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CAR WARS[®]

ADVENTURE GAMEBOOK

BATTLE ROAD

By STEVE JACKSON



CAR WARS®

Adventure Gamebook #1

BATTLE ROAD

By Steve Jackson
Cover art by Larry Elmore
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Based on the *CAR WARS* boardgame
from Steve Jackson Games



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

To Creede and Sharleen Lambard, first-rate friends and playtesters

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BATTLE ROAD

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All characters in this book are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental.

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CAR WARS®

ADVENTURE BOOK INSTRUCTIONS

Welcome to the world of 2036 . . . where adventure is everywhere, and the right of way goes to the biggest guns. This is the fast-paced world of arena combat, highway battles, cycle gangs, and unstoppable 18-wheelers . . . the world of **CAR WARS!**

This is an adventure book in which *you* are the hero. When you begin the book, you will make certain choices. Each choice will send you to a different paragraph. **DO NOT** just read through the book from paragraph to paragraph. You will start with Paragraph #1, and make your choices there. Each choice will send you to a different numbered paragraph, which will give you more information, more instructions, and possibly more decisions.

Each choice you make will have consequences — fame and fortune, or deadly danger. Sometimes you will have to fight enemy cars or other opponents. Combat rules are given below.

The object of the game is to survive and finish your adventure. If you don't succeed the first time . . . try again, and make different choices.

Good luck!



BEFORE YOU BEGIN

To play this *CAR WARS* adventure gamebook, you will need this book; pencil and scratch paper; and three six-sided dice.

Permission is granted to make photocopies of the record sheets on pages 8 and 21 — and only those pages — so you don't have to mark in the book.

You will *not* need an opponent! This is a "solo" game — you can play by yourself. You will roll the dice for both yourself and the foes you meet.

CREATING A CHARACTER

The first thing you must do is create the "character" you will play in this adventure. Start by deciding what your name will be!

To create your character, divide 10 points among the following characteristics. You must put at least 1 point into each characteristic.

Driving skill. Your ability to drive all kinds of vehicles. This skill will help you keep control of your car in a tight spot.

Gunnery skill. This skill controls your ability in all kinds of combat — autoduelling, fistfights, and guns. When you fire from a car, it adds to your "combat bonus," making it easier to hit your foes.

Mechanic skill. This helps you fix your car when it's broken.

Prestige. This represents your fame and reputation. High prestige will sometimes get you better treatment — or at least more attention. High prestige also makes you more assertive, and sometimes helps you "fast-talk" somebody.

Wealth. Each point of wealth is worth \$1,000 of starting cash. You will need to keep track of money during the game. Cars and other equipment will cost money; you will also be able to earn money through rewards, salvage, etc.

As you play, you will learn more about choosing your skills — though there is no “perfect” choice! If one character fails or dies, just make up a new one — with different skills, perhaps — and try again.

Your character will be shown on a *record sheet* like the one on p. 8. This shows your cash and possessions, and scores for both your character and your car.

YOUR CAR

Your car is almost as important as your driver! Each *CAR WARS* adventure book will give you a different car or choice of cars.

When you get a new car, make a Record Sheet for it. A blank record sheet is on p. 8. A record sheet for your starting car is on p. 21.

PARTS OF YOUR CAR

A combat car (or cycle, for that matter) has several different components. These include:

Body. The bigger the car, the more weapons, gadgets, and armor it can carry. The integrity of your car’s body and armor is measured in “hit points.”

Power plant. In 2036, gasoline is rare, and cars run on electric power. If your power plant is dead, your car cannot accelerate — or move once it is stopped — and you cannot fire lasers. Other car systems will still work — but if you can’t fix that power plant, your adventure is over!

Weapons. Cars can come with many different weapons, from the ordinary machine-gun to the expensive (and deadly) laser. Weapons are described in detail at the end of the book.

Gadgets. All sorts of interesting “extras” are available for you and your car. Some help you attack; some help you defend; some do other things. You will find out about these as the adventure progresses.

Possessions. Extra ammo, body armor, grenades, etc. — anything you pick up along the way.

CAR WARS®

Adventure Book Record Sheet

Name Duke "Peddle to the metal" Gulliam

Driving skill 2

Prestige 1.1

Gunnery skill 2

Initial Wealth 3

Mechanic skill 2

Defense Class -9 10

Possessions:

Hit Points: 3

Money: \$5,330

Car Name Ultra-Cheetah

Hit Points 34

Defense Class 13 13

Handling Class 3

	<i>Weapon</i>	<i>Direction</i>	<i>Combat Bonus</i>	<i># Dice Damage</i>	<i>Damage Boxes</i>
1.	_____	_____	_____	_____	_____
2.	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____

Power Plant Large ten

Gadgets:

Cargo:

Control Roll = Driving skill + Handling Class 5

Attack Roll = 2 Dice + Combat Bonus

Combat Bonus = Gunnery Skill + Weapon Bonus +
Combat Computer Bonus

Time (erase and record new time):

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COMBAT

During your adventure, you will have many opportunities for battle. Combat takes place whenever someone attacks you, or whenever you choose to attack someone else. The text will tell you when you have the chance to fight.

Each combat is settled by the roll of the dice. You will roll for both yourself and your foes.

Combat takes place in turns, with one car attacking at a time. Each attack is resolved before the next one starts. You always fire first unless you are specifically told otherwise.

ATTACKING

Most vehicles may attack only once per turn. There are two exceptions to this. First, if you have twin weapons ("linked") on one side of your car, they may both fire together. Roll separately for each.

Second, if a car has both a driver and a gunner, *and* more than one weapon, then it can fire twice per turn. The driver may fire one weapon, and the gunner may fire another. No person may fire more than once each turn. No weapon may fire more than once each turn, either.

Each turn, when you fire, roll two dice and add your *combat bonus* (see below). If the result is greater than your target's *defense class*, you hit him. Defense class for each foe will be given in the text. Each car you acquire will have its own defense class — also given in the text.

Your combat bonus is figured by adding (a) your "Gunner" skill; (b) the bonus (if any) for the weapon you are using, and (c) the bonus for your car's computer, if any. (If you lose your computer, you lose the bonus it gave you.)

DAMAGE RESOLUTION

If you hit someone, you do damage. The amount of damage you do is determined by rolling dice. The better the weapon, the more dice you roll for its effect. For a machine-gun, for instance, you roll 1 die, so you can do 1 to 6 points

of damage. A laser will do 3 dice of damage (3 to 18 points!). There are two types of damage.

General Damage reduces the target's "hit points." Mark off hit points on the record sheet. When a car has no hit points left, it stops working. It can no longer drive or fire until repairs give it back at least 1 hit point. Further attacks can still cause Special Damage (below) but have no other effect.

Special Damage is caused by lucky shots. Any time a die comes up "1" on a damage roll, the target takes 1 hit of general damage *and* the attacker gets to roll again on the Special Damage chart, below:

SPECIAL DAMAGE CHART — roll 2 dice

<i>Die roll</i>	<i>Shot hits</i>	<i>Effect of damage</i>
2	Driver	Driver takes 1 hit damage; can't fire next turn.
3	Gunner	Gunner takes 1 hit damage; can't fire next turn.
4	Cargo	Cargo (if any) takes 1 hit damage.
5	Power plant	Roll one die; power plant takes that many hits.
6	Weapon*	That weapon takes 1 hit of damage.
7	Joints in armor	Reduce target's Defense Class by 1 until repaired.
8	Weapon*	That weapon takes 2 hits of damage.
9	Tires	Reduce target's Handling Class by 1 until repaired.
10	Weapon*	Roll 1 die; the weapon takes that many hits.
11	Gadget*	A gadget is destroyed.
12	Power plant	Roll one die; power plant takes that many hits.

*If the target vehicle has more than one weapon or gadget, roll randomly to see which one is affected. Example: If you have 3 weapons and a weapon is hit, roll one die. On a 1 or 2, the first weapon is hit; on a 3 or 4, the second is hit, and on a 5 or 6, the third is hit.

Any time a car takes Special Damage, it must immediately make a *Control Roll* — see below. If the roll is failed, that car cannot attack next turn.

If you roll a result that has no effect (for instance, if you roll an 11 and your target has no gadgets), roll again.

Hits of Special Damage are shown by marking through the *damage boxes* for that component on the Vehicle Record Sheet. When all boxes are marked out, that part of the car no longer works. Destroyed guns won't fire; destroyed gadgets won't work.

If a *power plant* is destroyed, the vehicle cannot move. If you destroy the power plant of a pursuing enemy, he's out of the chase. But if your own power plant is destroyed, you must win the battle, and then repair the car — you can't escape otherwise.

When a vehicle has no hit points left, *and* all its damage boxes are marked out, then the car is totally damaged and *cannot* be repaired.



INJURY TO CHARACTERS

A character can be injured outside his car, or by Special Damage rolls #2 and #3 while within a car. (If someone is attacked outside a car, and a "1" is rolled for damage, do *not* roll for Special Damage — that applies only to attacks against cars.)

If you buy body armor, it will take hits for you. It cannot be repaired. Thus, if you have regular body armor and you take 4 hits, the armor will stop 3 and you will only take 1. But the armor is now useless, and any further hits will strike you directly.

Healing is often possible — follow the instructions in the text.

When a *person* — your character, your gunner, or an enemy — has only 1 hit point left, he is unconscious. A person who reaches 0 hit points is dead. If a driver is killed or knocked out, his gunner (if any) can move over and drive. But if there is no gunner, the car crashes and is out of the game.

CONTROL ROLLS

When your car takes Special Damage (and at certain other times, given in the text), there is a chance of losing control. To keep control, the driver must try to make his *Control Roll*, or less, on one die. Your control roll is the sum of your *Driving skill* and your car's *Handling Class*. For instance, if your Driving skill is 2, and your car's Handling Class is 3, your control roll is 5. If you must make a control roll, you will keep control on a roll of 5 or less.

If you have a control roll of 6, you will never lose control — *except*:

(1) If you roll a 6, roll again. If you roll another 6, you lost control anyway!

(2) Under certain conditions (you will find out more as you play), you may have to subtract from your control roll!

For instance, to make an especially hazardous turn on a wet road, you might have to make your control roll at a -2 penalty. Thus, even if your regular control roll was 6, you would need a 4 or less to keep control on this occasion.

The results of a loss of control will vary with the situation. Sometimes it will just mess up your aim for a minute. Sometimes it might send you off the road, into the ocean far below . . .

If you fail a control roll during combat, and no other instructions are given, your vehicle misses its next turn while you regain control.



HAND WEAPONS

Hand weapons (pistols, submachine guns, grenades, etc.) are not nearly as powerful as vehicle weapons. But when your character leaves his car, they are important.

Combat with hand weapons is handled just like car combat, except that your Gunnery skill is your only combat bonus. Normal humans have a Defense Class of 9 — they are fragile, but small and hard to hit.

Sometimes hand weapons can be useful against enemy vehicles — but only if a paragraph gives you the option to use them.

REPAIR

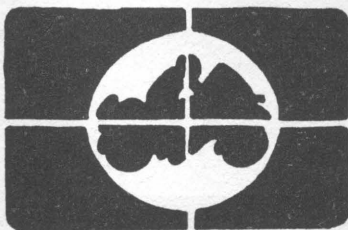
If your vehicle is damaged, you can pay for repairs in a garage. You may also repair damage yourself by rolling against your Mechanic skill. For instance, if you have a Mechanic skill of 3, a roll of 3 or less will succeed.

