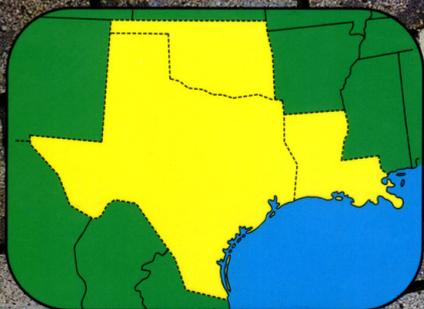
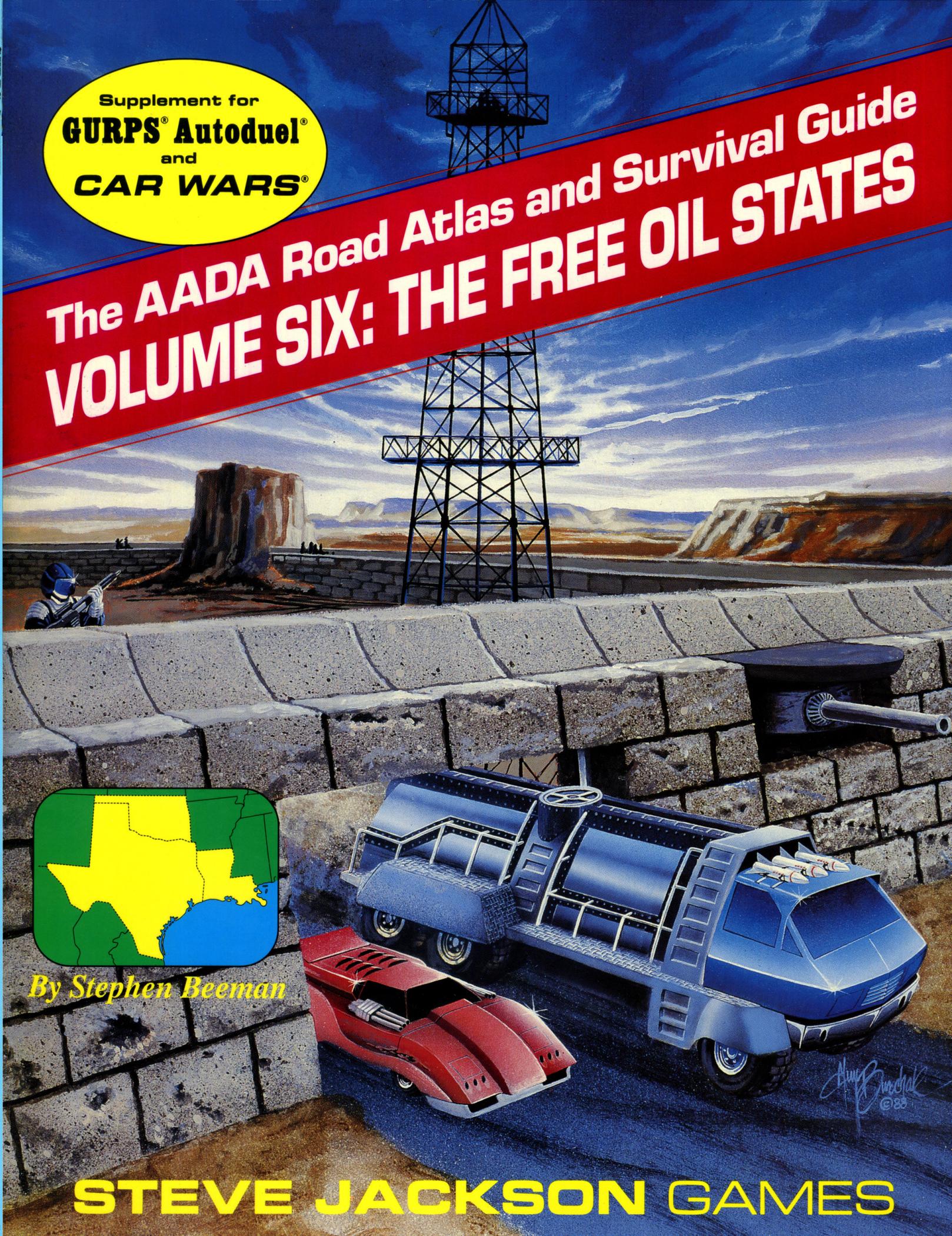


