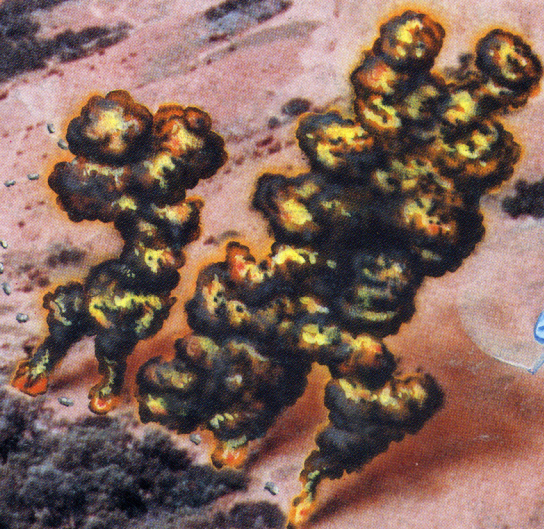


Supplement for
GURPS® Autoduel®
and
CAR WARS®

The AADA Road Atlas and Survival Guide **VOLUME FOUR: AUSTRALIA**



STEVE JACKSON GAMES

G'DAY, DUEL MATE!



The economic superpower of 2038, Australia has triumphed during the crises that have ruined a world. Aussies eat “real” (non-algae) food, drive petrol-guzzling cars, and support national and regional duel circuits. But how can visitors to the Land Down-Under know what perils await? Consult . . .

The AADA Road Atlas and Survival Guide VOLUME FOUR: AUSTRALIA

Australia is the fourth volume — following *The East Coast*, *The West Coast* and *The South* editions — 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 this continent-size nation, including: roads, politics, police, quarantine regulations, and which truck stops are overpriced.

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From the pyramids of Sydney to the oil fields of Antarctica, you can’t find a better reference work than *The AADA Road Atlas and Survival Guide, Volume Four: Australia*, a 64-page supplement for both *GURPS Autoduel* and *Car Wars*. Written by Gary Makin. Edited by W.G. Armintrout.

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The AADA Road Atlas and Survival Guide VOLUME FOUR: AUSTRALIA

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

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Portions of this atlas are excerpted from RADAA publications. Australian spelling has been retained whenever possible.

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CAMPAIGNING IN AUSTRALIA

Welcome to Australia

Australia is one of the emptiest, driest and (in some parts) hottest lands on earth. The inland region is known as *Red Centre* (a reference to the colour of the dirt), where tracts of sparse grass give way to vast deserts. The far north of Australia lies in the tropics, and is dominated by rain forest and swamp. Good land and superb weather are found along the eastern, southern and southwestern coastal fringes of the continent.

Because Australia is part of the Southern Hemisphere, summer lasts from December to February, and winter from June to August. But in the tropical north, the real distinction is between wet season (December-March) and dry (May-September).

Australia's great contradiction is that this underpopulated country is so urban. Almost everyone lives in a city or large town, with miles and miles of nothing but miles and miles in-between. So many Aussies inhabit the southeast coastal margin that the rest of the country is sometimes treated as expendable. Threatened with Japanese invasion during World War II, Australian strategists considered abandoning everything north and west of the "Brisbane Line," a line stretching from the Queensland capital to Adelaide.

Travel and Transportation

Road Vehicles

The major difference between American and Australian vehicles is their fuel source. Electric vehicles are rare, and are treated disdainfully by Australians. Instead, Australian vehicles are powered by petrol or ethanol.

Car Wars players may wish to use the *Dueltrack* supplement when campaigning in Australia. Petrol rules for *GURPS Autoduel* players are provided on pp. 41-47.

For a further discussion of motor traffic regulations in Australia, see the atlas section.

Rail and Air

Unlike the U.S., rail links are largely intact between coastal towns. Inland, however, the tracks are at the mercy of cycle gangs. For this reason, petrol-powered *road trains* (see p.47) now carry most of the freight in rural Australia.

