

GURPS® Autoduel®

CAR WARRIORS™



36 pre-generated duellists, MONDOs, troopers, bikers and dregs for your *GURPS Autoduel* campaign.

A selection of 100-point characters make “instant” player characters, and busy GMs will delight in the variety of non-player characters.

Also includes cut-apart counters — vehicles and obstacles — on the back cover.

STEVE JACKSON GAMES

GURPS Autoduel

CAR WARRIORS™

Character Book

Developed by Martha and David Ladyman

Edited by W. G. Armintrout and Michael Moe, with the assistance of Norman Banduch, C. Mara Lee, Steven Beaman and Jeff George

Characters and vehicles in this book were designed by:

Aaron Allston, Norman Banduch, Jessica Crouchet, Scott Haring, Steve Jackson, C. Mara Lee, Kyle Miller, Michael Moe, Ray Morriss, Donna Scarbrough and Ken Scott

Habitats designed by Creede and Sharleen Lambard

*Some vehicle designs are adaptations of vehicles from **The AADA Vehicle Guide**, written by Scott Haring and Jim Gould*

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Art by Kyle Miller (covers), Denis Loubet (interiors and rear cover), Donald Smith (rear cover), David Ladyman (vehicle diagrams), Dan Willems and Dan Carroll (habitats)

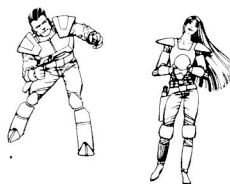
Cardboard Heroes art by Denis Loubet. All figures are from Cardboard Heroes Set 18: Car Warriors

All characters and vehicles were designed using the rules from GURPS Basic Set and GURPS Autoduel

Duellists

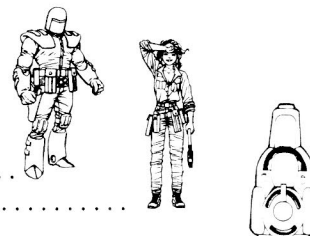
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Bubba Richardson
Sally O'Shea



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Jay Thompson
Kathy Calaveri
Trailblazer



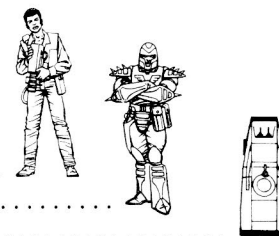
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Hammerdown Smith
Lisa Devereaux
Gus Foley



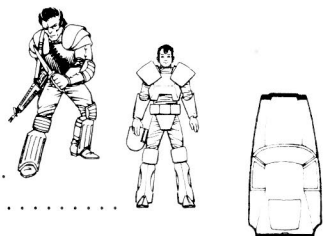
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Andy Halloran
Rex Radisson
Hammer



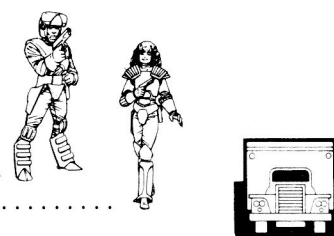
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Comanche Chief
Badger Estrada Jr.
Interceptor Plus



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Robert Q. Washington
Kyran Cruz
Willie's



Troopers

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Guy Cesaratti
Joe Bob's



25

Jake Schwartz
Hot Shot Brewster
Mike Harmon



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Jack Hanson
Road Conqueror



MONDOs

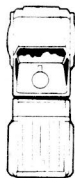
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Jason Caruthers
Emily Caruthers



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Mandy Jones
J. W. Rutherford
Rover



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Harv Carter
Rudy Cheatham II
Laser Flamberge



Dregs

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Sister Mary
Peter DeAngelis



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Mongo
Jojo
Poke



Bikers

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Grillbert Beep
Lindy Logan



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Ernie Wojcik
Auntie Maim
Skank's



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Masher
Reba Ayers
Samson



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Rafe Switcher
Mirada
How To Use This Book



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Duellists

Duellists (and their friends) may belong to several organizations.

AADA. Belonging to the AADA costs no points — thousands of people are members. They get literature in the mail, attend the annual banquet, and can enter an arena duel if they have the guts. Most don't. For most people, the benefits are the AADA weather and road condition reports. The AADA is no Patron — if the AADA rescues you from BLUD, it will only be to save organizational pride.

