

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

# The AADA Road Atlas and Survival Guide VOLUME SEVEN: MOUNTAIN WEST

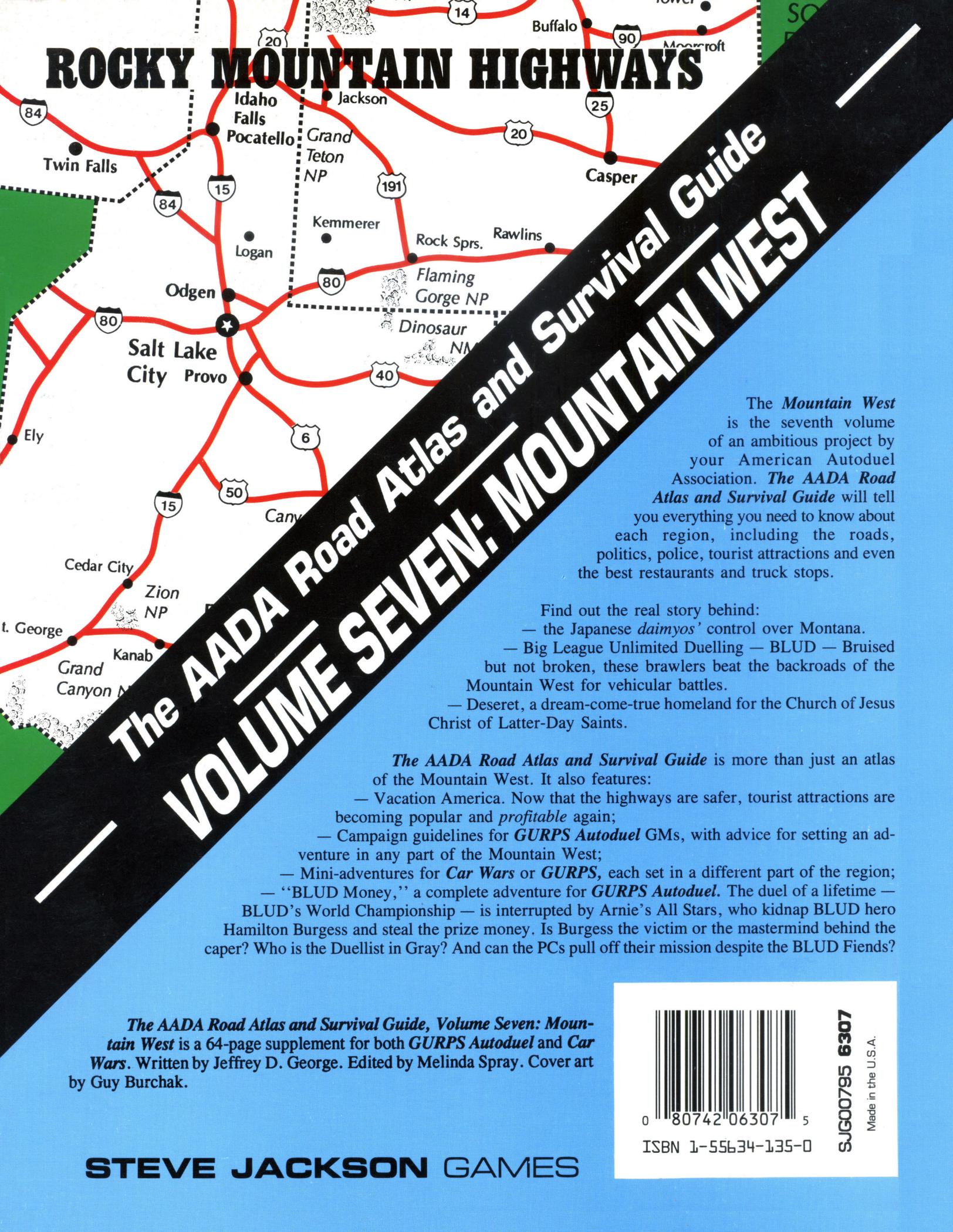


By Jeff George

**STEVE JACKSON GAMES**

*Amy Buchak*  
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# ROCKY MOUNTAIN HIGHWAYS



## The AADA Road Atlas and Survival Guide VOLUME SEVEN: MOUNTAIN WEST

The *Mountain West* is the seventh 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 and even the best restaurants and truck stops.

Find out the real story behind:

- the Japanese *daimyos*' control over Montana.
- Big League Unlimited Duelling — BLUD — Bruised but not broken, these brawlers beat the backroads of the Mountain West for vehicular battles.
- Deseret, a dream-come-true homeland for the Church of Jesus Christ of Latter-Day Saints.