A mechanic can repair general damage (replacing lost hit points) and some types of special damage. Some things may NEVER be repaired by a mechanic. These include computers, body armor, and people! Also, no mechanic may give a car, or any part of a car, more hit points than it had to begin with.

Specific repair instructions will be given in the text.

SALVAGE

After a successful battle, you may be able to salvage ammo and other loot from your defeated opponents. List salvaged items under "Possessions" — you may be able to use or sell them later.



TIME

This particular adventure is a race against the clock. When you hit the road, it will be 1pm. When you complete a section of road, have an encounter, etc., the text will tell you to mark off a certain amount of time. You must keep track of what time it is; you have only 24 hours to complete your mission!

EXAMPLE OF COMBAT

This is a combat between Fearless Frank and two motor-cycles. It started when Frank read paragraph #546, telling him that two cyclists in green jackets were on his tail. Frank had to make a decision: try to escape, ignore the cyclists, or fight. He knew the cyclists were enemies, so he pulled into a deserted parking lot, spun around, and charged at his foes!

All the statistics (weapons, Defense Class, etc.) for Frank and his car would be given on his record sheet. All the statistics for the enemy cycles would be given in the paragraph that tells about the fight.

TURN 1: Frank fires first — he decides to aim for Cycle #1. His Combat Bonus is 5 (3 for a Gunner Skill of 3, 2 for his car computer). He rolls 2 dice and gets a 7; then he adds his bonus of 5, for a total of 12. Cycle #1 has a Defense Class of 11 — so Frank's shot hit him!

His weapon is a recoilless rifle, doing 2 dice of damage. He rolls 2 dice, getting a 4 and a 5. Cycle #1 takes 9 hits of general damage!

Now the cyclists return fire. The first cyclist has a Combat Bonus of 2 (for his weapon skill). He rolls 2 dice and gets a 6. The total is 8. Frank's car has a Defense Class of 10, so the shot misses.

The second cyclist has the same statistics, but he rolls and gets a 9. $9+2=11$, which beats Frank's Defense Class. He hit Frank. His machine-gun does 1 die of damage. He rolls a 4, so Frank takes 4 hits of general damage.

TURN 2: Frank fires at #2 this time. He rolls an 8 this time. Added to his Combat Bonus, this is 13 — so he hits. He rolls 2 dice, and gets a 6 and a 1. The total is 7, so he does 7 hits of general damage. However, the "1" die entitles him to one roll on the Special Damage table.

He rolls a 10 — weapon destroyed. That cycle has only one weapon, so it's out of commission!

Since the cyclist took special damage, he has to make a control roll. The cycle's handling class is 2; the cyclist's

Driving skill is 2. His control roll is 4. You roll for the cyclist, getting a 5. The enemy loses control! The special instructions in the text tell you that any cyclist who loses control here will automatically crash — so #2 is out of the fight!

Cyclist #1 shoots back. He rolls 2 dice and gets an 8. 8 plus his Combat Bonus of 2 gives 10. This equals Frank's Defense Class, but does not *exceed* it. So the shot missed!

Cycle #2 has crashed, so it's Frank's turn again.

TURN 3: Frank switches his aim back to Cycle #1. He rolls a 3. 3 plus 5 is 8 — not good enough to beat the cycle's Defense Class of 11. Frank missed.

Cycle #1 returns fire. Its roll is a 9, good enough to hit (figure it out). Its damage roll is 5, so Frank's car takes 5 more hits of general damage. But it is tough — it started out with 40 hit points, so these are just flea-bites.

TURN 4: Frank fires on #1 again. He rolls an 11, an easy hit! He rolls 2 dice for damage and gets two 5s. The cycle takes 10 hits. Since it started with only 15 hit points, and has now taken a total of 19 hits, it crashes!

Frank has won; neither foe can trouble him further. He turns to the paragraph that begins "If you won the fight . . ." to see what happens next.

STARTING THE GAME

Now you're almost ready to start! Go back to page 6 to choose skills and wealth for your character, and finish his record sheet.

When you're ready to begin, read the Introduction on the next page, and follow the instructions there. Soon you'll be speeding down the road to adventure. Ready?

For advanced rules and a definition of terms used in this game, see the end of the book. For a map of your route in this adventure, turn to paragraph 182. Make a note of this for future reference; you may turn to it at any time.

BATTLE ROAD

INTRODUCTION

Tuesday, April 1, 2036. 8pm.

The skies were dark and cloudy over Austin International Airport as a sleek Cessna gasburner, lights twinkling, touched down and coasted to a stop. It was met by a heavily armored limousine flying Republic of Louisiana flags. Nothing unusual — just the weekly diplomatic pouch. The limo driver didn't recognize the courier who got off the plane, but she had the right password.

The limo hummed back toward the embassy

Tuesday, April 1, 2036. 9pm.

In the Louisiana embassy in downtown Austin, the Ambassador greeted an unexpected guest. "Irene! What brings you here?"

The Undersecretary of Energy smiled grimly. "Business, I'm afraid, James. I need an office, a secure computer with full database access, and \$5,000 in gold. And more later." The Ambassador started to reply — and was halted by the Secretary's upraised hand. "Don't ask."

The Ambassador didn't ask. It was common knowledge that Irene Mirabeau was a loyal, efficient bureaucrat in the Louisiana hierarchy. It was less common knowledge that she was President Jordan's most trusted hatchetman.

"Right away, Irene." The Ambassador rang for an aide

Wednesday, April 2, 2036. 11am.

There were only two people in the small embassy office. One was Irene Mirabeau; the other wore the leather and whipcord of a professional duellist.

"Irene!" said the duellist. "Long time no see. Glad you called. What's up?"

"Nothing good," replied Mirabeau. "I hate to presume on friendship, but I've got a job for you. Urgent, dangerous, and *totally* unofficial. I'm going against the VP's direct orders. Even my own staff in Baton Rouge thinks I'm here on routine business."

The duellist asked the logical question. "What's the problem?"

"Do you follow the news?"

"Not politics."

"Well, this would have been on the social page anyway. No matter. President Jordan and his daughter Angela are in Oklahoma right now. They've been visiting Twoegles Ranch. What nobody knows is, they're both being held prisoner. John Twoegles thinks he can take over the whole damned country of Louisiana. And he's about to do it."

"Well, what's Louisiana got an army for?"

"Who are you kidding? The Peoples' Militia is just a police force. They'd be no match for Twoegles' private army. Not to mention the Oklahoma state forces. Or the other oil barons. Or what would happen at home if we sent the Guard north . . ."

The duellist held up a gloved hand. "Okay. I get the idea. And I guess you can't call the police and swear out a kidnapping complaint."

Mirabeau laughed mirthlessly. "No way. We've got to solve this ourselves or not at all. Jordan holds power by force of personality. If he publicly cries for help, the government falls apart. Giving in to Twoegles would be better."

“Well, what does Twoegles want? He’s filthy rich, but he’s an Oklahoman — he’s got no ties to Louisiana at all. How’s he expect to take power in Cajun country?”

Mirabeau sighed. “He’s got no ties to Louisiana right now. But what if he were the President’s son-in-law?”

“A forced wedding? You’re kidding! No . . . you’re not. You want me to go in there, by myself, and bring them out. Right?”

“Half right. Just the girl. They won’t be guarding her as heavily, and if she’s free they have no hold on the President. Will you do it?”

“Maybe. Give me the details.”



Wednesday, April 2, 2036. 1pm.

“Okay. It’s a deal. One last question. Why me?”

Mirabeau shook her head. “I can’t entrust this to anybody but a real ace — and it has to be someone I trust totally. There aren’t many. And you’re the only one I could reach in time, without attracting attention. It was you or nothing.”

The duellist shook hands with Mirabeau and walked down the embassy steps, toward the parking garage. This was a crazy job — but the price was right. And pulling something like this would be a shot for the old reputation

You are the duellist. Turn the page and start with Paragraph 1.

1 You have been hired to go to Twoeagles Ranch, headquarters of Oklahoma oil baron John Twoeagles, and free Angela Jordan, daughter of the President of Louisiana. You have been given a computer-cube of notes and instructions from Irene Mirabeau. If you complete the mission, you will earn \$100,000 in gold. You have been given \$5,000 in advance! You have this amount, plus your starting Wealth (whatever you chose, from \$1,000 to \$6,000) as your total bankroll to begin the adventure.

You know your mission is a desperate one. Officially, Louisiana has knuckled under to Twoeagles' blackmail. Only a surprise attack can save Angela.

And your time is limited. Twoeagles' plan is devilishly simple. Jordan is an old man — and Angela is young and single. If Twoeagles *marries* her, he will become the "crown prince" — and can easily succeed Jordan as President of Louisiana. And the wedding is set for 1pm tomorrow — exactly 24 hours from now.

It is now 1pm. You have 24 hours to free Angela before the wedding. Whenever a paragraph tells you to mark off time, record the new time on your Record Sheet.

Your vehicle is a Piranha, a luxury-sized combat car. It has space for both a driver and a gunner — but your gunner seat is empty. This will give you a place to put Angela when you rescue her. It is shown on the Record Sheet on the opposite page.

You also start off with the following possessions:

Machine Pistol (does 2 hits damage to people, 1 hit to vehicles; worth \$250)

Body Armor (worth \$250; gives your character 3 extra hit points.)

Assorted simple tools for repair work.

You're ready to begin your mission. Turn to Paragraph 182.

CAR WARS®

Adventure Book Record Sheet

Name _____

Driving skill _____

Prestige _____

Gunnery skill _____

Initial Wealth _____

Mechanic skill _____

Defense Class 9

Possessions: **MACHINE PISTOL**

Hit Points:

(2 hits to people,
1 to vehicles)

BODY ARMOR (+3 hits)

TOOLS

Money:

Car Name PIRANHA Hit Points 60

Defense Class 12 Handling Class 3

	Weapon	Direction	Combat Bonus	# Dice Damage	Damage Boxes
1.	<u>ROCKET LAUNCHER</u>	<u>FRONT</u>	<u>-1</u>	<u>2</u>	<input type="checkbox"/> <input type="checkbox"/>
2.	<u>MACHINE-GUN</u>	<u>REAR</u>	<u>0</u>	<u>1</u>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3.	<u>MACHINE-GUN</u>	<u>RIGHT</u>	<u>0</u>	<u>1</u>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4.	<u>MACHINE-GUN</u>	<u>LEFT</u>	<u>0</u>	<u>1</u>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____

Power Plant LARGE

Gadgets: _____ Cargo: _____

Control Roll = Driving skill + Handling Class _____

Attack Roll = 2 Dice + Combat Bonus

Combat Bonus = Gunnery Skill + Weapon Bonus +
Combat Computer Bonus

Time (erase and record new time):

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2 You find nothing of value; the car's magazines were empty, and the driver has either fled or been thrown into the brush by the crash. Turn to 29.

3 You check into a motel within the city walls. You know that, as excited as you are, a four-hour nap will be about as much as you can rest — and any less will do you no real good. Mark off \$25 and four hours and turn to 327.

4 You regain consciousness in a hot, stuffy room. You're staring at a barred patch of sunlight on the wall. Barred? Uh oh . . .

You are in jail in Denton, Texas. You'll eventually make bail and get out . . . but you have failed your mission. Your adventure is over.