The great airships — blimps for commercial travel, zeppelins for military purposes — are used here as in the U.S. However, airplanes are also in use. Ethanol-fuelled propeller craft are popular though short-ranged commercial carriers; flights to foreign lands are rare due to the difficulty of refuelling. By law, all international flights end at one of Australia's international airports: Sydney, Brisbane, Darwin, Townsville, Hobart and Perth.

Australia also retains a jet fleet, controlled by the Commonwealth and not generally available for public transport. Since ethanol has so far proved impractical for jet engines, the jets are fuelled from the carefully-husbanded output of Australia's remaining oil refinery (at Perth). The jets are Australia's link to its Antarctic territory.

Australian Place Names

The street names may be ordinary, but the names which Aussies give to their towns, rivers, mountains and deserts are a bizarre mix.

About 70% come from Aboriginal languages. Words like Croajingalong, Indooroopilly, Parramatta, Wagga Wagga and Cadibarrawirracanna have their own distinctive music.

Many other place names are of British origin. Some have been borrowed from British locales (Newcastle, Launceston). Others come from the names of officials and royalty during the colonial period (Adelaide, Brisbane, Melbourne, Sydney).



Misplaced Pride

A quirk shared by many Australians is the perverse pride they take in the very worst aspects of their country. A visitor may hear the following boasts:

"We've got more poisonous snakes than any other bloody country!"

"Our spiders'll kill you quicker than yours will!"

"More people get taken by sharks here than anywhere else!"

"You haven't seen real deserts till you've seen our deserts!"

(11,000) produces just enough oil and petrol for its own consumption. Warwick stages a rodeo each October — the infamous “steer wars.” Kingaroy is Australia’s peanut capital. Ref-gangs are prominent in this region.

Duelling Facilities: Toowoomba Tomb arena (the intelligent, challenging Toowoomban events are much-copied around the country); excellent garage. Unregistered novelty arena — the Eldertrack — for senior citizens.

Other Facilities: Queensland’s most modern hospital, prison, a stuffed-animal and a stage coach museum, Flying Doctor base (Charleville), BIF posts (Charleville, Warwick), oil refinery (Roma); Joh Bjelke-Petersen Museum, Big Pumpkin Scone, giant peanut silos (Kingaroy).

Gang Activity: Moderate. The NSW-based Borderers are the worst cycle gang; a well-armed bandit gang is based out of Turkey Mountain, between Roma and Toowoomba.

TOWNSVILLE

Population: 210,000.

Description: Protected by encircling mountains and the fortifications in its artificial harbour, Townsville is a “fortress resort.” The town considers itself independent from state control, and is lobbying for the creation of Carpentaria, a separate state in north Queensland. Magnetic Island, a reef resort, is a mere 13 km. distant.

Duelling Facilities: Carpentaria Arena hosts “special event” competitions on weeknights, where plantation owners pit their finest ref-gang workers against one another in team combat. The Downtowners duel club sponsors inter-club brawls.

Other Facilities: Port, international airport, hospitals, medium-security prison, two TV stations, casino; the only Queensland university outside of Brisbane.

History: It was to this tropical city that boat hunters flocked in the thousands, when refugees carrying Blight in the 2010s threatened to doom Australian agriculture. After Cairns was “pacified,” Townsville became the capital of the Boat Hunter movement.

Gang Activity: Boat hunters active; little trouble from bandit gangs.

SOUTH AUSTRALIA (SA)

RADAA ADVISORY: Desert gangs are active on the Eyre Highway — vehicles travelling beyond the Flinders do so at their own risk. Travelling with a corporate convoy is recommended.

Duelling outside of town limits is illegal, though enforcement varies. Be careful to maintain friendly relations with local corporate security forces.

Capital: Adelaide.

Description: South Australia is a state of extremes. The coastal regions are densely populated and contain the majority of Australia’s new industrial might. The land is scenic. North of the Flinders Ranges, however, are the worst deserts in the country. Ghost towns abound in this domain of vicious desert gangs, dominated by the vital Eyre Highway.