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

- Vacation America. Now that the highways are safer, tourist attractions are becoming popular and *profitable* again;
- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the Mountain West;
- Mini-adventures for *Car Wars* or *GURPS*, each set in a different part of the region;
- “BLUD Money,” a complete adventure for *GURPS Autoduel*. The duel of a lifetime — BLUD's World Championship — is interrupted by Arnie's All Stars, who kidnap BLUD hero Hamilton Burgess and steal the prize money. Is Burgess the victim or the mastermind behind the caper? Who is the Duellist in Gray? And can the PCs pull off their mission despite the BLUD Fiends?

*The AADA Road Atlas and Survival Guide, Volume Seven: Mountain West* is a 64-page supplement for both *GURPS Autoduel* and *Car Wars*. Written by Jeffrey D. George. Edited by Melinda Spray. Cover art by Guy Burchak.



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STEVE JACKSON GAMES

# The AADA Road Atlas and Survival Guide VOLUME SEVEN: MOUNTAIN WEST

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

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# STEVE JACKSON GAMES

# THE MOUNTAIN WEST

## *The Code of the New West*

Because of the vast uninhabited areas in the Mountain West, there is little or no effective law enforcement. In these areas, a standard of conduct, called the "Code of the New West," has evolved. Travellers in these areas, therefore, have some idea of what to expect in a road encounter. The overwhelming majority of duellists are familiar with and abide by the Code; only the most despicable outlaws, bikers and other breeds of criminal ignore it.

In many areas, the slightest transgression of the Code is a capital offense. The victim's kin, neighbors, or any other good people have license to punish the offender. The Mountain West is a hard land, where people survive only by cooperation and trust; those who breach that trust cannot be tolerated.

The points of the Code are:

1. Never aim your weapons at another person or vehicle, unless you intend to shoot. If someone points a gun at you, assume he intends to kill you. Shoot him first.

2. Never fire on an unarmed person, shoot a person in the back, or at a vehicle without warning.

3. Never ignore a call for aid or leave anyone — even a duelling opponent — stranded in the wilderness without a mobile vehicle. Instead, offer him transport to the nearest town or city. (In many areas, this point is considered to discourage tire shots, which quickly immobilize a vehicle.)

4. Never issue a false call for aid or fire upon anyone — even a duelling opponent — who is coming to help you.

5. Never approach a home or other remote building without radioing ahead or at least honking for attention. Anyone approaching a building silently will be presumed an attacker.

There is nowhere in 21st-century America more reminiscent of the Old West than the Mountain West states. Here, tough, fiercely individualistic men and women carve out an existence from rugged mountains, arid deserts and vast plains. Gunplay is common on the highways of the Mountain West, as honest citizens defend themselves against cycle gangs, outlaws and rival duellists. Rowdy miners work the tunnels and pits in search of rare minerals and metals, while dusty cowboys on off-road cycles drive cattle across the plains. The closest thing to law in these areas is the "Code of the New West," (see sidebar).

However, the Mountain West is far from uncivilized or unsafe. Among the most secure areas in the country are Colorado's Federal Corridor, southern Idaho and the entirety of the Deseret Autonomous Region. Thousands of law-abiding citizens live here in peace and prosperity, safe from the violence of the western outlands.

## The States

The states of the Mountain West — Colorado, Idaho, Montana, Wyoming, plus the Deseret Autonomous Region — are an amazingly diverse group. No two have quite the same sort of government, culture or economy. They range from Mormon homeland, Deseret, to anarchic Wyoming. Colorado and Idaho are divided into two distinct regions, one well-ordered and one chaotic. And Montana has fallen under the domination of Japanese mega-corporations, which face increasing terrorism by groups such as the Big Sky Liberation Army.

The Mountain West states represent the best and the worst of the 21st century. Southern Idaho, with its rich potato crop, has enjoyed an economic prosperity since the Grain Blight that rivals standards set in the 20th century. The unique theocracy of Deseret has managed well through crisis after crisis, due to the solidarity and communal spirit of its predominantly Mormon constituency.

Wyoming and Montana, on the other hand, watched their economy teeter on the edge of collapse. Bankruptcy became a statewide epidemic in Wyoming, while in Montana, Japanese concerns snapped up under-valued real estate and businesses. In Colorado, the government turned its attention and resources towards the problems of its large cities and wrote off small towns across most of the state as indefensible and inconsequential.