5 You take the west fork, heading toward Fort Worth. The land around you is flat and arid; even though it is drizzling, the wind kicks up dust. Eventually you see the lights of Fort Worth in the distance. Mark off an hour for driving time from Hillsboro.

If you drive around the city, turn to 158. If you want to go into Fort Worth, turn to 292.

6 You may make one Mechanic roll for every full hour you wait. (Odd half-hours are lost.) A successful roll will repair 5 hits of general damage, or 1 damage box on weapons or armor. You can work until 6am and then quit (243) or quit earlier and leave Oklahoma City (209).



7 The guard snaps to attention. “Yes, sir!” he says. “Sorry, sir! Captain Michaels is at the wedding site. Shall I buzz him?”

“No, thanks,” you reply. “I need to make a phone call. Is this phone secure?” When he assures you that it is, you ask him to step outside! He complies, looking puzzled.

If you have any limpet mines left, turn to 281. If not, turn to 304.



8 At Highway 99, the convoy goes south and you head north. You thank them again before you leave radio range. Turn to 42.

9 The next sound you hear is the rustle of leather as the cyclists draw their pistols. Quickly, you roll to the side and grab your own gun.

An ordinary person has a Defense Class of 9 and 3 hit points. If you have armor, it gives you 3 or 6 more hit points — but these punks have no armor. Your weapon is better than theirs, too. If your shot hits a cyclist, it will do 2 hits of damage, knocking him unconscious and taking him out of the action. But the cyclists are carrying light pistols, doing only 1 hit of damage.

The cyclists fire first — then you fire. Then the cyclists fire again — and so on. Play out the combat.

If you hit all three cyclists, turn to 399. If they reduce you to 1 hit, turn to 373.



15 The road is wet and risky. So what? You've got a mission.

You put the hammer down; the lights behind you fade and vanish. Your driving is straight out of a TV thriller — but there's no one to see it.

Make two Control Rolls. If both succeed, you make the trip to New Tulsa safely. Mark off 1½ hours and turn to 218.

If you fail either roll, you spin off a bridge in the dark. Your mission and your life end in a swollen Oklahoma creek.

16 You pull your sleek Piranha onto Texas Highway 1 (formerly Interstate 35) and cruise north toward Dallas.

About thirty miles out of Austin, you have to swerve to avoid a bale of hay in the road! Then another . . . then two more. You crest a hill and see that the road ahead is thickly scattered with hay-bales! You are going too fast to stop. What will you do?

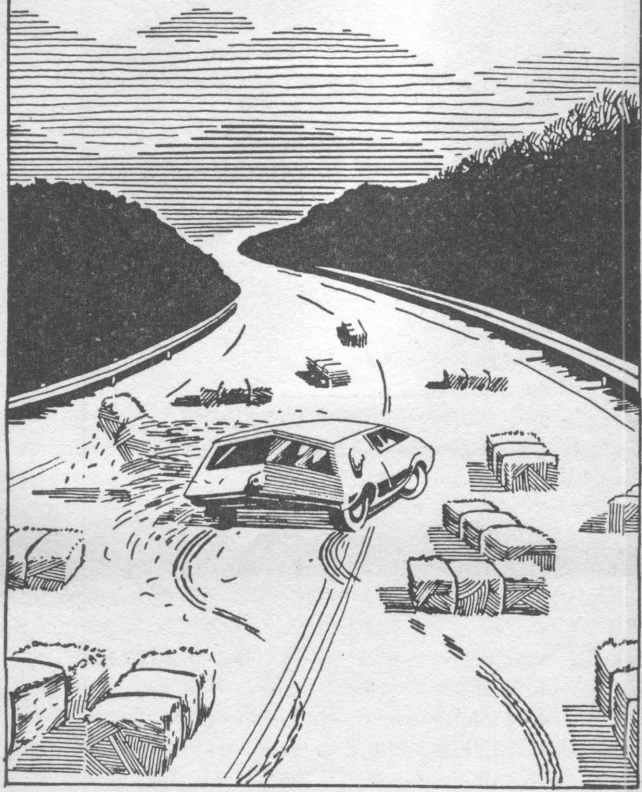
Ride the brakes and slow down as much as you can before colliding (74).

Swerve off the road and drive through the fields (228).

Try to thread between the bales without stopping (162).

17 You accelerate and pull into the left lane. The truckers aren't concerned about a single vehicle; they let you go without even a hail. One at a time, you pass the big trucks. You're making good time. Soon you're back on the open road. Turn to 303.

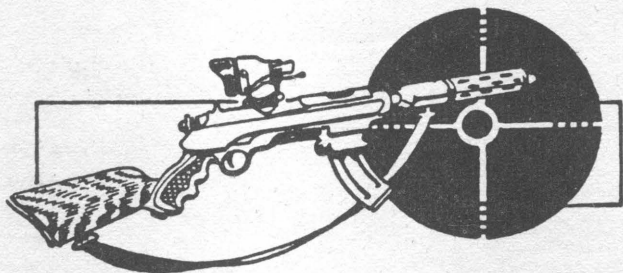
CARROLL '86



18 You enter the town of Hillsboro. The townspeople are stringing up decorations. A large banner says "Hillsboro April Fool Marathon."

Just off the highway you see a garage with the AADA logo on its sign. You may stop here if you need repairs or a charge-up — or if you want to ask about anything else. (If you have not charged your power plant since Austin, you need a charge now, and you must stop!)

If you stop, turn to 257. If you go on through Hillsboro, turn to 226.



19 You bring the car to a stop and open the door. The wind blows rain into your face. "Fine night for a walk," you grumble sarcastically. You look at your attackers, but they're hidden behind the glare of headlights. All you see is front tires, and animal skulls used as ornaments.

As you walk away, you hear the laughter of the Desert Wolf cycle gang. Roll one die. If the result is less than or equal to your Prestige score, turn to 76. Otherwise, turn to 37.

20 "Move along before I move you," says the guard. Atop a pylon, a heavy-duty laser moves fractionally to cover you.

You came a long way, but you didn't have what it took to get inside. Your adventure is over. Maybe next mission, you'll be better prepared.

21 The Uncle Albert showroom in Dallas is a posh suburban location, with a two-acre armored glass showroom. As always, their selection is excellent. What would you like to buy?

Regular body armor (gives you 3 extra hit points): \$250.

Improved Body Armor (gives you 6 extra hit points, and raises your character's Defense Class to 10): \$1,500.

Vehicle combat computer (+1 combat bonus to all shots): \$1,000.

Hi-res vehicle combat computer (+2 combat bonus to all shots): \$4,000.

Machine pistol (like the one you have): \$250.

Limpet mine (for sticking to things and blowing them up): \$60.

Grenades: \$25 each.

Ammunition: \$25 per shot for machine-gun, \$35 per shot for rocket launcher or recoilless rifle, \$10 for smoke-screen ammo.

You can buy as many of each item as you like, within the cash you have. *Exception:* You may buy only one computer! If you already have a regular computer, you may trade up to a hi-res for \$3,500.

Note the items you buy on your record sheet, and mark off the cash you spent.

Your trip to Uncle Albert's took an hour — or two hours if you bought a computer, because it had to be installed. Mark this time off. Return to 397.



22 The repair crew looks at your car and laughs. “We can’t work on this thing!” they say. “How did you even get it here? You need a new car.”

This bit of advice used up no time. Return to 39 and choose again.



23 Most of the guards, and Twoegles himself, are grabbing for weapons and heading toward the garage. A few of the guards are staying with the President. Nobody is watching Angela!

You gun your motor and drive up beside her. “Get in!” you hiss. “Irene sent me! We’re getting you out of here!” She reacts quickly, dropping into the passenger seat and slamming the door. She is laughing, though you see her face is streaked with tears.

You accelerate smoothly away. Amazingly, nobody realizes what you’ve done! They’re all milling around or watching the pillar of flame that once was the garage. Turn to 121.

24 You floor it — but the trike has better acceleration than you do. It fires again, hitting you squarely. Take 2 dice of general damage. If your vehicle is down to 0 hit points, turn to 175. Otherwise, return to the last part of 225 and choose again.

25 Check off thirty minutes. You soon find there are few new car lots in Fort Worth; everybody drives to Dallas to buy cars! You turn up only one interesting deal:

BULLSEYE

Mid-size, 80 hit points. Defense Class 14; Handling Class 3.

Weapons: Turret-mounted heavy rockets (will fire any direction). (Combat bonus -1, 3 dice damage, 2 damage boxes each). The car carries 4 more rockets internally, so you have a total of 6 shots. You may fire either 1 or 2 per turn, at the same target.

Power plant: Large (10 damage boxes).

Gadgets: Ram Plate. This is a heavy armored "prow" at the nose of the car. If the Bullseye rams something, it takes only half the stated damage from the ram, and its target takes double damage.

The lot is offering a special deal on this Bullseye because its laser-guidance system (normally used to make the rockets accurate) is on the blink. Nobody can fix it. They will sell it for \$10,000 and allow a trade-in of \$150 per remaining hit point on your Piranha.

Note also that if you buy the Bullseye, you can fire its 6 rockets — and then you are *out of ammo*. If the fight's not over, you must find a way to escape (if one is offered), ram, or die.

You may buy the Bullseye or turn it down. Either way, return to 292 and decide on your next action.



26 You've won . . . for whatever it's worth. At least you're alive, which is the way you prefer it.

Your own car isn't worth bothering with. You transfer your possessions to the raider's homemade vehicle. Searching his body, you find you have "inherited" \$620 in cash. His car is drivable — barely — but looks worthless.

Perhaps that's the reason you're not bothered as you limp the rest of the way to New Tulsa. Mark off 3 hours and turn to 218.

27 "No problems here," says the trooper. "You're free to go. Sorry for the delay." You pull out of the customs compound and head north. You will now head through Oklahoma City and then New Tulsa — not the most direct route, but by far the quickest. And every moment counts — 1pm, and the wedding, are getting closer and closer.

Turn to 264.

28 Dodging and weaving, you make it through easily. After all, dodging tree-branches is no big deal when you're used to avoiding mines. Mark off 30 minutes and turn to 244.

29 Somewhat the worse for wear, you locate the highway and head north. Mark off 30 minutes for the time taken in the battle.

You stop in Ross to see whether it has any useful facilities. There, the local sheriff flags you down.

"Pardon me, bub. Just heard a lot of gunfire from south of here, maybe by the truck stop. Got any idea what was going on?"

If you tell the truth about the battle you were just in, turn to 172. If you deny any knowledge of the fight, turn to 100.

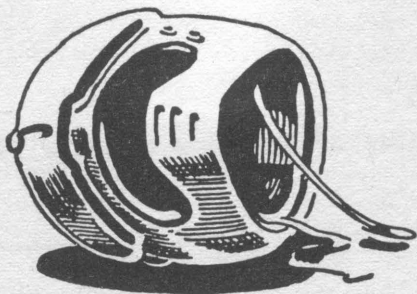
30 The salesman smiles and rubs his hands. “Sure thing! Can do! How much time ya got?” When you explain that you’re in a hurry, he nods. “Got just the thing for you, then.”

He offers you this deal: He can pull out your front rocket launcher and replace it with a recoilless rifle. With the trade-in on the rocket launcher and ammo that you have, the price (parts, labor, and ammunition) for the recoilless rifle will be \$1,200. The recoilless rifle has a Combat Bonus of 0 (instead of the -1 for the rocket launcher) and does the same 2 dice damage. It has 3 damage boxes instead of 2.