History: Anti-American sentiment is strongest here — 80,000 residents of Adelaide, stirred by the threat of nuclear war and the New Australia Party, participated in the attack on the U.S. base at Nurrungar in 2012. The NAP maintains its headquarters in Adelaide.

In 2007, a large portion of South Australia (mostly desert) was transferred to the New Aboriginal Territory.

Following the recent revolution, British refugees have been attracted to SA. Among the refugees are elements of the British fleet (now based out of Port Britannia), and a few notable corporations.

Lloyds of London, an insurance firm, is constructing an office complex in Mount Gambier, though there are no plans to change the company’s name.

Points to Ponder: With Australia’s new prosperity — and a push for modernisation by the provincial government — SA has become the industrial capital of the country. Australian-founded multinational corporations are headquartered here — and, some say, dominate the state with their private security forces and political clout. The “Big Three” are: Whyalla Steelworks, Germein Industries, and the South Australia Amalgamate (SAAM).

Quarantine Restrictions: Standard Australian procedures apply, with state customs offices at major ports and border crossings. Enforcement is comparatively lax.

Roads: The Eyre Highway is maintained in Excellent condition, as is the completed portion of the Birdsville Highway. Roads south of the Flinders Range are Good; other roads are Poor or Off-Road.

ADELAIDE

RADAA ADVISORY: Autoduelling is banned on Sunday.

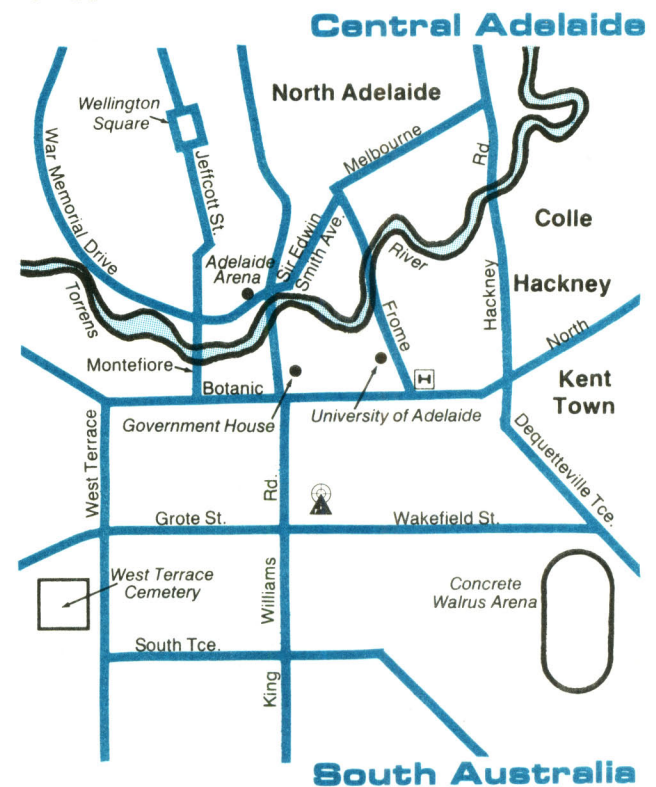
Population: 1,200,000.

Description: Small by the standards of Sydney and Melbourne, the beautiful City of Churches is an intellectual and cultural centre, as well as the focus of the reviving Aussie automotive industry. City politics are lively, featuring clashes between labour and liberal parties; state government is much more staid. Duellists should make note of the Australian Grand Prix, when downtown Adelaide becomes a dueltrack (October-November); the Festival of Arts (even-numbered years, February-March) is also colourful.

Duelling Facilities: Two arenas: the Concrete Walrus, an avant-garde maze-arena where moving barriers and projected “phantom” walls frustrate traditional duellists; and the Adelaide, a safety-oriented dueltrack.

Other Facilities: Airport, port, three universities, eight major hospitals, seven TV stations, oil refinery, headquarters of Southern Cross Motors, New Australia Party headquarters.

Gang Activity: Light. The Philistines gang specialises in disrupting genteel cultural events.



MINI-SCENARIOS

Introduction

The following mini-scenarios are given in *Car Wars* terms. *GURPS Autoduel* GMs will also find them useful seed ideas for campaigns. The best course will usually be to take the situations here and work *backwards*, setting up an adventure background that can culminate in the battle as described.