Supplement for
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The AADA Road Atlas and Survival Guide VOLUME SIX: THE FREE OIL STATES

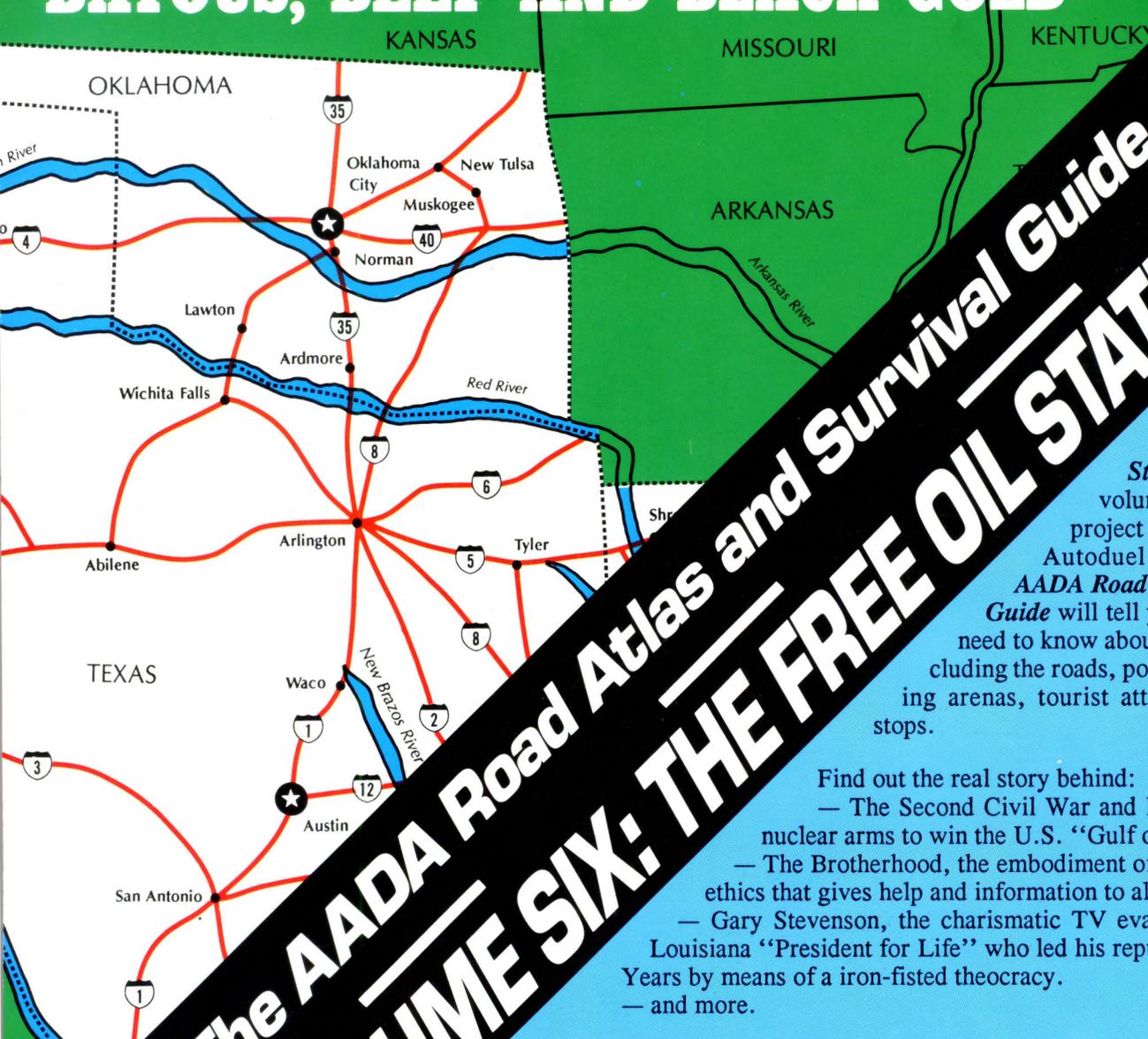


By Stephen Beeman

Steve Jackson
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STEVE JACKSON GAMES

BAYOUS, BEEF AND BLACK GOLD



The AADA Road Atlas and Survival Guide VOLUME SIX: THE FREE OIL STATES

The Free Oil States is the sixth 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 republic, including the roads, politics, police, duelling arenas, tourist attractions and truck stops.

Find out the real story behind:

- The Second Civil War and how Texas used its nuclear arms to win the U.S. “Gulf or Bust” campaign.
- The Brotherhood, the embodiment of a code of highway ethics that gives help and information to all truckers.
- Gary Stevenson, the charismatic TV evangelist and former Louisiana “President for Life” who led his republic out of the Bad Years by means of a iron-fisted theocracy.
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- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the Free Oil States.
