

Supplement for
GURPS® Autoduel®
and
CAR WARS®

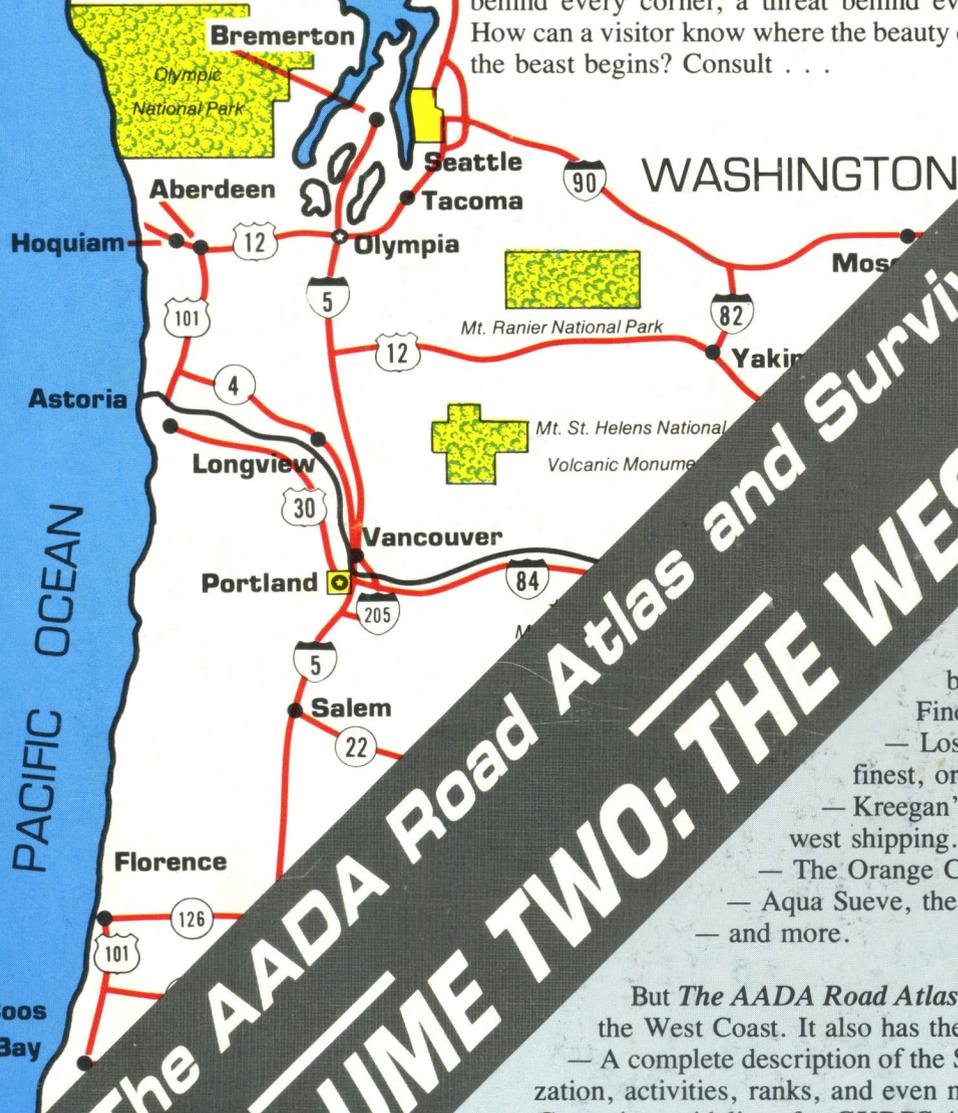
The AADA Road Atlas and Survival Guide
VOLUME TWO: THE WEST COAST



STEVE JACKSON GAMES

GO WEST, YOUNG DUELLIST

For nearly 200 years, the West Coast has lured the young and adventurous with many promises and beautiful localities. But the West Coast is not paradise. Danger lurks behind every corner, a threat behind every wheel. How can a visitor know where the beauty ends and the beast begins? Consult . . .