A normal AADA member with the patch in his car window may get a stray shot or two once in a while from an EDSEL patriot. Well-known AADA personalities may have Enemy status from EDSEL or BLUD. Some duellists have personal enemies made over the years in EDSEL or BLUD.

Vengeance International (VI). VI is a well-known mercenary organization that claims to wear the "white hat" and fight bad guys. Critics sometimes disagree. A known member of VI, or anyone in a VI uniform or vehicle, receives respect. VI is a business — they supply needed equipment for specific missions (though many operatives use their own equipment), and plan to suffer losses on most missions.

VI members must have combat-related skills, such as Gunner, Guns, Driving, Piloting and Tactics.

The Brotherhood. Most Brotherhood members are independent truckers. The Brotherhood takes vengeance when one of its own is hurt, but vengeance is not instant — the Brotherhood is not that tightly organized. Only among the Knights is fast response possible: Characters working for the Knights *do* have a recognizable Patron.

Characters. In this section we present several AADA duellists (Jay Thompson, Rex Radisson, Badger Estrada and his armourer, Comanche Chief), a team of truckers (Hammerdown Smith, Lisa Devereaux and Gus Foley), a Knight of the Brotherhood (Robert Q. Washington), VI members (Bubba Richardson and Sally O'Shea), a hot-shot TV reporter (Andy Halloran), a hot-shot mechanic (Kathy Calaveri), and a mayor's daughter (Kyran Cruz).

Bubba Richardson



Bubba was born (a) Clarence Theodore Richardson, and (b) an Army brat.

His father was a career Army officer until the Secession, when he joined the fledgling Texas Guard. Therefore, Bubba grew up knowing all about the military.

With a name like Clarence, Bubba learned to fight with anything he could get his hands on. He also became handy behind the wheel of a car, and in the cockpit of an airplane.

At 16 he entered Officer Training School for the Texas Guard. Thanks to dad's influence, and Bubba's own not-inconsiderable abilities, he reached the rank of Captain.

Bubba was honorably discharged at age 24, following a messy border incident with the Louisiana Shore Patrol — the details of which Louisiana is still trying to discover.

He then hired out to various police departments and border patrols, but got fed up with governmental regulations and paperwork. Bored and restless, he joined Vengeance International — a Texas mercenary organization — as the movement specialist, hoping to find a little action. He's partnered with a merc named Sally O'Shea.

Bubba is a gentleman of the old South. Unfailingly polite to women and always a fair fighter, he is well respected by his comrades. He can be counted on to be at the front of the action. (He can also be counted on to *start* action if there is nothing else going on at the moment. Which is what they remember him for in Louisiana . . .)

Oh, one more thing. There ain't nobody that ever called Bubba "Clarence" more than once. Leastways, no one alive, that is.

Sally O'Shea



Sally O'Shea had a hard life, spending most of her early years in The Ruins northwest of Austin. Orphaned at five, the streets were her schools, and she was a good pupil. By the time she was eleven, she could out-fight men twice her age and weight.

At seventeen Sally joined the Texas Marine Guard — not by choice, exactly . . . it was join up, or serve six months in state prison at Waco on a weapons charge. Her successful six-year career included two decorations for bravery and six months in the brig.

Her term came to a sudden end when an officer got a little fresh and ended up in the hospital. Sally regrets not having fifteen more seconds — she might then have met his clone. She then left the Marines and joined Vengeance International, where she soon earned the nickname "Enforcer."

Sally has proven to be a person you want guarding your back. She's smart, sassy, and definitely not afraid to take risks.

The media particularly love her. TV execs know that any newscast with the lead-in: "O'Shea does it again — film at eleven" will be a really strong ratings day.

Sally's a loner, though. It's hard to get her respect, and even harder to get her friendship. Once you're her friend, though, she'll go with you to hell and back.

One such friend is Bubba Richardson. We're not sure how intimate their friendship is. Gossip is rife, but they aren't volunteering any information, and no one is really sure they want to risk asking.