If you accept, pay the \$1,200 and mark off 1½ more hours. Otherwise, you may leave immediately. What will you do?

Hit the road immediately with the weaponry you have (16).

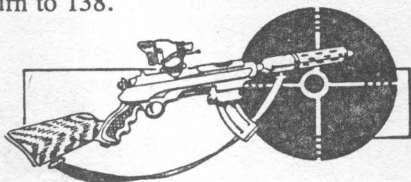
Drop by the Austin AADA and get information about road conditions, if you have not already done so (307).



31 You still have a few matches left. You creep back to the house, past the moaning guard, and into the front door. An overstuffed sofa proves easy enough to set on fire. Without waiting for further developments, you dash back to your car, jump in, and head down the hill. Turn to 135.

32 You pull out your tools and set to work. Before long, though, you hear the high whine of cycle engines coasting to a stop. You look up to see three grimy-looking young men on cycles staring down at you. All are armed (though you notice their cycles don't seem to mount weapons). They don't look friendly.

If you reach for your sidearm, turn to 315. If you talk to them, turn to 138.



33 "Just mind your own business, sonny," you say. If you have a security password, add 200 and turn to that paragraph. If you have no password, turn to 157.

34 Your vehicle spins off the road and dies. You bounce out, machine pistol at the ready — but you know it's hopeless. Your last thought is to hope that Angela survives. Your adventure is over.

35 You spin around and floor it. Try your Control Roll. Roll one die. If the result is less than or equal to your Control Roll, you succeed; turn to 106. Otherwise, you fail; turn to 151.

36 From behind you comes a blue-white flash of laser fire. The Twoegles pursuit trikes are on your tail! You must fight them. If you are on a cycle, turn to 333. If you're in a car, turn to 279.

37 "This bozo isn't worth fooling with," a rough voice says. Then there is a brief burst of gunfire. You hear nothing more. Your adventure is over.



38 You visit the town clinic to get yourself patched up. Treatment costs \$100, but will be offered free if you *really* don't have that much cash. No "barter" will be required. You are back to 3 hit points.

This takes an hour. However, if the garage is working on your car, that can be done while you're at the clinic — so an hour of the repair work can "overlap" your medical treatment time. Return to 257 and choose again.



39 You call the number you were given at the Austin AADA and introduce yourself. "Right," says the voice at the other end. "Been expecting you." He gives directions to the AADA headquarters; you come in the back way.

"Officially, we aren't involved," says your contact, who introduces himself as Jim Hoaglund. "Unofficially — well, we've got sources in Twoegles Oil, and your story checks out. It's a damn shame what Twoegles is trying to do. Besides, if you pull it off, you're a hero, and the AADA looks good because you're a member. If you fail, too bad.

"To start with, here's the advisory for your route:

"Extremely hazardous weather conditions continue.

"US 75 north to Bartlesville is a hazardous and badly policed route. Strong outlaw gangs operate out of Turley and Ochewa. Convoys are rarely bothered; oil company vehicles are usually safe because the oil militia retaliate strongly. Other vehicles travel at their own risk."

Hoaglund watches as you read the printout. "Not a piece of cake," he comments. "But we'll do what we can. How can we help?"

You *must* leave Tulsa by 11am, in order to make it to the ranch on time. Each of the following requests will take 30 minutes. Hoaglund will help all he can, so the only limit on your requests is the time you have. What will you ask for?

Auto repair (389).

Medical help (123).

Supplies and equipment (275).

Information on Twoeagles' ranch (200).

A new car (155).

An armed escort to Bartlesville (254).

When you have everything you want — or when it is 11am — turn to 311.

40 The fence resists; you spin to a stop. Beside you, Angela screams with anguish. "Shoot me!" she begs. You shake your head. You can't do it.

Soon, you're captured. A gallant try — but a failure. Your adventure is over.

41 A shell-pocked sign reads "Now Leaving Love County." You believe it . . .

After a short drive through high wind and rain, you roll into the town of Ardmore. Mark off 30 minutes.

Ardmore is a fairly large town, but this early in the morning, it's zipped up tight. You cruise on through town without stopping. A couple of miles farther on, you see a pattern of red flares on the highway. You slow cautiously. Through the gloom you can see a big van — an 18-wheeler. What will you do?

Slow for a better look (104).

Stop immediately (208).

Try a hail on the CB (321).

Drive on by (251).

42 “Where are we going now?” asks Angela, breathlessly. “We can’t dodge them forever.”

“Don’t have to,” you reply. “Airfield up ahead.” You touch a button on the dashboard, and Irene’s voice comes on with the instructions you’ve played to yourself over and over: “After the turnoff, it’s a half-mile to the airstrip. Look for a red minijet; I doubt there will be two of them around. The pilot will have your photos. Ditch the car; we’ll call it a travel expense.”

“Nice planning,” says Angela.

I hope, you think silently to yourself. If Mirabeau didn’t come through on this, we’ve had it.

If you decide to count on Irene’s planning and head for the airfield, turn to 240. If you drive for the U.S. border instead, to ask for asylum, turn to 195.



43 “Sorry,” you reply. “What did you need?”
“Everything, you idiot!” he replies. “Look at this! I was an hour behind schedule already!” His face gets even redder.

“Just a moment,” you reassure him. Walking back to your car, you pick up a long, heavy wrench. You saunter back to the driver. “Now,” you ask, “where should I start?”

“With *that*? What are you going to do with *that*?” He gestures at your wrench, and turns toward the truck.

CLONK! It’s a good thing he’s wearing a helmet. Your blow would have stunned an elephant. He sags to his knees and collapses. Turn to 217.

44 The wedding is scheduled to start *right now*. You must get in as quickly as possible.

If you get inside the gate, you MUST head straight for the pavilion where the ceremony will be held. You have no time to do anything else!

The ranch is surrounded by a heavy chain-link fence, electrified along the top. The gate is guarded by a heavily armored checkpoint. You drive up to the gate. Not recognizing you or your vehicle, the guard asks your business.

If you have a security password, multiply that password by 50 and turn to that number.

If you don't have a password, but *do* have a Twoeagles ID badge, turn to 350.

If you have neither of these, turn to 229.

45 This early in the morning, your choices are limited. Nothing but the truck stop will be open until 6. What will you do?

Shop at the truck stop (85).

Work on your car (6).

Leave Oklahoma City (209).

46 "No, thanks," you say. "Got to be going. Ask the sheriff to donate my share to the clinic here in town." The townspeople are suitably impressed. If your Prestige score is still 3 or below, raise it by 1 more for the duration of this adventure. Turn to 246.

47 You lie still as the raider comes closer to investigate your car. When he reaches your car, he yanks the battered door right off its hinges, whips up his gun and points it at you. What will you do?

Put your hands up (130).

Slide out of the seat and fall on the ground (247).

Knock the gun out of his hand (337).

48 You are facing four foes: three bandits with tripod-mounted machine-guns, and one rattly sedan with a rocket launcher in front. It is a wild, circling battle; dust and sparks fly, and stray shots careen off the inside of the walls. Your foes are trying to catch you in a crossfire. Each time you shoot past him, the bald-headed driver of the sedan scowls fiercely at you, as if to kill you by looks alone.

As you race around the destroyed truck stop, you may pick any of your weapons to fire each turn — but only one weapon per turn.

Play out the battle. You fire first each turn. Your foes are:

Gunner #1. Defense Class 9. 6 hit points. Combat bonus +2; 1 die damage.

Gunner #2. Defense Class 9. 6 hit points. Combat bonus +3; 1 die damage.

Gunner #3. Defense Class 9. 3 hit points. Combat bonus +2; 1 die damage.

You are also facing one enemy car:

CANBERRA SEDAN

Mid-sized; 18 hit points. Defense Class 10.

Weapon: Rocket launcher (Combat bonus -1; 2 dice damage, 2 damage boxes).

Power plant: Medium (8 damage boxes).

The sedan driver has a Gunnery skill of 3 and a Control Roll of 5.

Remember that if you reduce an enemy to 1 hit point, he is unconscious and out of the fight!

If you eliminate all four opponents, turn to 66. If you lose, turn to 130.



49

The battle rolls down the highway.

SANDCRAB

Medium tricycle. Defense Class 13 if you're firing at its front (that is, if it's behind you), 11 otherwise. 25 hit points. Handling class 2.

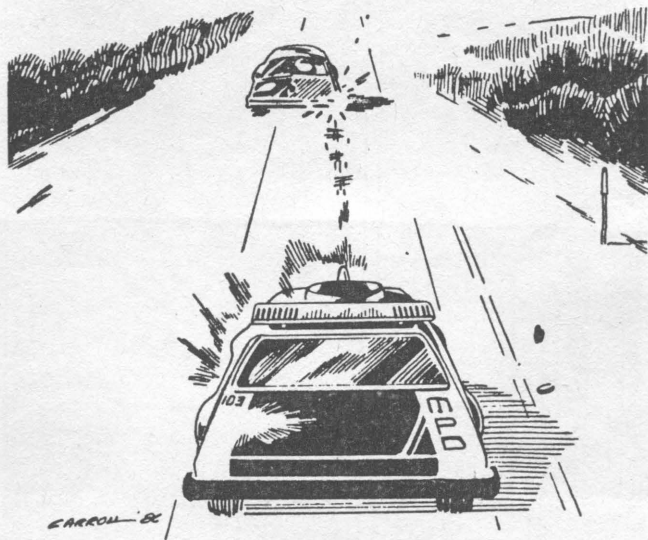
Weapons: Vulcan MG front (+1 combat bonus, 2 dice damage, 3 damage boxes).

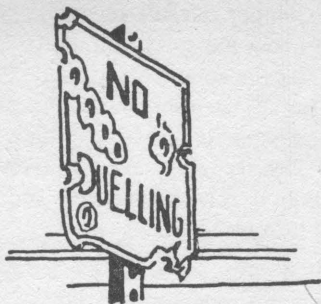
Machine-gun rear (0 combat bonus, 1 die damage, 3 damage boxes).

Power plant: Large cycle (4 damage boxes).

The attacker's Gunner skill is 4; his Control Roll is 3.

If your foe is reduced to 0 hit points, turn to 194. If he reduces your vehicle to 0 hit points, turn to 175. If you want to try another tactic, turn back to the choices given in 225.





50 You enter Exchange, Texas. It's hardly worthy of the name "town" — just a truck stop and a collection of bars clustered on the Texas side of the border. A similar "town" lies across the river. But at the moment, you can barely see it. The streets of Exchange are knee-deep in water. The Red River bridge is closed, with water lapping over the roadway.

You key your CB mike. "Anybody out there got their ears on? What's the story on the bridge?" A few "good buddies" are happy to fill you in. The bridge will be closed until at least 1 in the morning — maybe later.

You *have* to get some sleep now. You park behind the truck stop, lock your car doors, and lean back in the seat. Tired as you are, you are soon lulled to sleep by the sound of the rain beating down. Mark off four hours.