The West Coast is the second volume (following the popular *East Coast* edition) 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, political situations, police procedures, tourist attractions, and even the best restaurants and truck stops.

Find out the real story behind:

- Los Angeles's Civic Senate: Is it democracy at its finest, or anarchy at its worst?
- Kreegan's Edge, a land/sea bandit gang terrorizing Northwest shipping.
- The Orange County Agricultural Enclave.
- Aqua Sueve, the most enigmatic screen star ever.
- and more.

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

- A complete description of the Scout Commando Corps, including their organization, activities, ranks, and even merit badges!
- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the West Coast.
- Mini-adventures for *GURPS* or *Car Wars*, each set in a different part of the region.
- "Flash of Steel," a complete adventure for *GURPS Autoduel*. Harry Coppola's latest budget-busting epic could be the biggest money-maker in Hollywood history — or the biggest flop. When the only copy of the final edit is stolen by one of the nastiest cycle gangs in all of Los Angeles, are you tough enough to get it back?

The AADA Road Atlas and Survival Guide, Volume Two: The West Coast is a 64-page supplement for both *GURPS Autoduel* and *Car Wars*. Written by W. Peter Miller. Edited by Scott Haring.

STEVE JACKSON GAMES

SJG00695 6302



0 80742 06302 0

ISBN 1-55634-084-2

The AADA Road Atlas and Survival Guide™ VOLUME TWO: THE WEST COAST

A Supplement for Car Wars and GURPS Autoduel

by W. Peter Miller

Edited by Scott Haring

Editor-In-Chief: Steve Jackson

Map Graphics: Carl Manz

Typography: Monica Stephens and Melissa Snell

Interior Art: C. Bradford Gorby, plus Dan Carroll, Mike Surbrook, Graham Chaffee, George Webber,
Jeff Hayes, J.C.R., Jason Waltrip, Kyle Miller, John Waltrip, Dan Willems

Production: Carl Manz, C. Mara Lee, Monica Stephens, Melissa Snell, Sharleen Lambard

For Barbara, whose love and support made writing this possible. And for Mom — thanks for the computer.

Car Wars, Autoduel, GURPS, The AADA Road Atlas and Survival Guide, AADA, the AADA logo, the all-seeing pyramid, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. The AADA Road Atlas and Survival Guide, Volume Two: The West Coast is copyright © 1987 by Steve Jackson Games Incorporated. All rights reserved. Printed in the U.S.A. by Futura Communications, Inc., Austin, Texas, (512) 442-7836.

THE WEST COAST	2
The History of the Pacific Coast Since 1990	2
The Gas Line Blues	2
Secession Fever	2
Televised Mayhem	3
Minimal Blight Response	3
Shake, Rattle and Riot	3
Border Troubles	4
Reconstruction	4
Autoduelling	4
The Pacific Coast Today	4

THE AADA ROAD ATLAS AND SURVIVAL GUIDE:

THE UNITED STATES WEST COAST	5
California	5
Northern California	5
Chico, Eureka	5
Fresno, Grass Valley, Modesto	6
Monterey Peninsula, Placerville, Red Bluff, Redding, Sacramento	7
Salinas, San Francisco Bay Area	8
San Jose, Santa Cruz, Stockton, Yreka	10
Southern California	10
Bakersfield, Barstow, Blythe, Lancaster	11
Los Angeles Metroplex	12
Morro Bay, Oceanside	13
Orange County, Oxnard, Palm Springs, San Bernardino	16
San Diego, San Simeon, Santa Barbara	17
Santa Catalina Island, Santa Maria, Ventura, Visalia	18
Oregon	18
Ashland, Astoria, Golden Enlightenment, Coos Bay	19
The Dalles, Eugene, Florence, Grant's Pass, Klamath Falls, Medford	20
Pendleton, Portland	21
Salem	22
Washington	22
Aberdeen-Hoquiam, Bellingham, Bremerton,	22
Longview, Olympia, Richland-Pasco-Kennewick, Seattle Metroplex	23
Spokane	24
Tacoma, Vancouver, Walla Walla, Yakima	25