## The Rockies

The one feature that every state in the Mountain West has in common with its neighbors is the Rocky Mountains. The individual ranges that make up this mountain chain rise in Alaska, continue through Canada and the Mountain West, and end in New Mexico. Rising to altitudes of over 14,000 feet, the Rockies create the North American Continental Divide. Snowstorms can strike the higher elevations almost year-round. In winter months, most of the passes through the Rockies are blocked by tremendous snowfall. In this age of forgotten highway maintenance, the roads lie untouched until the snow melts in the spring.

However, the Rockies are more than just the world's largest road hazard. They are also a place of unsurpassed natural beauty. No other part of the country boasts as many scenic mountains, canyons, rivers and highland lakes as the states of the Mountain West. As America becomes safer, tourists are once again traveling in huge numbers to this wonderful mountain haven.

clubs — none of which serve alcohol. During late May, August, and December, when the University is not in session, Logan tends to “roll up its streets” so that most of its citizens can take a few days off.

**Duelling Facilities:** Amateur duelling is a very popular activity in Logan, with students making up the overwhelming majority of the local duelling community. Intramural team duelling is popular among the students as well. Most duellists, both student and local, are AADA members; the University Arena is AADA-sanctioned, and features both professional and collegiate duelling throughout the season. The local AADA office is located under the east grandstand of the University Arena. Several garages and auto supply houses offer a full line of supplies and services for duelling enthusiasts.

**Other Facilities:** Logan has one hospital, three radio stations, and a public television station operated by BYU.

**Gang Activity:** Minimal. Some of the more conservative locals complain of “student gangs,” referring to intramural teams who occasionally celebrate their victories in the arena with minor street duels. Seldom is any serious property damage caused by these celebrations. More sinister gang activity, such as looting, pillaging and burning, hasn’t been heard of in years.

**BLUD Presence:** Minimal. One of BYU’s intramural teams — made up of members of the University’s combat football team — regularly registers as “BLUD.” This team has a reputation as one of the most ruthlessly competitive, but its members hold no special enmity for AADA duellists.

## PROVO

**Population:** 64,050.

**Description:** Located between the 11,000-foot Provo Peak and Utah Lake, the largest body of fresh water in Deseret, Provo is an important industrial city. Large quantities of steel and other industrial metals are refined here for Deseret’s factories. The people of Provo are honest, hardworking Mormons — model citizens of the Deseret Autonomous Region.

As mentioned in Logan’s entry, Provo was the home of Brigham Young University until 2023, when the campus was sacked during the Gadianton Robbers’ raid. There was concern for awhile that the whole city might be vulnerable to cycle gang attack. Patrol presence in the city was doubled, and local Militiamen padded the ranks during their spare time. The Robbers attempted another raid, in the spring of 2024, but were easily turned back. Since that time, worries about Provo’s vulnerability have dissipated.

The destroyed campus of BYU remained forgotten for a number of years. A Japanese corporation, Tanaka, offered to buy the property in 2027, but the LDS Church rejected the offer. Recently, a group of non-Mormon investors from California has expressed an interest in the property, and is considering constructing an amusement park on the site.

**Attractions:** Provo’s beautiful streets and architecture, along with its safe highways and prime location, make it an ideal base for a vacation which includes mountain, lake and city activities. The Uinta Regional Forest offers hiking, camping and hunting, and nearby Sundance is a popular ski resort established over half a century ago by the famous



20th-century actor-director, Robert Redford. Utah Lake offers boating, fishing and swimming. The Provo Hydroduel Stadium, south of the city, offers a full day of boat duelling events on Utah Lake every Saturday from March to September. Licensed drivers can rent machine-gun equipped craft and try their own hand at this exciting water sport.

**Duelling Facilities:** In addition to the Hydroduel Stadium, Provo boasts its own AADA-sanctioned arena, the Pioneer AutoCombat Arena. Thursday night is Amateur Night at the Pioneer. Provo also has a complete array of duelling-support facilities, including service stations, garages, truck stops and gunnery shops.

**Other Facilities:** Provo boasts a Mormon temple, the Deseret Pioneer Museum, the Utah Valley Medical Hospital, and the Deseret Regional Hospital for the Mentally Challenged.

**Gang Activity:** None. The fine citizens of Provo would never tolerate such shenanigans.

**BLUD Presence:** Minimal. The overwhelming majority of local duellists are AADA members; Provo’s few BLUD duellists maintain a very low profile.

## SALT LAKE CITY

**Population:** 146,000 (329,000 with surrounding communities).

**Description:** The capital of Deseret and the spiritual

Each team consists of ten 40-point characters, who may have a maximum of 30 points in any one skill. Useful skills are Cyclist, Handgunner and Running. Each team may spend \$10,000, Boulder Standard Exchange Rate, on equipment. Money and equipment do not have to be divided evenly among team members.