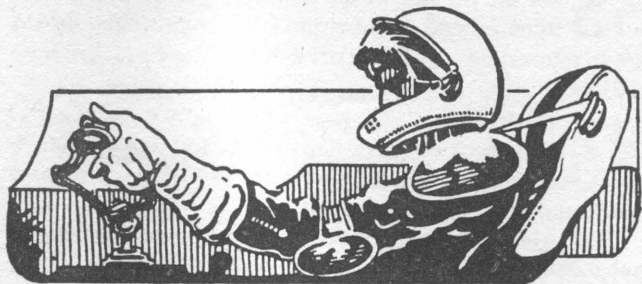
When you awaken, turn to 154 if it is 1am or later. If it is still before 1am, turn to 339.

51 Before you leave town, you may want to rest for a while. If it is 11pm or earlier, you can drive a little longer without a nap. Turn to 239.

On the other hand, if it is after 11pm, you can feel yourself getting sleepy. If you want to check in for a few hours of shut-eye, turn to 185. If you drive on anyway, turn to 390.

58 The roaring noise reaches a crescendo. Then, slowly, it diminishes. The winds die down. You look around. You are alive!

Unfortunately, there is no sign of your car. The freakish wind picked it up without touching you. By the time you find help, you will have run out of time. You have your life, but your adventure is over.



59 Mark off an hour spent driving fruitlessly through low hills, looking for non-existent marker signs. Another April Fool's joke from the happy Hillsboro law enforcement bureau . . .

Eventually, you enter Hillsboro the back way, having somehow bypassed the highway. You may go to the garage (257) or leave town (226).

60 "Nothing to get excited about just yet," you think. "Could be anybody." But the lights draw closer — and the yellow of fog-lights is drowned in the orange of rocket fire. A heavy rocket speeds past you and destroys a clump of trees in an awesome burst of fire. What will you do?

Use a smokescreen if you have it (326).

Try to outrun your pursuer (290).

Hold position and fight (67).

61 The doctors at the public clinic would like to keep you under observation, but you insist on leaving as soon as you are back up to 3 hit points. Mark off 1 hour and \$100. You may return to your repair work (113) or hit the road right now (342).

62 Mark off 2½ hours of boring travel through wet, windy darkness. You almost wish for a good fight to liven up the trip, but it's as peaceful as can be. Turn to 343.

63 The ceremony is under way. You wish you had some sort of strategy . . . but you have no time to be clever! You have only two choices: barge right in, or chicken out.

Naturally, you barge in. You weave between chairs and guests. Try your Control Roll at a *penalty of 2*. Roll a die and add 2 to the result. If the final result is still less than your Control Roll, turn to 352. Otherwise, you fail; turn to 263.



65 You back up and ram again. Each car takes 1 die of damage. (If you have a ramplate, your car takes 2 hits and your foe takes 2 dice.)

If your vehicle is drivable and the Lightsabre isn't, you can drive away. Turn to 42.

If both vehicles are drivable, you can spin and flee (197) or ram again (read paragraph 65 again).

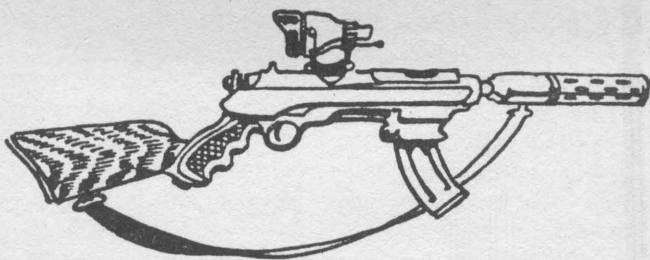
If your vehicle is no longer drivable, your adventure is over. Already you can hear more pursuers in the distance . . . You almost succeeded, though! Angela dashes for the brush at the side of the road. You prepare to buy her a few more minutes of freedom, whatever the cost. Your adventure is over.



66 Your foes are all dead or unconscious. The echoes of gunfire die away within the smoke-blackened walls.

You can leave immediately (178) or leave your car and search your ambushers (269).

67 Well, if he wants a fight, he'll get it. You jerk the wheel and pull off the highway, into the parking lot of a deserted strip-center. The attacker follows, weapons blazing. Turn to 224.



68 The truck was bristling with weapons, including two smokescreens. Climbing around and using your wrench, you can get 40 shots of machine-gun ammo (worth \$1,000), 20 shots of smokescreen ammo (worth \$200), and 4 rounds of ammo for a recoilless rifle (worth \$140). The other ammo is inaccessible.

While you are working, a couple of cars go by, but they pull around the truck without stopping and are lost in the rain and darkness. Mark off 30 minutes for your salvage tasks and turn to 386.

69 "Pardon me, son," you say. "I'm a bit turned around. Which way to the wedding?" The guard is quite helpful, and gives you a small souvenir map of the ranch, pointing out a pavilion as the wedding site. It checks with the information from Irene's map. You thank him and leave. Turn to 149.

70 "I'd like to stay, but I'm on a tight schedule," you explain to Monk. "But I'll call right now and get a crew out here." Monk smacks a hairy fist into his palm. "Right! You've got a radio. Should have thought of that myself."

You make the call for Monk. Soon you are on your way. Before you go, Monk gives you one of his cards. *Make a note of his name — Monk Donahue.*

Turn to 251.

71 “Awful expensive,” replies the trooper. “Got any specs on it?”

As you're discussing it, one of the uniformed guards wanders over to look at the can. “New weapon technology, eh? Got a permit to import that?” The trooper looks baffled, but now a couple of the other bullyboys are interested. “Give that here!” says one. “Not state jurisdiction!” says another.

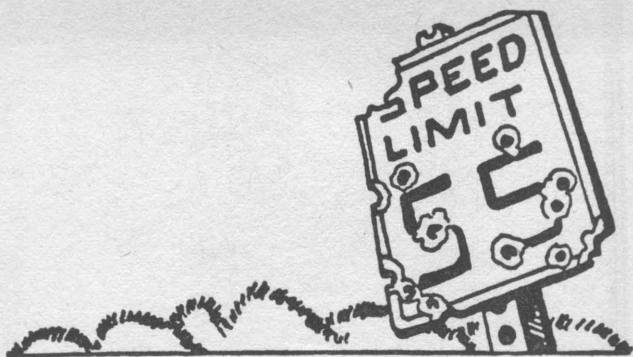
In the end, your choice is clear: give up all of the laser foam, or spend a *long* time arguing with the uniformed goons. You give it up. The cans are divided among the various guards, amid loud complaints from those who didn't get any. You hope it melts their armor off when they use it.

“Can I go now?” you ask the state trooper you first talked to. He waves you toward the exit and turns his attention to the next vehicle. Mark off 30 minutes and turn to 27.



72 The operator buzzes for her supervisor — who recognizes you. He, in turn, bounces you up to a *very* high-level official — a famous ex-duellist. You know that you're safe telling your story here.

He nods. “We don't like to get messed up in international politics,” he says. “But this sounds like dirty business. We can't give you any official help — but when you get to New Tulsa, call 435-1998. Write that number down!” *Make a note of that number on your Record Sheet.*



You return to the operator you first talked to, and receive your travel advisory:

“Sunny weather for the next two hours, rapidly getting worse. Heavy thunderstorms expected later today and tomorrow in Oklahoma and north Texas. Flooding expected along the Red River.

“A new city tax has tripled mechanic and recharge fees in Waco. This tax is ‘to pay for duellist damage to city property.’

“The Texas Rangers are on the lookout for the gang that looted and destroyed the Ross truck stop just north of Waco. There were no survivors. Travelers should note that recharges are no longer available in Ross.”

Mark off 2 hours for the time spent at the AADA. What will you do now?

Head north to begin your mission (16).

Go to Uncle Albert’s and buy some special equipment, if you have not already done so (144).

73 You dash through the house. A sleepy, disheveled Wolf appears in front of you; you down him with one punch. But there are others . . . too many of them. A gun flashes, and a Wolf screams in pain. The next shots are better aimed. Your adventure is over.



74 You step on the brakes. Try your Control Roll: roll 1 die. If the result is less than or equal to the sum of your Driving skill and your car's Handling Class, you made it.

If you make your roll, you hit the hay without damage and stop.

If you miss your roll, you are too slow hitting your brakes. You slam into the bales at a good 40 mph. Your car takes 2 hits of damage. Mark this damage off on your Record Sheet.

You drop into first gear and push the hay out of the way. Turn to 338.

75 If it's *after* 11am, you are already so far behind schedule that you can't get to the ranch in time to rescue Angela before the wedding. You check into a motel to get some sleep. Your adventure is over.

If it is *exactly* 11am, you can still make it to the ranch — just barely! You have no time to do anything but charge your power plant (\$50). If you don't have \$50, the truck stop will take \$100 worth of goods; if you don't have that, it's time to quit!

After getting your recharge, you check your map and leadfoot it north toward Bartlesville and Twoegles Ranch. Turn to 150.

76 “We caught us a big fish!” crows one of the bikers. “You know who this is?” You’ve been recognized. Instead of letting you go, the bikers take you prisoner — but they treat you with a certain amount of respect, even as they take possession of your car. You are handcuffed and put on the back of a bike. Turn to 177.

77 Dallas isn’t far out of your way. You head east, and soon the Dallas city wall looms out of the mist. Mark off 30 minutes of driving time.

You join the line of cars waiting to enter the city. Fortunately, the police are efficient and pass you through quickly. Turn to 397.

78 You enter the town of Hillsboro. Just off the highway you see a garage with the AADA logo on its sign. You may stop here if you need repairs or a charge-up — or if you want to ask about anything else. (If you have not charged your power plant since Austin, you need a charge now!).

If you stop, turn to 257. If you go on through Hillsboro, turn to 226.



79 From the driver, you acquire \$620 in cash and a machine pistol (worth \$250). But as you start to examine his car, it explodes and catches fire. You take 1 hit of damage. If this knocks you unconscious, turn to 159.

If you are still conscious, you realize the burning car is too dangerous to approach. You return to your own car and leave. Turn to 203.

This is an ordinary garage; you'll find its like in cities all over the nation. It has competent mechanics and charges standard rates (unless the text that sent you here specifies otherwise).

Garage work cannot improve any part of your car to better than its original status — this is repair work only. Each 30 minutes of work that the mechanics do for you will make *one* of the following repairs:

(1) Repair up to 5 hits of general damage. Cost: \$150 per hit.

(2) Repair two damage boxes on a weapon or power plant. Cost: \$250 per box.

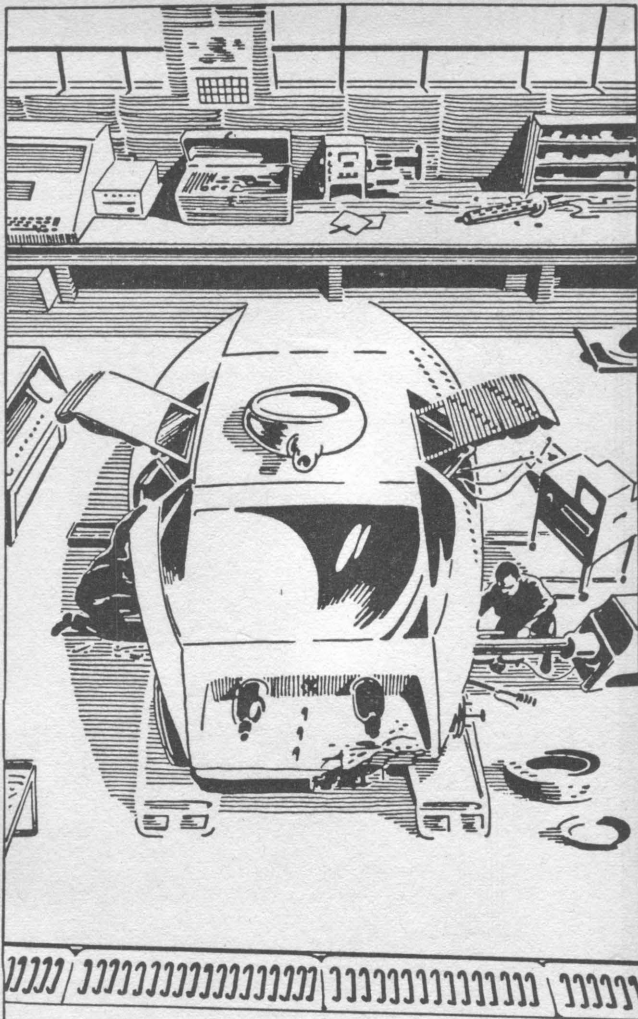
(3) Improve the car's handling class by 1, if it was reduced by combat. Cost: \$400.