MINI-SCENARIOS	26
Introduction	26

Silver Dragons, To Go	26
Lumber Run	26
Border Patrol	28
The Doctor Is Out	28
Clean Water Blues	29

SCOUT COMMANDO CORPS	30
Overview	30
History	30
The SCC Today	30
SCC Procedures	31
Ranks	32
Creating a Scout Troop	32
Troop Activities	33
Sample Scout Character	35

CAMPAIGNING ON THE WEST COAST ...	37
Coastal Truckin'	37
The Cyberpunk Campaign	38
The P.I. Campaign	39
Encounters	40
Border Patrol	40
Green Circle	40
Katana	41
Kreegan's Edge	42
Las Culebras Feroces	42
The Desert Rover	43
Petro Kids	44

FLASH OF STEEL	47
Introduction	48
Episodes	48
Meeting Harry Mondelli	48
Cube Shots	51
An Unhelpful Mogul	53
Cutting Edge	53
Aqua Sueve	54
The Cruzados	55
Roger Penfield	58
Holly Stocking	59
Back to Penfield	62
Freeway Finals	63
That's a Wrap	64

STEVE JACKSON GAMES

For a current GURPS errata sheet and a free catalog of our products, send a legal-sized stamped self-addressed envelope to:
Steve Jackson Games, P.O. Box 18957, Austin, TX 78760

THE WEST COAST

The History of the Pacific Coast Since 1990

The regions along the Pacific Coast weathered the oil shortage and Food Riots in radically different ways. For some, famine, desperate living, and violence were the norm. For others, the hardships only brought communities and neighbors closer together. The Pacific Coast represents, in the most basic way, the reaction of the country as a whole. And the rebuilding of America is nowhere further along than in California, Oregon, and Washington.

The Gas Line Blues

The cheap, plentiful gas of the mid-1980s gave way to skyrocketing prices and flaring tempers during the mid-1990s. Gas lines in Los Angeles became so bad that legislation forced drivers into a strict rationing system. This system allowed gas to be bought by an individual only once a month, on that person's special day. There were riots and fighting as people tried to beat a failing system. Celebrities and other members of affluent society installed underground storage tanks so they could follow the letter, if not the spirit, of the law, even if that meant buying upwards of 2,000 gallons at a time.

Areas farther up the California coast were better off because of offshore oil wells and less total dependence on the automobile. But the shortages hit Oregon and Washington hard, bringing their economies to a virtual standstill. Only an abundance of hydro-electric and

nuclear power plants prevented the total collapse of the area's economy.

Secession Fever

When the U.S. government attempted to nationalize all oil and natural gas supplies, the reaction from Oklahoma, Texas and Louisiana was swift and violent. To prevent California from seceding as well, the U.S. sent in the Marines, who seized the offshore platforms and the inland oil and gas fields.

The occupying forces caused trouble, especially along California's Central Valley. Boisterous, rowdy Marines with weekend passes cruised towns, taunted the locals, and made no effort to hide the fact that they were abusing their fuel privileges. After a few weeks of this, the locals reacted violently. The small, localized riots were quickly suppressed, but they were followed by a more organized guerilla resistance.

The federal government hoped the resistance movement would end swiftly after the Battle of Madera, in which local residents tried to take over a small oil field occupied by the Marines. The attack did not go well. At the end of the battle, two Marines and 28 locals were dead. The government claimed that agents of the Free Oil States were responsible, but this was never proven. The Battle of Madera was the first and last direct attack on the much better-armed Marines, but the resistance movement continued to grow politically. Californians in favor of secession were on their way to becoming a majority, especially in the northern part of the state.



