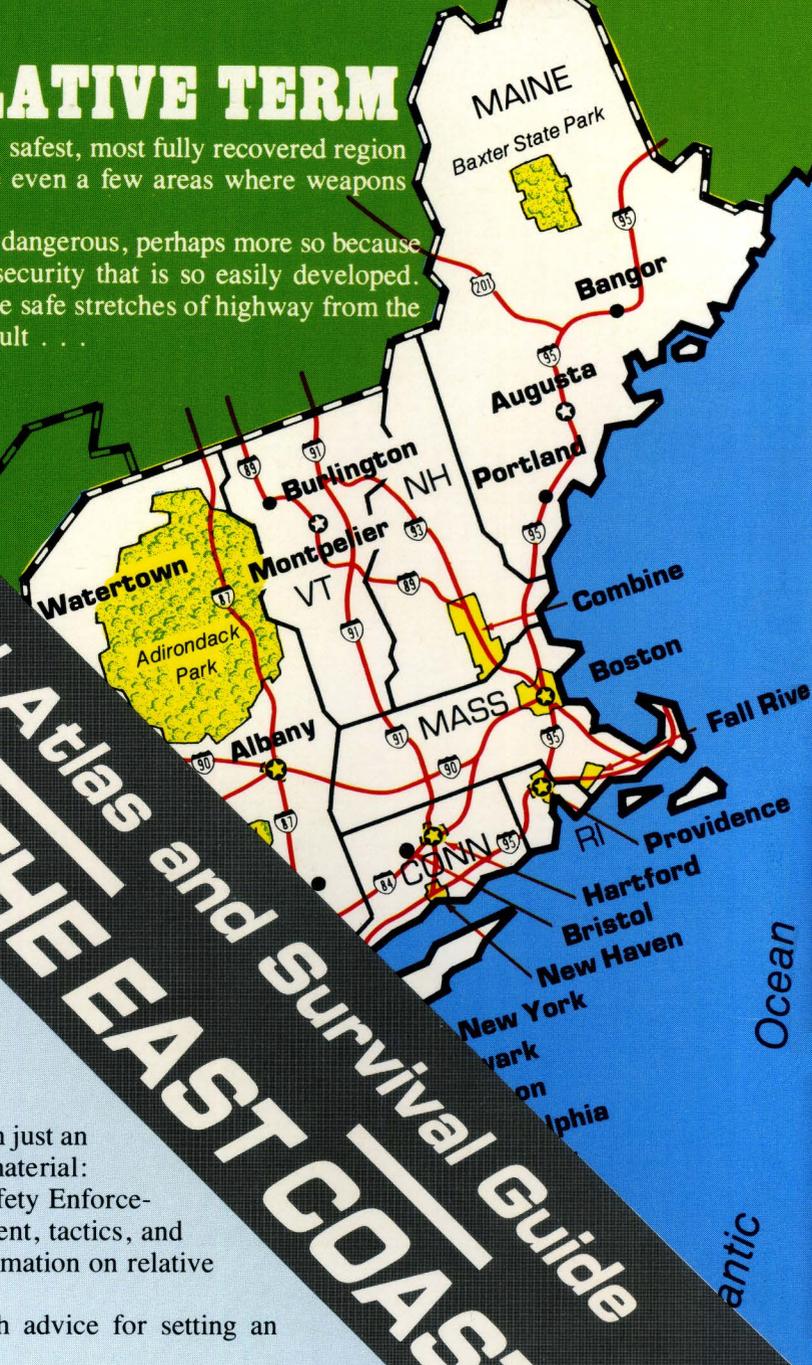
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ISBN 1-55634-080-X

SJG00695 6301

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The AADA Road Atlas and Survival Guide
VOLUME ONE: THE EAST COAST