GURPS

CHARACTER SHEET

Name Sally O'Shea Player _____
 Appearance 5'10", 135 lbs., beautiful long hair
 Background enforcer for mercenary organization, ex-Marine,
26 years old

Date Created	Sequence
Unspent Points	Point Total
	100

Pt. Cost	ST 9	FATIGUE
-10		
	DX 14	BASIC DAMAGE
45		Thrust: 1-2
	IQ 12	Swing: 1-1
20		
	HT 10	HITS TAKEN
0		

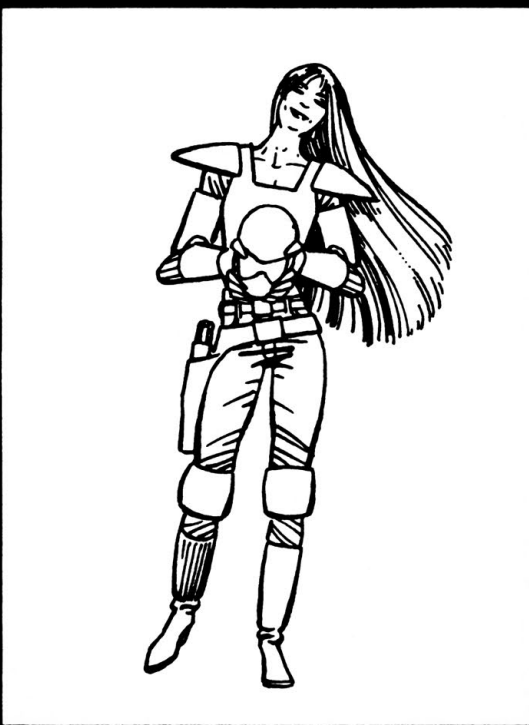
Mvmt	BASIC SPEED	MOVE
	7.25	6
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2xST <u>18</u>	Armor: <u>6</u>
Light (1) = 4xST <u>36</u>	Shield: _____
Med (2) = 6xST <u>54</u>	TOTAL
Hvy (3) = 12xST <u>108</u>	<u>6</u>
X-hvy (4) = 20xST <u>180</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
6	7 knife	—
= Move	9 brawling	Shield/3
	Weapon/2	

DAMAGE RESISTANCE	
Armor	Improved body: <u>4</u>
	TOTAL <u>4</u>

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
5	Reputation: Vengeance International member
	+2 citizens, -2 criminals
5	Animal Empathy
4	Strong Will +1
10	Night Vision
10	Alertness +2
-15	Enemy: EDSEL (6-7)
-10	Duty to Vengeance International (10-)
-15	Sadism (-3 if known)



REACTION +/- +2 citizens, -2 criminals, (-3 anyone aware of Sadism)

WEAPONS AND POSSESSIONS					
Item	Damage Type	Skill Amt.	\$	Wt.	
Colt .45 pistol	crush 2+1	16	125	3	
M-26A2 assault rifle	crush 2+2	16	300	(8)	
Laser targeting scope		+2	500	(3)	
Silencer			150	(1/2)	
Grenade Launcher		17	300	(6)	
2 grenades	crush 3		50	*	
1 tear gas grenade	spec.		30	*	
2 concussion grenades	spec.		80	*	
Large knife	cut 1-3	14	40	1	
	imp 1-2				
thrown	imp 1-2	15			
Improved body armor			1,500	25	
Handcuffs			50	(1)	
Military binoculars			400	(3)	
Headset communicators			20	1/2	
Infrared goggles			300	1	
Bank account			455	-	
Household & personal			700	-	
* loaded in grenade launcher					
Totals: \$5,000			Lbs. 30 1/2		

WEAPON RANGES				
Weapon	PB	INC	1/2 DMG	MAX
M-26A2	5	20	400	1000
30 shots:				
Grenade launcher	4	15	-	50
5 shots:				
Large knife	-	1	7	19