Gang Activity: None, but bar fights are a daily occurrence.

THE DALLES

Population: 6,400.

Description: The Oregon trail ends along the Columbia River at the Dalles. This town has maintained the dam across the river for years, and ship traffic is a major source of income here. Many ships pass through the locks on their way to and from the Pacific.

Duelling Facilities: The only facilities here are a small truck mechanic's shop and several auto recharge stations.

Other Facilities: The Dalles Dam and Locks, a small emergency clinic, several low-rent motels and several bars.

Gang Activity: Moderate. The Columbia River east of here is subject to periodic attacks from a group of river pirates known as Kreegan's Edge. The Edge specialize in combined water/ground attacks, hijacking ships by sending boarding parties in by boat, supported by heavy fire from cycles and cars on the riverbank. The Edge sport a sea-blue stylized wave as their emblem.



EUGENE

Population: 88,000.

Description: Located at the southern end of the Willamette River Valley, Eugene is a major lumber center and one of the few cities in Oregon with autoduelling interests. Nearby flood control dams form a series of scenic lakes that offer a variety of water sports.

Duelling Facilities: The Willamette Duelling Arena, a small facility that doesn't allow lasers or rockets (to protect the spectators). There are also numerous truck and car recharge and repair stations.

Other Facilities: Logging Company Headquarters, two hospitals, a satellite TV receiving station and an airport.

Gang Activity: Light, and only from wandering bands — no gangs located in the area.

FLORENCE

Population: 6,500.

Description: Florence is centrally located between the three massive water desalination plants along the Oregon coast, and home to most of those plants' employees. The plants, part of the Oregon Oxidization and Purification Plant System, are all within thirty miles of town. Two are north of town, and one is south. Because of the three OOPPS plants, the city has the lowest unemployment rate in the state — 8%.

The city itself is separated from the ocean by a series of dunes that rise up from the sea, reaching a height of 300 feet in some cases. These dunes are a very popular recreation area with the locals, who bring "dune buggies" and off-road bikes and trikes here.

Duelling Facilities: There are no arenas nearby and most vehicles don't even have weapons. If they do, they are usually of a defensive nature. There are several good auto shops and recharge stations, but trucking facilities are minimal; just one small mechanics shop, Roxy's Rig Repair.

Other Facilities: The OOPPS plants (tours daily), a heliport, a hospital and small-town charm.

Gang Activity: None.

GRANT'S PASS

Population: 9,400.

Description: This small town is holding on, thanks to the recent construction of an electronics assembly plant. Starguard, a company that makes autoduelling electronics for the Uncle Albert chain, is taking advantage of the depressed economy here to assemble target acquisition devices at a lower cost than in Northern California's Silicon Valley.

Duelling Facilities: No arenas, but discount prices (15% below normal) on targeting computers, ATADs and other computer devices from the Uncle Albert's catalog (Computer Gunners and Drivers excluded). There are also the usual auto/truck stops along I-5.

Other Facilities: One hospital and a small airport.

Gang Activity: Very light.

KLAMATH FALLS

Population: 11,200.

Description: This lovely city is located at the southern tip of Klamath Lake. There are no longer any falls here, but the logging town has kept the name. Curiously, local hot spring water is used to heat homes and is piped under the streets to melt snow from the streets and sidewalks in winter.

Duelling Facilities: Nothing fancy here, just a handful of recharge stations and a pair of truck garages.

Other Facilities: A small hospital, a boat dock, an airport and friendly locals.

Gang Activity: Just some rowdy kids cruising the waterfront on Saturday nights.

MEDFORD

Population: 21,500.

Description: Medford is a major center for the state's lumber and fruit growing industries. The city is ruled with

FLASH OF STEEL



Hollywood is a city of broken dreams and shattered hopes. Would-be stars wander the streets, trying to bum change for a cup of coffee or the latest issue of *Variety* or *Drama-Logue*. They're still waiting for that big break . . . one last chance to prove they could be somebody.