The AADA Road Atlas and Survival Guide VOLUME ONE: THE EAST COAST

A Supplement for Car Wars and GURPS Autoduel

by John Nowak

Edited by Scott Haring

Editor-In-Chief: W. G. Armintrout

Maps and Graphics: Kyle Miler

Typography: Melissa Snell

Interior Art: Kyle Miller, Donald Smith, C. Bradford Gorby, Dan Carroll, Jason Waltrip, John Waltrip,
Mike Surbrook, Graham Chaffee, and George "Speed" Webber

Production: Kyle Miller, Sharleen Lambard, Patricia Cuney

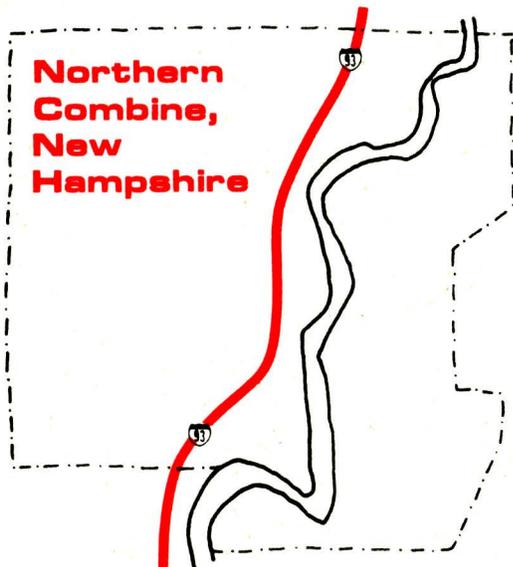
Playtesters: Stephen Beeman, Scott Mercer, Mike Moe.

Thanks to Audrey Nowak for looking the manuscript over and for not shooting me yet; to Lyle Gray for being from Massachusetts and coming up with the hill clans; to David Glenn for EVIL, Firetech, and some interesting mini-scenario ideas, and David Bowden for EDSEL in the three states not covered by this supplement.

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NEW HAMPSHIRE

Government: Democratic. Relations between the urban and rural populations are probably the best in the northeast.

Police: Decent people who are grossly underpaid and forced to accept bribes to support themselves. They are, however, basically honest and no more likely to accept a bribe from a serious criminal than anyone else is. Bribery Rating: +5 for victimless crimes, 0 otherwise.

Major Roads: I-89, I-95, I-93.

Tourism: The White Mountain National Forest is very beautiful but does have its drawbacks: see below.

Facilities: Garages are commonplace, averaging about one every fifty miles. About four in six of these are simply recharge stations, without real repair facilities. They might be able to lend you tools and they're bound to know where you could get a hold of a decent mechanic. Recharges cost only 90% of the national average. Even in a full-fledged repair shop, repairing and reloading any weapon which does more damage than a standard rocket launcher will cost 115% of the national average.

Violence Frequency: The average citizen of New Hampshire is involved in violence once every two months. This does not include crimes such as pickpocketing or swindles by con artists.

A trip through New Hampshire is almost like a trip through time. The state was almost untouched by the war and the Food Riots. Any criminality encountered here is most likely to be of the non-violent pickpocket and con job variety. Unfortunately, there is a lot of that, so watch out.

The White Mountain National Forest is magnificent, but camping is not advised because of "forest folk," the crazed debris of modern society. New England winters thin the herd appreciably, so early spring is the best time to go camping. The weather can be harsh even then, however, and finding a dead band of forest folk left over from winter can ruin your day, especially if they happen to be in your drinking stream. Overall, New Hampshire is still a nice place to relax and let the cordite clear from your nostrils.

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

COMBINE

Population: 175,000.

Description: Combine is currently the largest single producer of computer memory media in the United States, producing not just the ubiquitous cubes, but more exotic media like hologram and worm drives.

History: The three cities of Concord, Manchester, and Nashua were unified under a single city government in 2020.

Gang Activity: Very low. New Hampshire is efficiently patrolled. A particularly loathsome minority practices the "sport" of manhunting or enslaving the forest folk in White Mountain National Forest. Estimates of how widespread this is vary greatly.