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The AADA Road Atlas and Survival Guide, Volume Six: The Free Oil States is a 64-page supplement for both *GURPS Autoduel* and *Car Wars*.

Written by Stephen Beeman. Edited by Melinda Spray.

Cover art by Guy Burchak

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STEVE JACKSON GAMES

The AADA Road Atlas and Survival Guide VOLUME SIX: THE FREE OIL STATES

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

Written by Stephen Beeman

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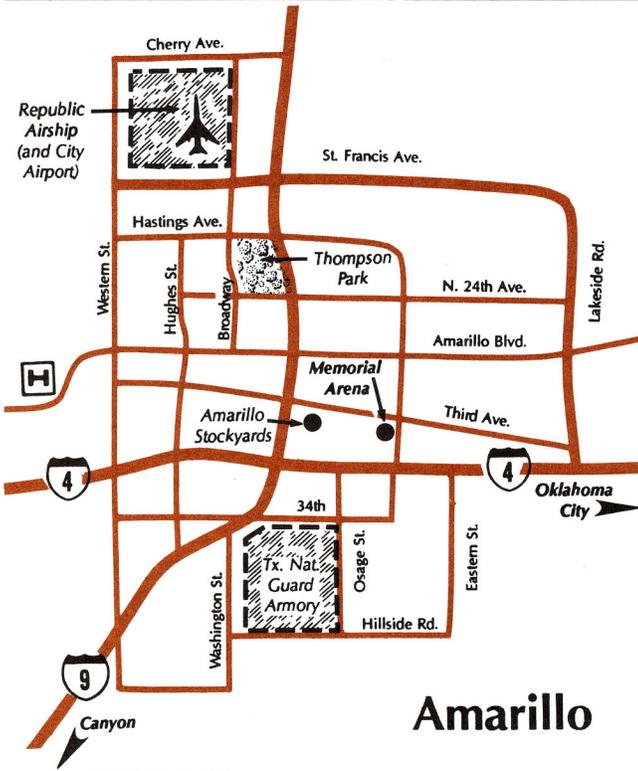
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AMARILLO

Population: 90,000.

Description: Amarillo is one of Texas' two main industrial centers. Sitting on top of a major source of helium (the only other in the Western Hemisphere is in Wichita, Kansas), Amarillo naturally has an extensive airship production and servicing industry. In addition, it is a major production center for ablative plastic armor. The city also serves as a collection point for the West Texas oil fields. The Texas National Guard has a large base here, where

part of the republic's respectable nuclear arsenal has been transferred and stored.