For those who beat the odds and claw their way to the top, a totally different world awaits, where anything or anyone can be bought and sold. The amount of money that changes hands in this city is staggering. Simply creating a TV show that runs for two seasons will make you wealthy for life. You never have to write or produce a single episode — just create the characters and the premise. Producing the same show would bring in even more. The money is unimaginable. It makes people arrogant, egotistical, obnoxious, and crazy. It's an all-or-nothing place where you're either a hit or a flop. There is nothing in between.

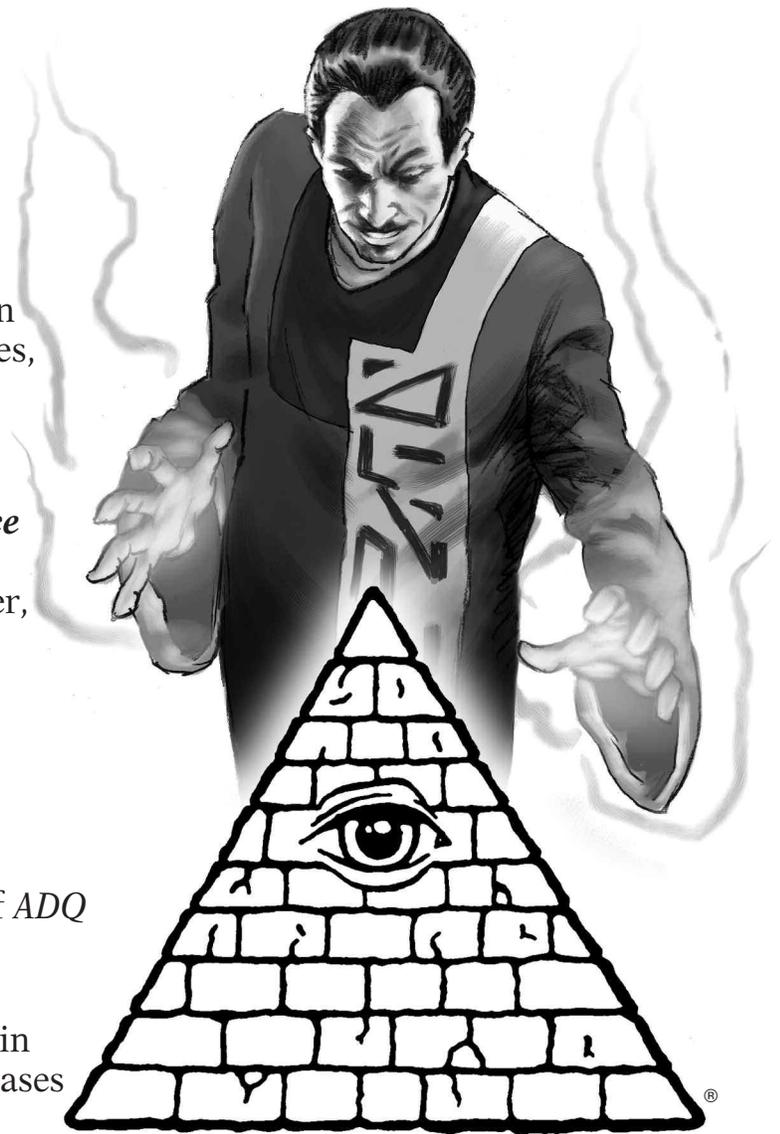
Flash Of Steel is a *GURPS Autoduel* adventure that takes the characters into the big-money, high-pressure world of Hollywood. This adventure is designed for three or four 100-point characters. They should have good duelling skills, but social, spy, and language skills will also be necessary. It would help if at least one is able to speak Spanish. Area Knowledge of Los Angeles and a Hobby skill like Knowledge of Movies would also be very handy. The party will be mixing it up with street gangs as well as mingling in high society.



STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com