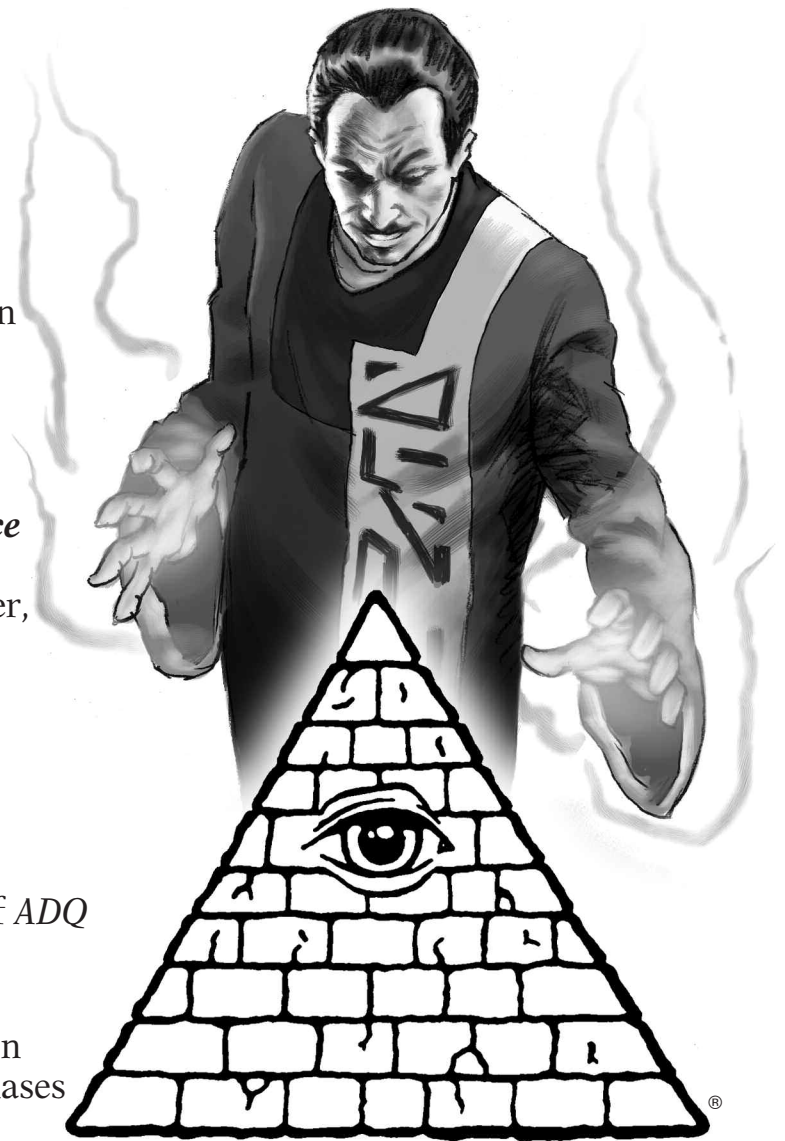
SKILLS		
	Pt. Cost	Level
Guns/TL7: (P/E)		
pistol	1	16**
rifle	1	16**
grenade launcher	2	17**
bazooka/LAW	2	17**
portable FT	1	16**
Motorcycle/TL7: (P/E)		
medium/heavy	2	15
Gunner/TL7: (P/A)		
MG	2	15*
RL	2	15*
Fast-Draw: (P/E)		
knife	1	14
rifle/SMG	1	14
Knife (P/E)	1	14
Knife Throwing (P/E)	2	15
Brawling (P/E)	1	14
Tactics (M/H)	4	12
Interrogation (M/A)	4	13
Sleight of Hand (P/H)	4	14
Stealth (P/A)	4	15
Streetwise (M/A)	2	12
Forgery/TL7 (M/H)	4	12
Fast-Talk (M/A)	2	12
Running (HT based) (P/H)	4	10 ^{xx}
Area Knowledge: (M/E)		
city	1	12
Dregs ruins	2	13
Professional skill: (M/A)	1	11
Vengeance Intl. military doctrine		
Brawling punch hits on 14- 1-1		
Brawling kick hits on 12- 2-1 (damage includes +1 for boots)		
* +1 for IQ included		
** +2 for IQ included		
xx Increased Basic Speed by 1.25		

SUMMARY		Point Total
Attributes		55
Advantages		34
Disadvantages		-40
Quirks		0
Skills		51
TOTAL		100

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