Duelling facilities: The Amarillo Dueltrack holds weekly gas and electric races; though most of these "races" are little more than high-speed duels, non-combat events are occasionally held. The AADA is currently reviewing the status of race-car events.

Other facilities: Texas National Guard and Air Guard bases; one hospital; one TV station; minor airport.

Gang activity: Light. Naturally, the military has never used nuclear weapons on a cycle gang — but there's always a first time . . .

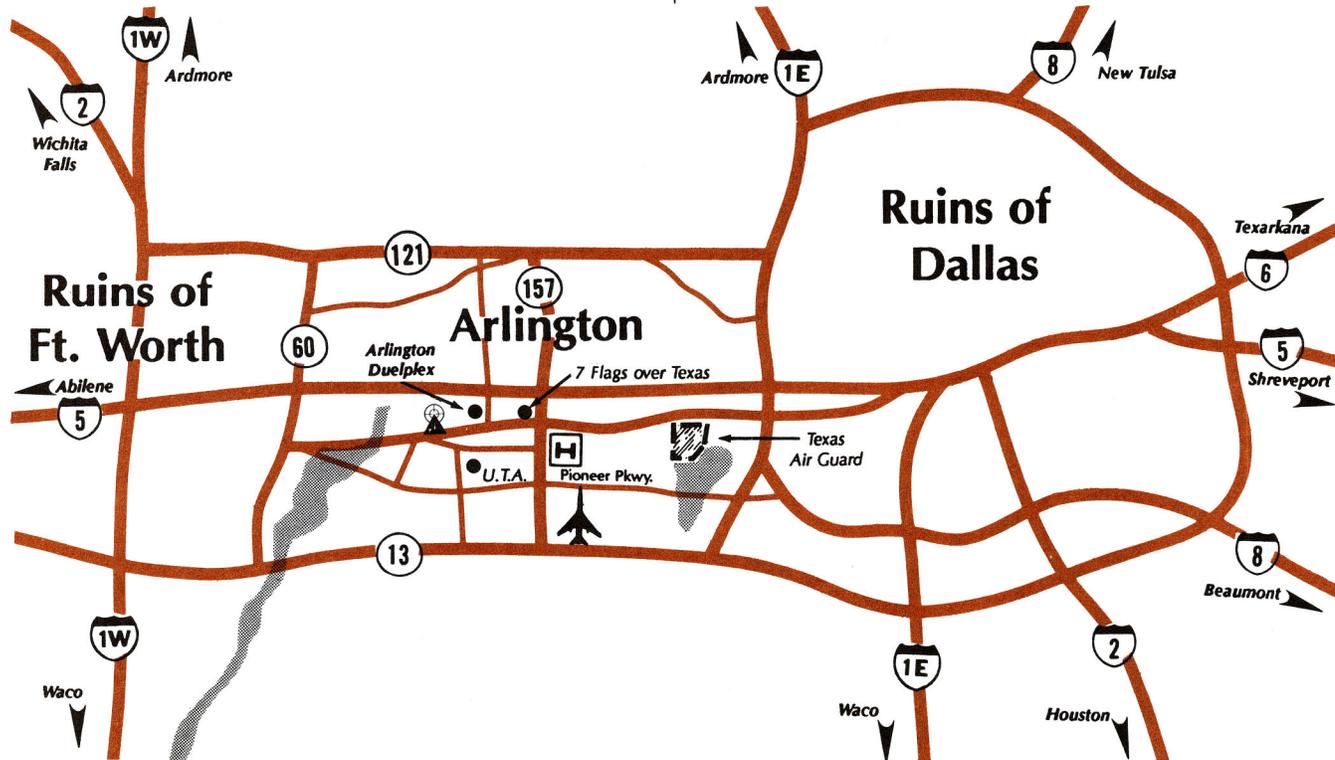
ARLINGTON

AADA Advisory: The urban ruins are highly dangerous, and should be avoided.

Population: 2,000,000.