NEW JERSEY

Government: Nominal democracy, but the Modified Golden Rule (who has the gold makes the rules) has never been more amply demonstrated than here. Corporate feudalism is the reality.

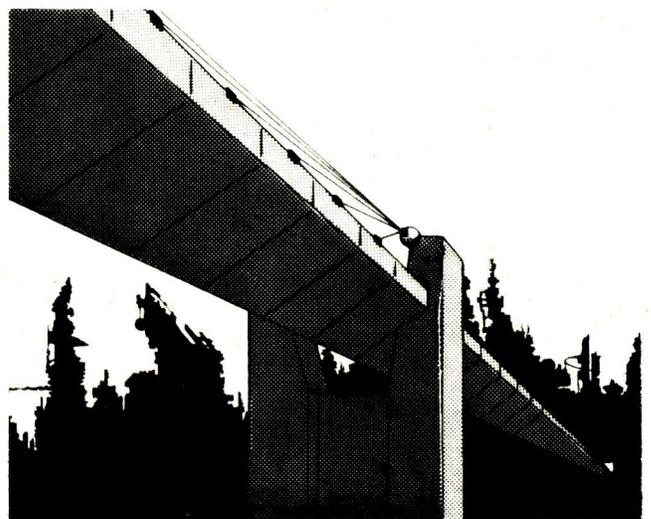
Police: Some are demoralized, depressed, and fatigued. The bad ones are outright crooks. New Jersey police are probably the only ones in the world who hesitate to come to each other's assistance. Bribery Rating: 1/3 of the time, bribes are accepted automatically, no matter the circumstances, so long as the bribe is substantial enough to cover the offense. The rest of the time, +5.

Major Roads: Garden State Parkway, the New Jersey Turnpike (which is essentially I-95), and I-80. They are indifferently patrolled.

Tourism: Virtually none. Newark has a few seedy hotels and museums, but the only good places to visit in New Jersey are by invitation only. Atlantic City used to be the Las Vegas of the East; it is now, unfortunately and unofficially, an enormous private club.

Facilities: There are numerous fortified truck stops scattered throughout the state. You won't ever be more than thirty miles from one. They tend to be slightly paranoid, and overprotective of Brothers. The only significant unfortified garages are in villages.

Violence Frequency: The average citizen of New Jersey is involved in casual violence once every two weeks, one of the highest levels on the East Coast. This is almost entirely of the mugging and rolling variety, however.



EDSEL

The Eastern Driving Safety Enforcement League considers itself to be a logical extension of political action groups like Greenpeace, and traces its intellectual roots back to Thoreau and the Declaration of Independence. EDSEL has also been called everything from the world's largest vigilante group to the world's most blatant terrorist organization.

Origins

The Friends of Safe Roadways (FSR) was founded in Albany, New York, in 2025 by Janet Wilkinson as a peaceful political action committee lobbying for the outlawing or at least limitation of vehicular weapons. Their argument was that such weapons inevitably found their way into the hands of cycle gangs, producing a net escalation in road violence levels, and not the reduction claimed by the AADA and similar groups. Eschewing vehicular armament, FSR members were forced to rely heavily on helicopters for transportation (gangs almost never attempt to attack passing helicopters, because when they hit the ground, there's not much left to strip). FSR was successful in maintaining a weapons ban in New York and forced the passage of many anti-weapons regulations throughout the northeast.

Members of the AADA nicknamed the FSR "the Edsels," a reference to a 1960s American automobile of legendary bad design. Then — entirely without official AADA sanction — members of the AADA took up sniping at FSR helicopters as a safe way of practicing weapons skills.

In October of 2030, "Mad Jack" Ryker, an experienced helicopter gunship pilot from the New Hampshire Air National Guard and FSR member, led a squadron of FSR helicopters over the AADA state offices in Augusta, Maine, where the noise of their rotor blades made it impossible to continue work. After two days of this, an irate secretary fired a 5.67mm pistol at one of the helicopters.