Black Mountain Dueltrack

Australian Capital Territory

This dueltrack is unique — it actually spirals around a mountain, albeit a small mountain. The octagonal design mirrors the shape of Canberra, the city spread out below it. Six events are held on this arena:

Spiral path. Down the mountain (outwards), using the spiral road only.

Roller coaster. Down the mountain, using the spiral and the three radial paths.

Lookout below. Down the mountain — driving anywhere, including off-road.

Follow the Yellow Brick Road. Up the mountain (inwards), using the spiral only.

Mountain Climbing. Up the mountain, using the spiral and radial paths.

Anti-gravity. Up the mountain — driving anywhere, including off-road.

The road sections required to recreate Black Mountain Dueltrack are: 18 long straights, 8 short straights, 12 large curves and 10 tight curves.

Acceleration and Deceleration

When driving down the spiral, vehicles get a free acceleration of 5 mph; when driving up, a free deceleration of 5 mph. Off the spiral, free acceleration and deceleration are increased to 15 mph — this is approximately a 45 degree slope! This “free” acceleration or deceleration is automatic.

Example: A duelcar coming down the spiral track at 30 mph, which accelerates by 10 mph, will increase its speed to 45 mph — due to the 5 mph boost for running downhill. The same car would have to constantly *decelerate* by 5 mph just to avoid speeding up.

Hazards

Spiral/radial junctions. The junctions where the spiral and radial tracks meet are strewn with loose debris. Whenever a vehicle enters a radial track from a spiral track, or vice versa, it suffers a D1 hazard.

Going off-road. It is a D1 hazard when any vehicle leaves a radial or spiral track.

Climbing extreme slopes. Due to the extreme slope, vehicles on the radial tracks or which are climbing the mountain off-road *must* move perpendicular to the slope of the mountain. In game terms, this means that the nose or tail of the vehicle must point towards the peak of the mountain. If the angle between the long axis of the car and the mountain peak is more than 15 degrees, the vehicle must instantly roll on Crash Table 1. Further rolls are made each time the vehicle moves, due to the extreme slope and bad surface, until it is back on a road or no longer pointing sideways to the mountain.

Rolling

If a driver rolls his vehicle, it suffers damage to whichever side is rolled on — 3d when on the off-road slopes, 6d when on a radial path. In both cases, the automobile accelerates by 5 mph. When a vehicle rolls on the spiral, the damage is 6d and deceleration is 15 mph.

When a vehicle which has been rolling downhill lands on the spiral road, the side of the vehicle which contacts the road suffers collision damage at the speed the vehicle has been travelling. This causes an immediate deceleration of 20 mph.

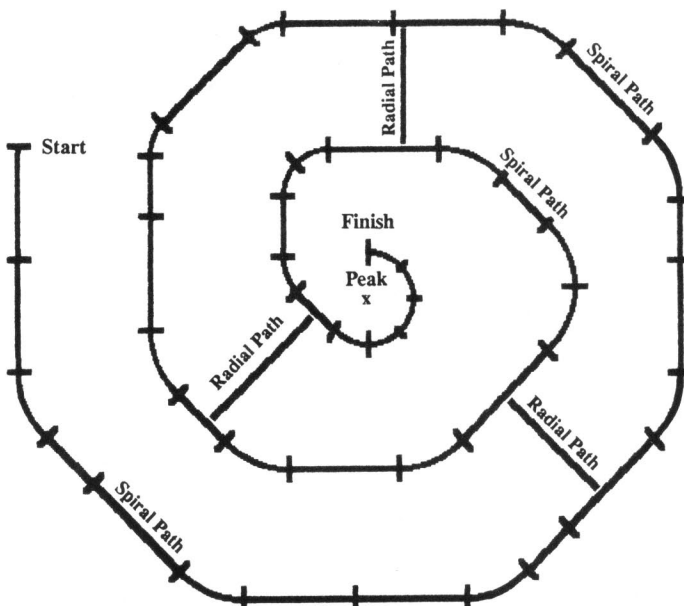
GURPS Autoduel Conversion

The D1 penalties mentioned above are -2 penalties to *GURPS* Driving skill rolls.