Description: As Dallas and Fort Worth declined, Arlington grew and expanded into the largest city in the nation. Center of industry, finance, and commerce, Arlington can attribute most of its wealth and prosperity to ConTexCo, the first commercial grower of algae cultures. Arlington is also the home of Grenadier Motors, who are bringing back gas-burner autos capable of incredible acceleration. The city serves as a trade center for the heavy industrial base of Oklahoma.

Duelling facilities: The Arlington Duelplex hosts both autoduelling events and combat football (though there have been no crossover events), and is AADA accredited. The DFW Duelstrip is a non sanctioned open-air arena, built on the runways of the ruined DFW Airport; dragster duels are a favorite here. Grenadier Motors, the largest manufacturer of internal-combustion cars in North America, opens its proving grounds to the public every Saturday, and shows off its latest high-tech speed demons.



CAMPAIGNING IN THE FREE OIL STATES

The Most Reverend Claude Bordelon, Archbishop of Baton Rouge

ST 9, DX 10, IQ 16, HT 8.

Skills: Theology (Catholic)-25; Administration-20; Bard-20; Latin-20; French-20; Detect Lies-25; Acting-20; Professional Skill: Catholic Clergy-20.

Advantages: Status +6; Clerical Investment; Wealthy.

Disadvantages: Age (78); Fanatical devotion to the Catholic Church; Sense of Duty toward Church members; Intolerance of sinners and infidels.

Quirks: Believes in and fears voodoo; Refuses to use Gold Cross; Thinks the Grain Blight was God's punishment.

Claude Bordelon is a truly devoted man, and was widely recognized during the late 20th century for his social efforts and his work to bring about progressive reforms in the Catholic Church. But the pain and suffering of the Food Riots . . . *changed* him. He felt that the Bad Years were holy retribution for the loosening of the Church's taboos, and he began to regret "leading my people astray." He published a book on the subject and struggled to turn the Church back to the true path.

An ambitious Catholic televangelist, Gary Stevenson, picked up on Bordelon's preaching and recognized it as the perfect ticket to power. Stevenson used Bordelon to draw support for his reconstruction program — if medieval theocracy was the way to end the Bad Years (and Bordelon assured the people it was), then the people would accept it.

However, Bordelon recognized the lust for power in Stevenson, and it troubled him. When in his egomania, Stevenson launched an unaided attack on Texas, Bordelon removed Stevenson from power. He also removed Wallace Groutly, Stevenson's henchman, when he tried to continue Stevenson's insane plan, and set up Wesley Jordan in their place.

Today the Archbishop is in ill health. But the government he helped established is still going strong, and the people are "turning away from their earlier sins." When the time comes, Claude Bordelon will go to his reward happily, knowing that he acted in the people's best interests right up to the very end.

This chapter won't describe what kinds of characters and campaigns one can run in the Free Oil States — read *GURPS Autoduel*, pp. 20-21 and 70-74, for that. This section presents various organizations and individuals to help or hinder the PCs in their quest for wealth, fame, power and the American (or Free Oil States) way of life.

Governments

The Free Oil States are filled with possibilities for political intrigue and adventure unlike any other region of North America. Nowhere else do nations with such widely varying governments deal with each other so often — and, not coincidentally, nowhere are there three nations so ready to go to war with each other.

Louisiana

Shrouded in democratic trappings, Louisiana is essentially a theocracy. The President is selected on the basis of his religious reliability. However, the Archbishop of Baton Rouge (see sidebar) pulls many of the strings of power and is backed up by the Red Battalion (the Archbishop's personal guard) — a well-trained and equipped armored infantry unit.

Although New Orleans is more lenient, strict morality laws are enforced in the rest of the state and all other religions are ruthlessly suppressed. The Louisiana Department of Penance and Reconciliation is a government agency charged with enforcing many of these laws and with monitoring the religious dedication of government employees and leaders. The group uses braintaping machines rather than torture devices, but the principle is the same.