Each team should be allowed to choose its own base of operations, from which it begins play. All members of a team must begin within a 2-inch-square area. Teams should not set up too far apart, because the vehicles in this scenario are rather slow, and don't close large distances very quickly.

**Autoduel Stats.** Each team gets ten 50-point characters and \$10,000 worth of equipment. A paint-pellet pistol has the following stats: SS 12, Acc +2. A water balloon or cream pie is thrown using DX-3 or Throwing skill. It splatters its contents over a 3-hex radius circle.

The 10-speed and motocross bikes maneuver like cycles, except that they require the *Bicycling* skill. Skill rolls on the 10-speed are made at -1; there is no penalty for skill rolls made while riding a motocross bike. If a skill roll is required for a tricyclist, he rolls against Bicycling+2 or DX+2 — it's pretty hard to wipe out on a trike!

A character may exceed the maximum speed for a 10-speed or motocross by an amount equal to his Running skill, divided by 2. Thus, a character with Running-10 could ride a motocross bike at up to 25 mph.

## Truckin' Taters

### *Interstate 84, Idaho*

Oregon's Buccaneers are by far the biggest thorn in the side of Idaho's Farm Guard. Their repeated raids on Idaho's potato farms and convoys cost the state several million dollars a year. Despite the efforts of the Farm Guard, the Buccaneers continue.

In this scenario, a small contingent of the Farm Guard must protect a lone tractor-trailer rig, laden with the precious spuds, from a Buccaneer assault. The Buccs are trying to steal the rig and its cargo.

This is essentially a straight road duel, although in epic proportions. The potato truck and Farm Guard are westbound on I-84, between Twin Falls and Mountain Home. Use regular 3-lane road sections to represent I-84; if it becomes important, the eastbound lanes lie one inch away from the left-hand westbound lane, across a dirt median (+D2 to all maneuvers performed in the median). As each new road section is encountered, roll one die. On a 1, the new section is a left curve; on a 6, it is a right curve. On any other result, it is a straight.

The Farm Guard player has \$80,000 to spend on four to six vehicles, with no less than \$12,500, and no more than \$22,500, on any single vehicle. All vehicles must be four- or six-wheelers. The Farm Guard vehicles are manned by up to eight 60-point characters, with no more than 40 points in any single skill. The Farm Guard is defending a Roughrider tractor pulling a Type Two trailer, filled to capacity with potatoes. The truck is crewed by two 40-point characters, with no more than 30 points in any single skill.

The Buccaneers have \$125,000, which they may spend on any number of vehicles of any type, except helicopters. The Buccs have fifteen 40-point crewmen for this mission, each with no more than 30 points in any skill. To win, the Buccs must realize a profit. To insure this, they may wish to include a cargo vehicle or two in their force, in case the potato truck is wrecked.

**Setting Up.** First, the Buccaneer player declares whether his forces will begin in front of the Farm Guard convoy, behind it,

or both. If he decides to split his force, he must decide at this time which vehicles go in front of the convoy, and which behind. In addition, he must inform the Farm Guard player which force — in front or behind — is larger, and by how much.

With this information in mind, the Farm Guard deploys his convoy on the highway. He then sets the speed of the convoy — anywhere from 50 to 80 mph.

Finally, the Buccaneer player puts his forces on the map, remembering not to mix the forces assigned to the front and back of the convoy. The Buccaneer player may place his vehicles no closer than 12" from the nearest Farm Guard vehicle. He may set his forces at any speed.

**Victory.** In order to win decisively, the Farm Guard player must get the truck away from the Buccaneers. He can accomplish this by immobilizing all Buccaneer vehicles, or by establishing a lead of 4 road sections between his rear guard and the leader of the Buccaneer force. The latter condition is effective only if no remaining Bucc vehicle has an acceleration greater than 5 (that of the semi).

The Buccaneer player wins decisively if he realizes a profit on the mission — that is, if the value of potatoes and any other loot gained in the hijack is greater than the cost to repair the damage to his vehicles. The rig is hauling 75 spaces worth of potatoes, weighing 15,000 lbs., with a black market value of \$75,000. (That comes out to 200 lbs. of spuds per space, with a value of \$1,000 per space, or \$5 per pound.)

If the rig is immobilized, but the Guard keeps the Buccs from looting it, consider this a narrow Farm Guard victory. If the Buccs manage to eliminate the Farm Guard forces and get away with at least a portion of the potatoes, but lose money on the mission, they score a narrow victory.

**Variant 1.** This version requires a referee. One player takes the Farm Guard, and equips it as above. The other player lays a Buccaneer ambush for the potato caravan.