When climbing extreme slopes, make a Driving skill roll at -5 penalty *before* consulting the Crash Table. However, rolling on the Crash Table is mandatory regardless of the success of the skill roll.

When rolling down the mountain, the D3 damage becomes 2 dice damage and the D6 damage becomes 4 dice.

BLACK MOUNTAIN DUELTRACK



MAP KEY

—	Straight	⌋	Regular Curve
— —	Short Straight	⌋ ⌋	Overlapping road sections
⤴	Tight Curve		

Eleven-a-side Autoduelling

History

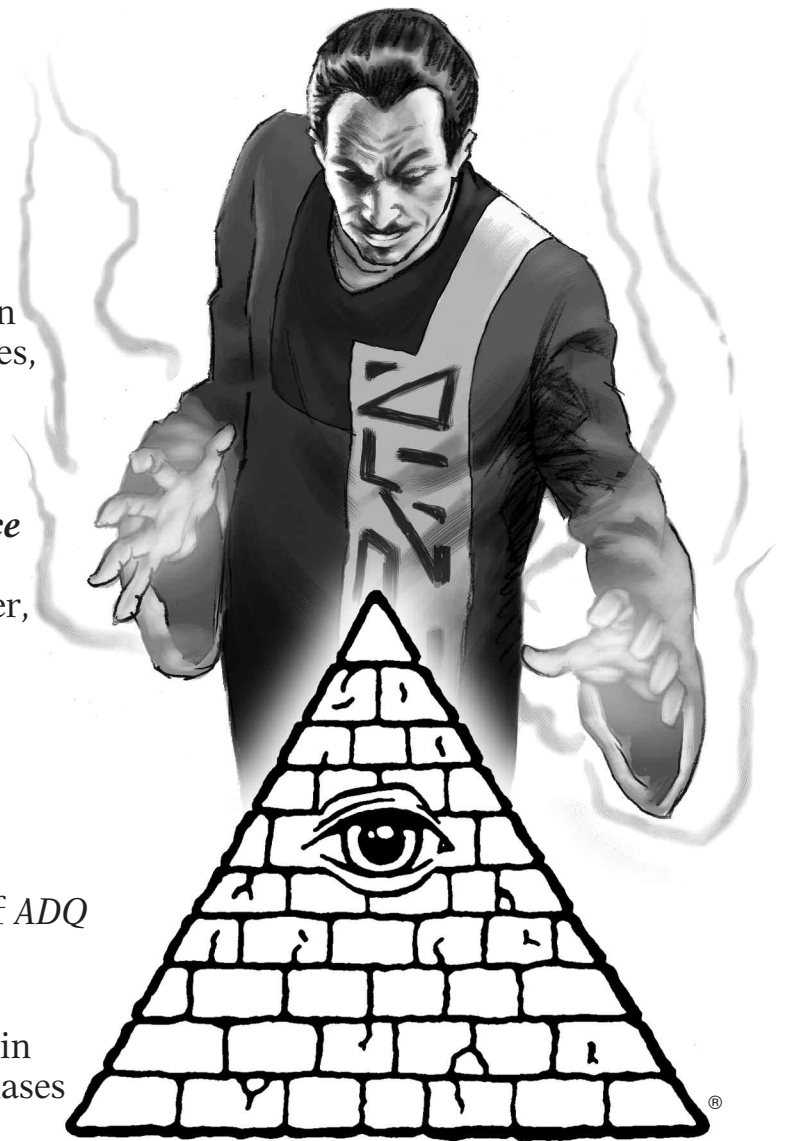
Cricket was a major English sport of the 18th century. “Test matches” between national cricket teams were a focus of national prestige. The most prestigious of these were the England-Australia tests, contests for a prize called “the Ashes.”

In 2030 an Aussie media magnate, taking advantage of the illegality of autoduellling in Great Britain, invited British

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