Though a "lifetime" office, the Louisian Presidency is a precarious position at best, and the President has to appease the various political/religious factions. If too many corporations, unions, religious orders or other power groups align against the President, the Archbishop would have no choice but to remove him. On the other hand, the Archbishop needs someone else to wield the reins of power — both to temper the nation's image as a theocracy, and to insulate himself from possible coups and revolutions.

The current Archbishop, the Most Reverend Claude Bordelon, was an early mentor of former President Stevenson (see sidebar). Though he recognized Stevenson's madness and worked to remove him from office, the Archbishop shares many of the former President's views on morality and legislation. His Red Battalion played a major role in the coup that deposed Wallace Groutly, Stevenson's incompetent henchman and presumptuous successor.

Foreign Affairs

The Catholic influence on the Louisian government is less pronounced in foreign and economic affairs, areas in which the President is allowed a much freer hand. However, Louisiana is in a tough position. The government is committed to its avowed goal of spreading Evangelical Catholicism throughout the world . . . but it's flanked by the two largest military powers in the Western Hemisphere, Texas and the United States. Naturally, this radical theocracy troubles the governments of the (predominantly Baptist) neighboring states, Arkansas and Mississippi — relations between those states and Louisiana are strained at best. The federal government, though, is happy to deal with

MINI-SCENARIOS

Rolling on the River

The New Brazos River-Canal carries a substantial percentage of Texas' gross national product down to the Gulf. Naturally, the canal is heavily patrolled — Texas Ranger choppers fly up and down the river constantly. And the barges themselves are floating fortresses. But the wealth is a heady lure, and every now and then a gang comes up with "the perfect plan."

This one might actually work. Canal repair has closed off the main river temporarily, forcing barges to bypass the site via a narrow side channel. Rerouting the heavy traffic has been a nightmare, and one barge is scheduled to pass through the channel at 3 a.m. . . . right underneath a farmer-to-market bridge. The bandits' plan is to attack the barge, blow the bridge to get it to stop, board and steal whatever loot they can and get away before the next Ranger patrol.

This is a scenario for one person, who plays the bandits. A second player could operate the Ranger choppers, but running the barge itself is a tad dull.

The bandits get \$150,000 worth of vehicles. One of the vehicles has to be a ten-wheeler or other cargo hauler; at the beginning of the scenario it must be loaded with a winch and a 15-space, 2,000 lb. portable bridge (see below). The other vehicles can be of any type (other than helicopters or grasshoppers). Remember that the scenario takes place at night — infrared or light-intensifier goggles are a good idea. The bandits can have up to three people per vehicle, and each person has 20 skill points.

The barge is represented by a counter 4" long and 2" wide — cut one out of a 3x5 index card. It has 12 exposed armor locations (one every inch), each with 50 points of FP plastic armor. It is targeted for all purposes as if the long sides were two semi trailers lined up and the front and back were single semi trailers. There is a turret with operator on each corner — the front turrets are four-space cupolas, each with a VMG (with HD ammo) and a Gunner +2 (don't forget their +1 for being in the cupola); the back turrets are operated by the pilot and copilot (each Gunner +1) and have two VMGs each; each turret has 50 points of armor. At the far back of the barge, taking damage from the back and from the furthest-back side locations, are the engines — each has 25 DP. All turrets have SWCs their operators, the barge has

IR, radar and LD radio, and there is a super fire extinguisher system on board, putting out flames on a 1-5. There are two HDSSs mounted in front; these switch to continuous output automatically the instant any portion of the barge takes damage. Assume that all the barge's weapons have an essentially unlimited ammo supply — this thing has got a *lot* of room.