The Buccaneer player in this scenario has \$75,000, fifteen 40-point characters, and 12 hours to erect whatever sort of blockade or trap he wishes and to which the referee agrees. The Buccaneer player must, with his \$75,000 allotment, build all vehicles he will use in the scenario, whether they will be used in combat, or were simply used to truck in equipment. Again, the Bucc player may include any sort of vehicle in his forces except helicopters.

**Variant 2.** For a raid of mammoth proportions, get at least four players together for an assault on one of Idaho's biggest potato caravans.

The Farm Guard team has \$200,000 with which to build and equip 6 to 10 escort vehicles. Up to two of the vehicles may be 10-wheeled assault vans or personnel carriers, worth up to \$75,000 apiece. The rest must be built according to the restrictions listed above. The Farm Guard team may take up to twenty 60-point vehicular crewmen — provided he has a driver or gunner position for each — and up to 12 additional 40-point ground troops. The Guardsmen are escorting three Roughrider/Type Two rigs, as described above.

The Buccs have \$300,000 with which to equip themselves, and may take up to forty crewman, each worth 40 points. The Buccaneers may want to bring along their own tractor-trailer rig, to be sure they can get the potatoes home.

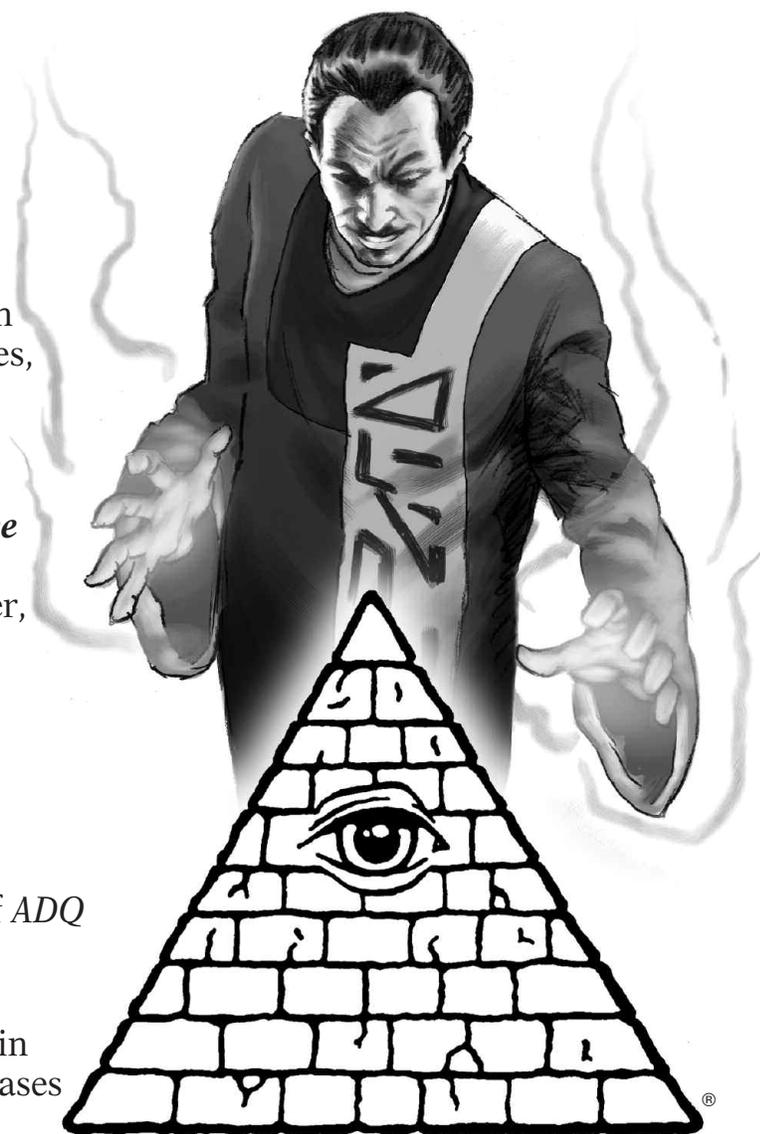
**Autoduel Stats.** The same budgets and other restrictions on forces apply in *GURPS Autoduel*. Farm Guardsmen are 50-point characters; truckers and Buccaneers are 30-pointers. The stats for the Roughrider and Type Two can be found on p. A41. The trailer contains 2,250 cubic feet of potatoes, weighing 15,000 lbs., and worth \$75,000. That comes out to 7.5 lbs. per cubic foot, with a value of \$5 per pound.

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