(4) Improve Defense Class by 1, if it was reduced by combat. Cost: \$500.

Any garage will also charge your power plant. Time required is negligible; the cost is \$50.

Most garages will take goods or salvage instead of cash — but at only half "retail" price. Thus, if you trade in ammo worth \$1,000, the average garage will only allow you \$500 for it. Some places (if specified in the entry for that location) will give a better deal.

When you have all the repairs that you want, return to the paragraph from which you came.



CARROLL '86

81 “I don’t know you,” says the guard. “And that name isn’t on my guest list here.”

If you have more than \$1,000 left, turn to 145. If not, turn to 20.

82 If by evil chance your car is totaled — no hit points OR damage boxes left — your adventure is over.

Otherwise, you must repair your car before you can go on. Try your Mechanic roll: roll 1 die, trying to roll your Mechanic skill or less. Each roll takes an hour of time. A successful roll repairs 5 hits of damage to your car, or 1 damage box on weapons or power plant. When your car is drivable, mark off the time spent on repairs and turn to 167.

83 You stop for five minutes and hurriedly spray your vehicle. Soon it’s coated with green goo. Angela laughs. “Look at the heroic Slime-Mobile!” Mark off a can of Laser Foam and turn to 248.





84 With no front weapons left, the ambusher decides that discretion is the better part of valor. He does a spinning bootlegger and flees. If you pursue, turn to 286. If you let him go, turn to 29.

85 At the truck stop, you can buy:
Regular body armor. Gives you 3 extra hit points. \$250.

Improved body armor. Gives you six extra hit points and improves your personal Defense Class to 10. \$1,500.

Grenades: \$25 each.

Ammunition: \$25 per shot for machine-gun ammo; \$35 per shot for rocket launcher or recoilless rifle ammo; \$10 per shot for smokescreen ammo, or \$200 for a replacement heavy rocket.

When you are finished shopping, mark off 30 minutes of time. You can leave Oklahoma City immediately (209). If you want to stay there until 6am, when other places will be open, you can pass the time by working on your car (6).

91 You don't understand — but Angela has seemed pretty level-headed so far. You screech to a stop beside the sky-blue sedan and jump out. Then you understand! It's no ordinary car . . . it's a "grasshopper," a car/helicopter combination!

The door is unlocked. You dive in — but there are no keys! Quickly, you pop the hood. Before you can get out, Angela is at work in front of the car. A few seconds later, the motor catches. "How'd you do that?" you ask as she gets back in.

"You learn a lot when you're the President's daughter," she replies.

You gun it for a far corner of the field. Miraculously, nobody blows you away. Then a hatch on the back opens, rotors come out and extend . . . and you're up!

"Ever fly one of these before?" asks Angela. "Once," you reply. But it seems to be working. You soar over the low hills, gradually gaining altitude. Below you the battle is dying out. But nobody thinks to look up — or, if they do, they don't notice the sky-blue speedster.

Thirty minutes later you cross the border and land in the U.S. You're safe.

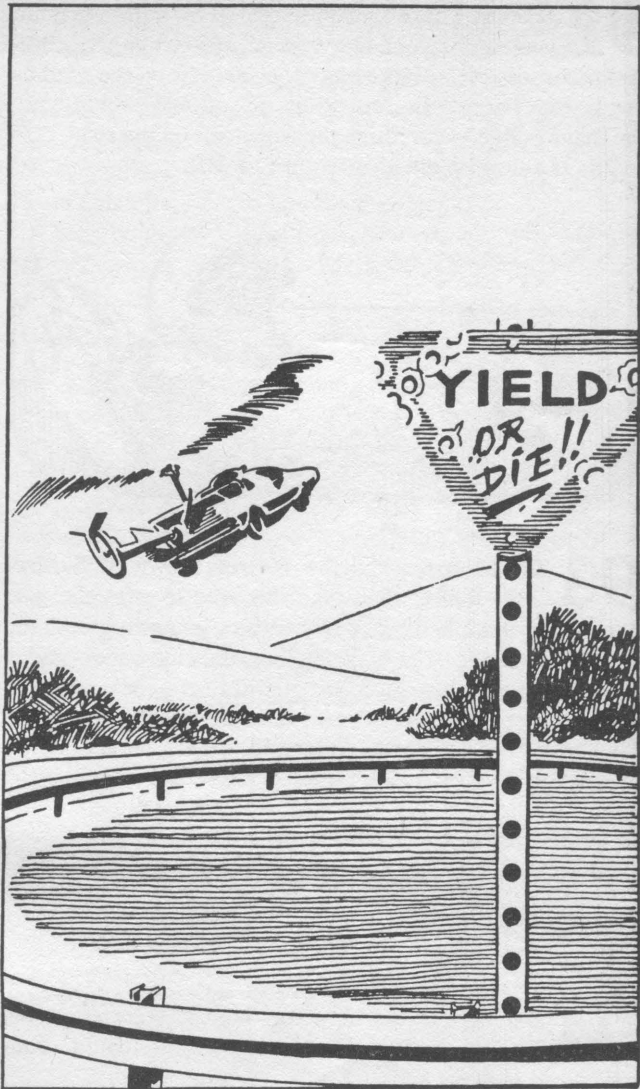
* * *

And a week after that, in your best formal outfit, you're attending a reception in Baton Rouge. The Presidential Palace is luxurious . . . especially for honored guests. "What will you do now?" asks Angela.

"I don't know," you reply. "\$100,000 is a lot of money. Maybe I'll buy a farm somewhere and settle down. I really love peace and quiet."

You both laugh.

THE END



97 You don't have time to waste here. You buzz past the overturned truck and cruise north. Turn to 87.

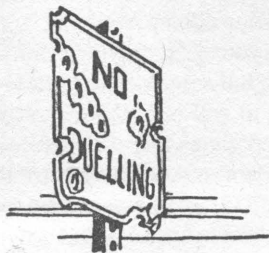
98 The money vanishes into the trooper's pocket. Mark off \$20.

"Beats me," he says quietly. "Some sort of political hassle going on. Got some heavy brass here from the oil armies."

Turn to 260.

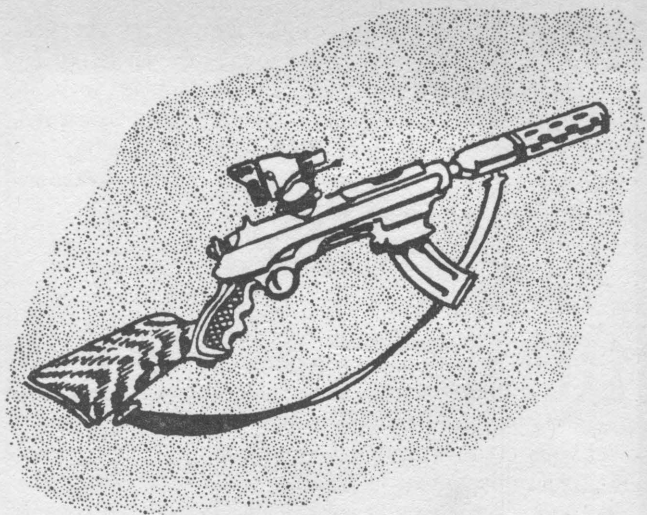
99 You decide to have a friendly drink with the policemen watching the barricade. Soon you're all good buddies. At 7:00, there is a break in the marathon traffic, and the cops wave you across. However, you shouldn't drink and drive. Until 8:00, your Driver and Gunner skills will both be 1 point below normal.

You drive into Hillsboro. Turn to 78.



100 "Sorry, Sheriff," you say. "I got into a little scrape about fifty miles back, but nothing around here." He looks at your car keenly, but in the end he has no special reason to disbelieve you, so he lets you go.

Ross has no garage or medical facilities, but the sheriff directs you to a shop where you may be able to buy some ammunition. If you want to try it, turn to 282. If you would rather go on, turn to 296.



101 You cruise up and examine the wrecked trike. It's probably worth a stop. Sure enough — a small cargo compartment yields 10 rounds of Vulcan machine-gun ammo (\$350); 10 rounds of rocket launcher ammo (\$350); a limpet mine (\$60); and a spare suit of regular body armor, close enough to your size to wear (\$250).

Mark off 30 minutes and turn to 377.

102 Your rear-firing weapon has been knocked out; you have no means of attacking your foe. What will you do now?

Speed up and try to outrive him (358).

Hit the brakes and force a collision (305).

Throw grenades at him — if you have any (394).

103 You don't want to get too close to all that fire-power — and, as is, they'll probably clear the road ahead of you. You stay a healthy distance back. Turn to 303.

104 You slow and look the rig over as you pass. Nothing is visibly wrong; the van is old and battered, but there's no sign of recent damage. It has no markings except the insignia of the Brotherhood of Truckers. The vehicle's emergency flashers are off, the lights are off in the cab . . . you can see nobody nearby. What will you do now?

Stop and check it out (208).

Try a hail on the CB (321).

Drive on by (251).

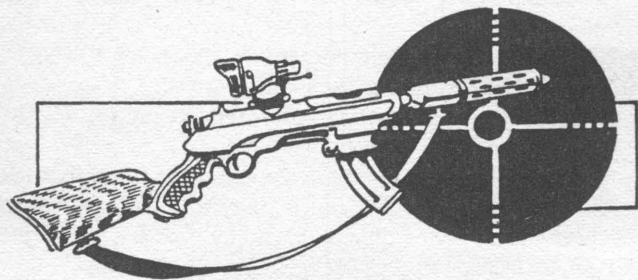
105 You detour toward the garage block. It's a huge building like an airplane hangar. Inside, it is cool and shady. You park in an open spot near the big doors.

If you have a security password, multiply that password by 20 and turn to that number.

If you don't have a password, but *do* have a Twoegles ID badge, turn to 140.

If you have neither of these, turn to 317.

106 Turning on a dime, you speed away from the twister. But a look in your mirror shows that it's gaining on you. Your car is shaking like a leaf in the powerful winds. Try another Control Roll. If you succeed, turn to 201. If you fail, turn to 151.



107 The dealer is adamant; \$3,000 is his rock bottom. You can't get a new car.

If you are driving a bandit's "scrap-heap," the adventure is over. You have run out of time and options.

If you have a regular car, no matter how battered, there's still a chance. Mark off another hour and return to 168.