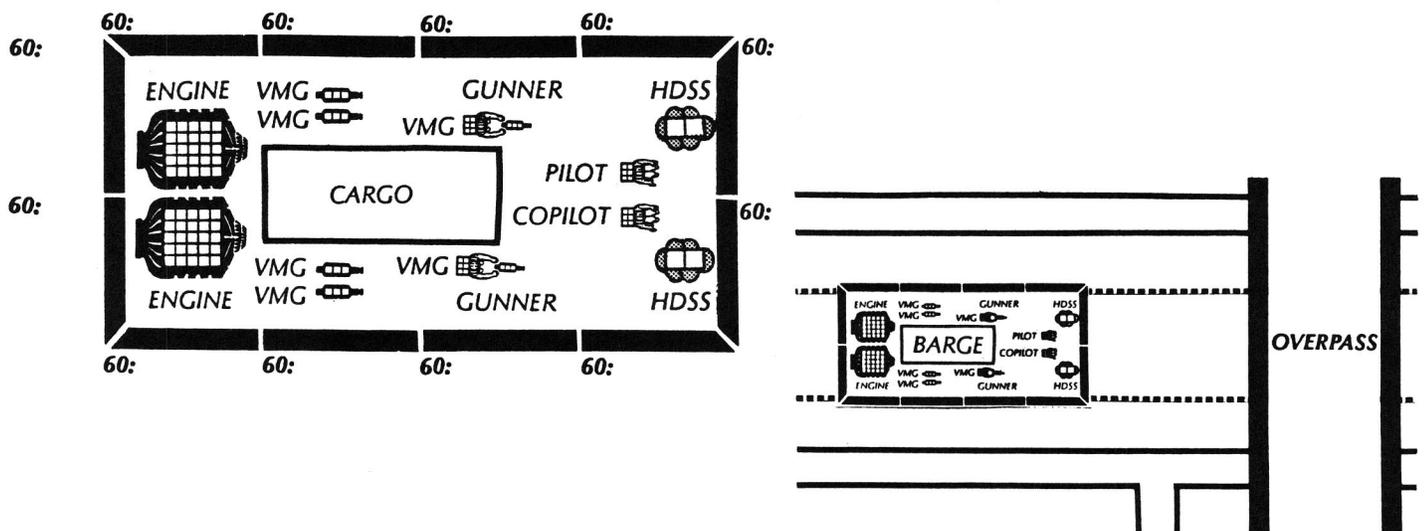
The barge travels at 30 mph until stopped by the bridge (see below). Once the raiders open fire, each turret will target the closest bandit (if two are equally close, pick at random or shoot at the one targeted the previous turn). The HDSSs continue to operate for the duration of the battle, giving a -1 (less than 1/2" of smoke) to hit and blocking normal lasers.

The map consists of standard road sections. The white shoulders are access roads — *narrow* access roads — along the banks of the canal. The three road lanes themselves represent the canal. The bandits *must* drive along these roads (all except for the truck; see below). The barge floats down the middle of the canal. The bandits may attack anywhere before the bridge.

When the bandits trigger the bridge, it immediately collapses. Anything underneath takes 3 dice damage to its top armor (which is zero for the open-topped barge — each turret has individual armor) — they probably want to bring it down *in front* of, rather than on top of, the barge. When it hits the wreckage, the barge takes 1 die damage to both front armor locations and immediately stops.

If either the pilot or copilot is alive and both engines are working, five turns later the barge will start moving in reverse at 2.5 mph; after another five seconds, it will be moving 5 mph; and so forth, up to a maximum of 10 mph. If one engine has been destroyed, the above acceleration periods are doubled. If the barge moves backwards and then loses both its engines, it will slow by 5 mph every turn, and then accelerate by 2.5 mph every turn *forward*, to a maximum of 10 mph — until it hits the bridge again, where it stops permanently.

Naturally, it would be a good idea to neutralize the barge's weapons and crew first — each crewman wears body armor and carries a heavy pistol, and will resist any boarding parties. Once the barge has been stopped, the truck can back down the access road marked on the map. The portable bridge (3/4" long) can now be unloaded and used as a boarding ramp. Two characters should board the barge to hook cargo crates up to the truck's



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