The FSR helicopters promptly climbed and destroyed the building. Thirty-four workers, many of whom were clerks and administrators and not members of the AADA, were killed. Ryker surrendered to the police, but the courts ruled he had acted in self-defense.

On December 25th, 2030, the FSR was officially renamed the Eastern Driving Safety Enforcement League, throwing the old insult back into the duellists' faces. With this name change came a marked change in philosophy — while the old FSR was an organization dedicated to "persuasion and legislation," the new EDSEL believed in direct armed intervention as the solution to dangerous road combat.

EDSEL adopted the geographical range of the FSR and much of FSR's administration. The switchover to EDSEL cost the organization many of its finest leaders because of the obvious philosophical problems with a militant peace group. Some of these people have sold organizational secrets to the AADA.

The Drang

Two years later, EDSEL felt confident enough to attempt to expand. Thus began "Project DRANG," whose name came from the German phrase "Drang nach Iowa," the drive to Iowa. DRANG was to be the establishment of secure EDSEL installations in Michigan, Ohio, Wisconsin, Minnesota, Indiana, Illinois, and Iowa, in the first step toward expanding EDSEL from coast to coast.

Ohio was the first new ground entered by the military forces of EDSEL, quickly followed by Indiana. At this point, expansion halted; EDSEL felt it would be safer to establish a firmer hold in those two states before moving on. David Vasquez, the EDSEL State Supervisor of Ohio, was ordered to maintain security, and to establish regular truck routes through Ohio to Indiana. EDSEL



Making A Living

CONDOR

Headquartered in Manhattan is a special division of Gold Cross: CONDOR. Originally just a plainclothes pickup team (“nondescript,” in British parlance), Covert/Nondescript Operations and Recovery evolved into an elite undercover unit. For outrageous prices, they recover “irrecoverable” bodies, operate in regions where cloning is illegal or socially unacceptable, and deal with clients who (for political or personal reasons) cannot admit they have a clone. CONDOR also “discourage” rival operations, protect top corporate executives, and “watch the watchmen,” infiltrating and double-checking Gold Cross’ regular security forces.

A CONDOR operative could expect to earn well over \$1,000 per month, plus occasional hazard bonuses. No single skill is required; choose from those appropriated to a high-tech secret agent, including Driving, Piloting, Guns, Gunner, Stealth, Fast-Talk, Computer Operations, Electronics, First Aid, and Survival (Urban Waste). Hazard modifier is -3. Critical failure results: 4d, LJ/8d, LJ.

CONDOR teams have access to state-of-the-art equipment, naturally avoid combat whenever possible, and operate all over the continent, making for an interesting and varied, albeit morbid, campaign.

Actually, the very grimness of a CONDOR campaign can make it tempting to lighten it up. Characters could smuggle a frozen severed head in a shipment of basketballs, mail a 175-pound man in 2,800 first-class envelopes, transmit an MMSD file by modem, or accidentally merge the brain patterns of an experimental horse and a respected church leader, resulting in a minister obsessed with jogging and oats (a ten-point character disadvantage, by the way). A radio transmission of the tune to “I Ain’t Got Nobody” is a good code for a retrieval mission failure. Can you imagine what the Marx Brothers might have done with this? The referee should resist every temptation to resist this temptation. Give the players experience points for making you laugh hysterically, a la *Toon*. The campaign may not make much sense, but if you only want drama, stop wasting your time with RPGs and read something written by a depressed, long-winded Russian.



Mutations

Except in bad science fiction, “random mutation” is a term synonymous with “birth defect.” It takes thousands or millions of years of random mutations to produce a radically new species. After all, no new animal species have been reported in Hiroshima and Nagasaki, although there have been many heartbreaking reports of birth defects.

The mutations in nuclear zones should show up first in species with fast generational cycles — there’s only been one generation of humans born in Poughkeepsie after the bomb hit but there have been hundreds of generations of flies.