108 Well . . . you'll do what you can. You accelerate smoothly toward Angela. For a second, the uniform helps you; everyone assumes you're on duty. Then pandemonium breaks out. Turn to 352.



109 "Sorry, chum," you say. "I just stopped to see if I could help." He is not especially grateful.

"No, thanks," is his reply. "Got a mechanic coming."

What will you do?

Offer again to help (293).

Attack him (268).

Leave (386).

110 The burst of slugs from your machine-pistol throws the raider back against his car. He was wearing body armor, but you hit him squarely. He now has 4 hit points left — 1 for his armor, 3 for himself (unless you wounded him in the car battle).

Roll for the gunfight, taking alternate turns. He fires back before you can shoot again; his Gunner skill is 3. He also has a machine-pistol, which does 2 hits of damage if he hits you.

If you reduce the bandit to 1 hit point or less, turn to 26.

If he reduces you to 1 hit point or less, turn to 130.

111 The two parts of Texas 1 rejoin in the sleepy town of Denton. The rain is falling steadily now, and you see occasional sheets of lightning in the distance. Visibility is poor. You drive over a bridge as you enter town; the creek below is swollen and turbulent.

Mark off another 30 minutes of driving time; it might have been less in good weather.

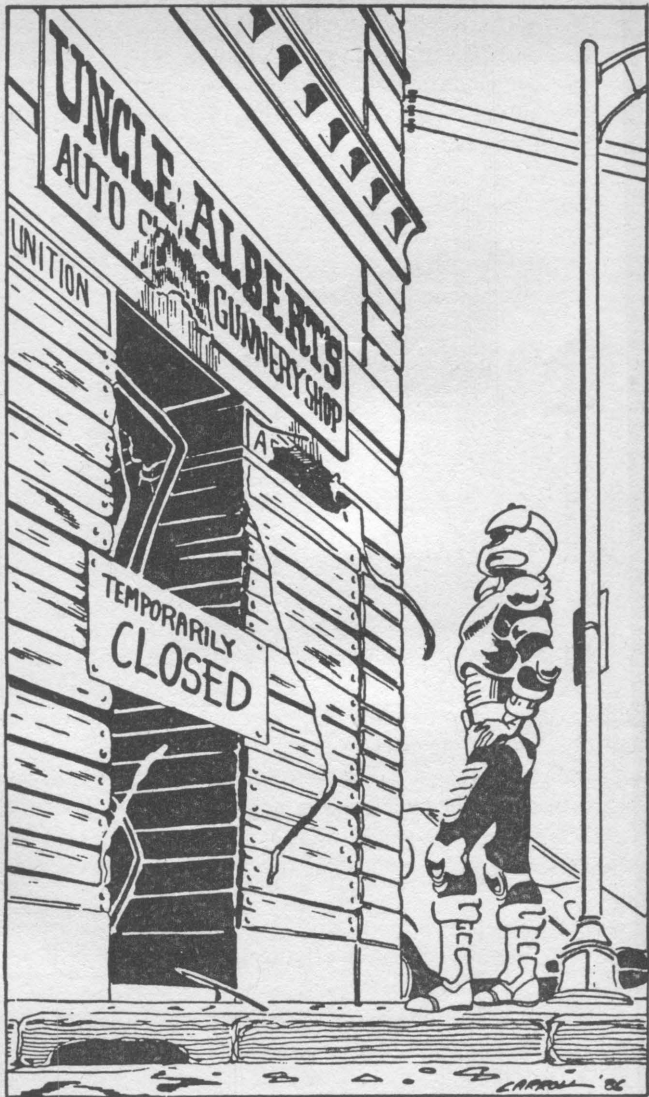
There is a truck stop here. You may stop (365) or go on (277).

112 Unfortunately, the Fort Worth branch of Uncle Albert's is closed for repairs. The security guard is happy to talk about it to relieve the boredom: "Some sort of new gadget they just got in from national. Put it on a Scrambler and tried it out. Whole car just blew up . . ."

Mark off 30 minutes and return to 292.

113 Try your Mechanic roll (roll 1 die, trying to get a result less than or equal to your Mechanic skill). Each roll takes an hour of time. A successful roll repairs up to 5 hits of general damage to your car, or 1 damage box on a weapon. If you fail, you can quit and leave, or roll again until you succeed.

When you are through (or give up), mark off all the time you spent on repairs and turn to 342.



114 Angela shrieks with excitement as you spin the wheel and the car slews around.

Try your Control Roll; it's a tricky maneuver, so your skill is reduced by 1 for this roll only. If you succeed, turn to 266. If you fail, turn to 34.



115 You drive around Dallas without incident. Soon you rejoin Texas 1-West, heading north. The rain has let up for the moment, but the radio warns of severe thunderstorms ahead. Turn to 96.

116 "You killed Mandrake!" snarls one of the cyclists. "For that, you die!" He pulls a pistol from his vest and fires wildly at you. Your adventure is over.

117 "Well, might as well keep you on ice till tomorrow. You be thinking about money, hear? Your ticket out of here is gonna be expensive. Not counting the bill for fixing your car!"

The gang laughs. From their conversation, though, you learn that your car has been brought back to the house. If you are fortunate enough to get it back, you will find that the Desert Wolves' mechanics fixed 5 hits of general damage.

The cyclists toss you into the house's spare bathroom and lock the door. Soon the house is quiet. What will you do?

Try to catch some sleep yourself and hope to escape later (322).

Try to escape now (156).

118 Back on the road, you drive past the hay-bales and continue. Just over the next rise you see an overturned farm truck flanked by an ambulance and a Texas Ranger patrol car. You hurry on your way. Turn to 87.

119 As you ponder your next move, the gate opens and a stream of traffic comes out. One of the vehicles is a huge armored bus . . . with a string of shoes and tin cans tied to the rear bumper. On the CB you hear gleeful chatter.

You came a long way to be a little bit too late. But, unfortunately, the wedding is over and so is your mission. You have failed.

120 The enemy driver, now on foot, fires his gun at your car. It does only 1 hit of damage. But you can't fire back. Your rear weapon is out and your car won't move.

Infuriated, you spring out of your car and fire at your opponent with your machine pistol (it will do 2 hits damage if it hits). He has Defense Class 9, 5 hit points (his body armor is damaged), and a machine pistol just like yours. You fire first.

If you win, turn to 232. If you lose, turn to 130.





121 It's better than two miles to the highway. You introduce yourself to Angela and explain what is going on. She's an attractive, dark-haired girl — and full of fight! You get the feeling that she'll pull her own weight as you finish your escape.

If you have a spare suit of body armor, you may want to have her put it on. Otherwise, you'll have a gunner in a wedding gown! From now on, any Special Damage to the "gunner" will hit Angela.

Note that if you are in a Piranha, Angela can act as an actual gunner and fire one weapon per turn. Her Gunner skill is 1. In any other vehicle available to you, there's only one set of controls — so she can drop grenades while you fire, but nothing else.

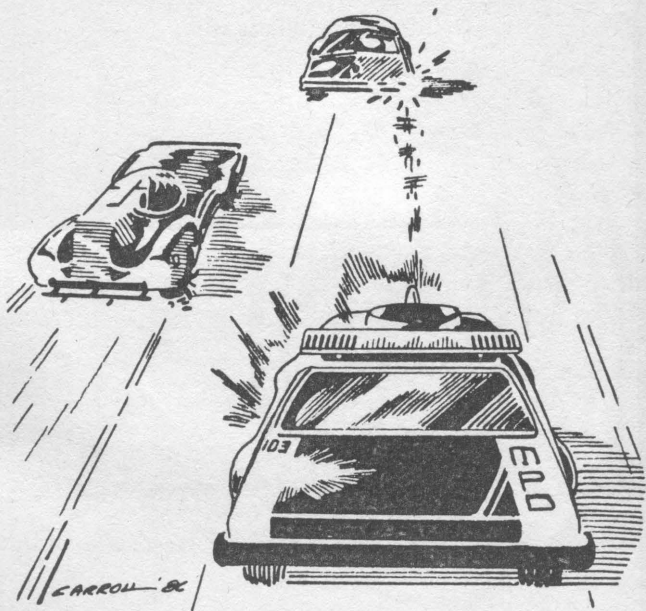
You are monitoring the CB channel used by the Two-eagles security force. When you're a mile from the gate, they realize where Angela went. You hear the Chief of Security ordering vehicles after you. "Knew it was too good to last," you say to Angela.

She grins wickedly. "They haven't got us yet," she replies.

Turn to 86.

122 Not a smart move. There are a half-dozen police, sheriff, and Ranger cars right behind you — and an equal number of Hillsboro natives, angry at having their celebration spoiled. They've been drinking, but that just makes them meaner. Furthermore, they know the territory and you don't. You get about a mile before they shoot your wheels off and throw you in the county jail. Your adventure is over.

123 The AADA office clinic is better than some hospitals you've visited. In 30 minutes, you are fully healed. There is no charge. Return to 39 and choose again.



124 You can see the banners and balloons a block away, even through the rain. Uncle Al's is having a clearance sale — everything is cheaper! Here's what you can buy:

Regular body armor. Sorry, all sold out.

Improved Body Armor (gives you 6 extra hit points, and raises your character's Defense Class to 10): \$1,300.

Vehicle combat computer (+1 combat bonus to all shots): \$850.

Hi-res vehicle combat computer (+2 combat bonus to all shots): \$3,600.

Machine pistol (like the one you have): \$220.

Limpet mine (for sticking to things and blowing them up): \$55.

Grenades: \$20 each. Only 6 left at this price!

Ammunition: \$20 per shot for machine-gun, \$30 per shot for rocket launcher or recoilless rifle.



*Uncle Al
The Duellist's Pal*

You can buy as many of each item as you like, within the cash you have. *Exception:* You may only buy one computer! If you already have a regular computer, you may trade up to a hi-res for \$3,100.

Note the items you buy on your record sheet, and mark off the cash you spent.

Your trip to Uncle Albert's took 1 hour — or 2 hours if you bought a computer, because it had to be installed. Mark this time off. Return to 243.



125 The trooper turns the can over a couple of times, shakes his head, and tosses it back into the car. Roll one die. If the result is less than or equal to your Prestige, turn to 367. Otherwise, turn to 312.

126 You know that Route 66 is risky, but you need to save money. It's outlaw country — but maybe you'll get lucky. Your luck holds for a little while; then you see lights behind you. What will you do?

Push your speed to the max (15).

Hold speed and see what happens (60).

127 The road changes course slightly — just enough to take you farther away from the twister. Soon you are paralleling it as it tears through the countryside. It is a magnificent sight, but one you would just as soon have missed. You turn around and head north once again. Turn to 167.

128 You pay \$5 for a fairly good chicken-fried algaesteak with synthetic home fries. Not bad. Then you wander into the armory to look around. The selection is fairly limited:

Regular body armor. Gives you 3 extra hit points. \$250.

Grenades: \$25 each.

Ammunition: \$25 per shot for machine-gun ammo; \$35 per shot for rocket-launcher or recoilless rifle ammo; \$10 per shot for smokescreen ammo, or \$200 for a replacement heavy rocket.

If you don't need ammo (or if you're not using the advanced rules) you might still want to *sell* some to raise some more cash. This truck stop is low on stock and will happily buy your salvaged ammo, if you have any, at 80% of its value.