So while it might be tempting to have three-legged barbarians roaming the radioactive ruins of Poughkeepsie, you’re much more likely to see a new species of fly or two-tailed rats. Giant badgers or people able to throw lightning bolts can be amusing, but it can also ruin your players’ ability to believe in what’s going on.



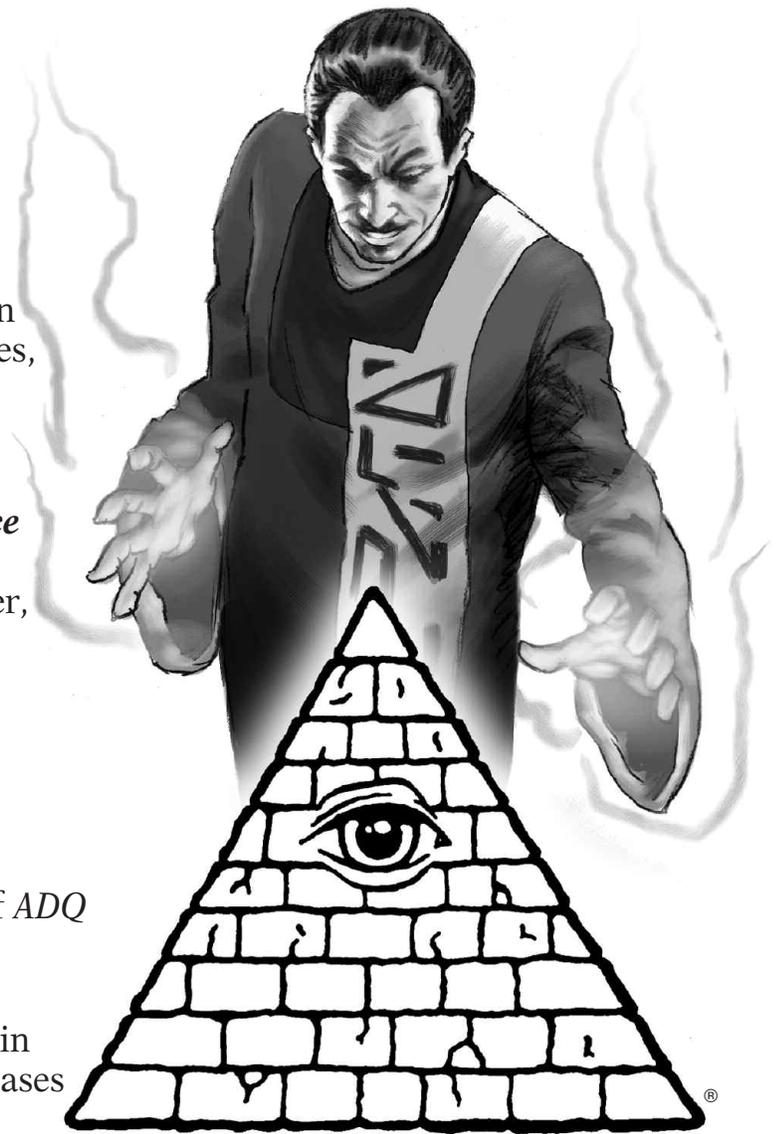
Actually, a CONDOR campaign could also work if played straight. The concept works for both combat scenarios and stealth and intrigue adventures. The campaign is flexible, since Gold Cross will likely select specialists to go on certain missions even though they try to keep teams together. This gives the referee the ability to adjust scenarios for unstable groups of PCs (the so-called “Mission: Impossible” option). The players are on an expense account, so they can blow things up a lot without worrying too much about every shell expended. But Gold Cross is a profit enterprise, so the players have to exercise some restraint, too.

In fact, the key to most East Coast adventures is restraint. PCs just won’t get away with blowing up everything in sight. Note that this must work both ways once in a while; sometimes, the forces of Law will rescue them, unless they are obviously criminals.

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