Stashed in a corner, you also find a dusty case of "Uncle Albert's Laser Foam." You never heard of this stuff before; the label looks like it was run off on a cheap copier. It says "Protects against laser fire" in big letters. In the fine print, it says "This is an experimental product. Uncle Albert's offers no warranty, express or implied, as to its suitability for any use whatsoever . . ." This disclaimer goes on for several paragraphs.

There are 7 cans of laser foam left in the case; they are marked down from \$45, to \$35, to \$20 each.

You can buy the laser foam, or anything else that you have the money for.

You can apply the laser foam on your car right now, if you bought any (299), or just hit the road (277). In either case, mark off 30 minutes for shopping time.



UNCLE ALBERT'S™

No. 1054

LASER
FOAM

— WARNING —

SMALL PRINT WARNING: DO NOT USE IN
THE PRESENCE OF OPEN FLAME OR
OTHER SOURCES OF HEAT. KEEP FROM
CHILDREN. THIS PRODUCT IS NOT
TO BE USED IN THE PRESENCE OF
OILY OR GREASY SURFACES.
SEE INSTRUCTIONS ON THE BOTTOM OF
THIS CAN FOR FULL DETAILS.

NET WEIGHT

CLEARANCE

10 000
100

129 It's easy to turn the engagement into a running battle, with the foe behind you. You may only use rear-mounted or turret-mounted weapons; your foe may only use his front Vulcan. Turn to 49 to see your foe's stats and to play out the battle.

130 There is no mercy here! Your adventure is over.

131 You walk into the security office. Behind a small railing, a young man in uniform is sitting with his feet on the desk. He looks up lazily as you come in. "Mmmm-hmmm?" he says. What will you do?

Flash a Twoegles ID (330).

Use a password (go to the number of the password).

Ask directions to the wedding site (69).

132 Mark off 30 minutes. Reading the paper, you find nothing worthwhile. Return to 292 and choose again.

133 You scramble back toward your car, followed by angry shouting. But, whoever or whatever was in the truck, you are faster. You wheel your car in a circle, looking for targets — and seeing none. Shaking your head, you get back on the highway. Turn to 251.

134 The five cycles attack you together. They are as follows:

#1: (Desert Wolf leader): Heavy cycle. 15 hit points, Defense Class 9, handling class 3. Mounts twin machine-guns front (each has combat bonus 0, 1 die damage, 3 damage boxes). They can both be fired at once. The power plant has 4 damage boxes. The leader has Gunner skill 3 and a Control Roll of 5.

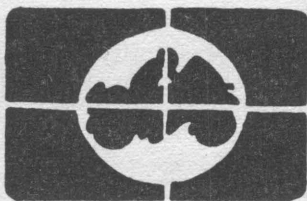
#2: Medium cycle. 10 hit points, Defense Class 9, handling class 2. Mounts one machine gun in front (Combat bonus 0, 1 die damage, 3 damage boxes). The power plant also has 3 damage boxes. The rider has Gunner skill 4 and a Control Roll of 3.

#3: Medium cycle. 10 hit points, Defense Class 9, handling class 2. Mounts one machine gun in front (Combat bonus 0, 1 die damage, 3 damage boxes). The power plant also has 3 damage boxes. The rider has Gunner skill 1 and a Control Roll of 5.

#4: Heavy cycle. 15 hit points, Defense Class 9, handling class 3. Mounts recoilless rifle in front (Combat bonus 0, 2 dice damage, 3 damage boxes). The power plant has 4 damage boxes. The rider has Gunner skill 2 and a Control Roll of 4.

#5: Heavy cycle. 15 hit points, Defense Class 9, handling class 3. Mounts twin machine-guns front (each has Combat bonus 0, 1 die damage, 3 damage boxes). They can both be fired at once. The power plant has 4 damage boxes. The rider has Gunner skill 3 and a Control Roll of 3.

Each cycle has one rider with body armor (total of 6 hit points).



If you are knocked out, turn to 130.

If your car crashes, turn to 344.

If you can knock down two of their cycles, turn to 153.

If, after knocking down two cycles and reading 153, you have returned here, the fight is to the death. Turn to 270 if you survive.

135 A few miles down the road, you are certain you are not being pursued. You take stock. You have your car and your body armor (whatever condition it was in after the fight). \$150 of your cash was on your person and is lost. But the rest of your cash was concealed in your car — and you still have it. You also have a fully loaded machine pistol, courtesy of the Wolves' guard.

If you would like to pull off the road and nap, turn to 94. If you want to look for the highway right now, turn to 219.

136 "Sure," you reply. "Why not?" You walk inside and pick up the phone. "Sheriff?" you ask. "Got a wrecker out there?" He does, of course. "Ask him what sort of cash offer he'll make on my share of the salvage. I don't have time for an assessment — I've got to hit the road right away."

A half-hour later, you are on the road again, \$5,000 richer. Turn to 246.

137 You spend 30 minutes with the Yellow Pages, checking car lots. No luck. The vicious storm, with water running four inches high in the streets, has closed Tulsa down entirely!

If you are driving a car that originally belonged to a bandit, or if you are *sure* that your current vehicle is trash, turn to 295. Otherwise, return to 168.

138 You nod to the cyclists, say "Howdy," and turn your attention back to your work. They are somewhat impressed by your coolness. Try your Prestige roll — roll 1 die, trying to get a result less than or equal to your Prestige score. You can add 1 to your Prestige for this roll only, because these young punks would be easily impressed by a real duellist.

If you make the roll, turn to 216. If you miss, turn to 9.

139 Try your Mechanic roll: roll one die, trying for a roll less than or equal to your Mechanic skill. If you make it, the door opens; turn to 316. If you fail, turn to 184.

140 The mechanics accept you as “authorized personnel.” You head for a sink to wash your face, studying the building layout as you go. If you have any limpet mines, you can plant one here (55). Or you can leave again (171).

141 You slow down and pick your way among rocks, tree-branches, and other less identifiable bits of jetsam left on the road by the storm. The rain is still coming down, but visibility is a bit better now. Mark off 1 hour and turn to 244.

142 You aim for a gap between two buildings — but you don’t make it. More bullets tear through your car. It’s the last straw. The car shudders and seems to fall in on itself. It comes to rest against a building. You shake your head, dazed.

The victorious scrap-heap puts a few more rounds into your car. Fortunately, he misses *you*. What will you do?

Play dead (47).

Attack with your machine pistol (370).

Surrender (130).

143 You don’t want to wait; you ask for directions for a detour. The local cops are happy to oblige.

But their directions take you down a number of little-traveled roads. If you have not charged your power plant since you left Austin, turn to 378. If you *have* gotten a charge, turn to 59.

144 You head for the local branch of Uncle Albert's Auto Stop and Gunnery Shop, the famous combat supply store. As usual, there are dozens of interesting devices on display. What would you like to buy?

Body armor (like the suit you have on). Gives you 3 extra hit points: \$250.

Improved Body Armor (gives you 6 extra hit points, and raises your character's Defense Class from 9 to 10): \$1,500.

Vehicle combat computer (+1 combat bonus to all shots you make): \$1,000.

Hi-res vehicle combat computer (+2 combat bonus to all shots you make): \$4,000.

Machine pistol (like the one you have): \$250.

Limpet mine (for sticking to things and blowing them up): \$60.

Grenades: \$25 each.

You can buy as many of each item as you like, within your starting bankroll (\$5,000, plus your Wealth). *Exception:* You may only buy one computer! You may have as many sets of body armor as you like, but you can only wear one at a time.

Note the items you buy on your record sheet, and mark off the cash you spent.

Your trip to Uncle Albert's took 1 hour — or 2 hours if you bought a computer, because it had to be installed. Mark this time off. What will you do now?

Ask about a quick weaponry upgrade while you're here, if you still have money (30).

Hit the road immediately with the weaponry you have (16).

Drop by the Austin AADA and get information about road conditions, if you have not already done so (307).



UNCLE ALBERT
SAYS:
SHOPLIFTERS
WILL BE
EXECUTED!

EXIT →

IMPROVED
**BODY
ARMOR**
ONLY 1,499.99!!

UNCLE ALBERT'S
'OLE STANDBY'
REG. BODY ARMOR
ON SALE!
ONLY 249.99

145 “Well, maybe I *do* have an invitation somewhere,” you say — and you flash \$1,000 at the guard. Try your Prestige roll again. If it succeeds, pay the guard and turn to 350. If it fails, turn to 20.

146 A few miles beyond Waco, you see a sign: “Ross Truck Stop — Next Cutoff.” Propped below it is another, crudely-painted sign: “Still In Business! We’re Not Dead Yet! Free Charge-Ups All Day!”

If you charged your power plant in Waco, this probably won’t interest you. Otherwise, you may want to stop and power up here; you can’t make it to Dallas without recharging somewhere.

You may take the cutoff and head for the Ross truck stop (11) or stay on the main road (369).



147 One of the Lightsabres veers off the road and piles up. You aim straight toward the other one. Beside you, Angela is shrieking in glee. Turn to 273.

148 If it is before 8pm Tuesday night, turn to 357. If it is 8pm or later, turn to 241.

149 You drive to the pavilion. Sure enough — it's the wedding site. A number of seats are set up around it. You can't drive very close . . . several people are giving you odd looks, even where you are now.

You park and get out to look around. Fortunately, your clothing isn't too conspicuous; several other guards and guests around you are dressed in combat gear.

You look at your watch. Where has the time gone? It's almost 1:00 now. And sure enough, there's the wedding party. You recognize Angela and Twoeagles easily. Twoeagles looks very suave; Angela has obviously been crying, but is trying to hide it. Off to the side, surrounded by guards, is President Jordan. He looks angry, and isn't bothering to hide it at all.

At one minute to 1, the "Wedding March" begins. The wedding party moves toward the aisle.

If you planted a mine at the garage, turn to 221.

If you planted mines somewhere else, but not at the garage, turn to 379.

If you planted no mines, turn to 193.

150 The weather is clearing slightly as you head north on US 75 toward the fortress town of Bartlesville. That is, it is now merely bad instead of terrible.

If you were given a business card earlier, count the number of letters in the name, multiply that number by 8, and turn to the paragraph with that number. If you have no business card, turn to 225.

151 You skid and lose control. Your car slides into the ditch. What will you do?

Get out and run (362).

Get out and hide under the car (58).

Stay in the car and pray (261).

152 “Hang on tight!” you say to Angela. Then you hit the fence.

Your vehicle takes 1 die of General Damage — it’s a tough fence. Then try your Control Roll; if you are in a cycle, *subtract 1* from your normal safe roll because of the difficulty of ramming through a fence on a cycle.

If you fail the Control Roll, *or* if the damage from hitting the fence is enough to cripple your vehicle, turn to 40.

If you make the Control Roll, and your vehicle is still drivable, turn to 161.

153 If you were given a Defense Class penalty earlier in the encounter, ignore it now. Your determined attack has cost the cyclists the advantage they gained earlier.

If one of the two crashed cycles belonged to the Desert Wolf leader, turn to 287. If not, turn to 170.

154 You pull onto the bridge and cross the swollen, muddy Red River. At the midpoint of the bridge is a painted red line and a large sign: NOW ENTERING REPUBLIC OF OKLAHOMA. On the other side of the bridge, you are waved into a small compound. The sign above the gate reads OKLAHOMA CUSTOMS AND IMMIGRATION.

A uniformed trooper asks you to get out of the car. This is a bit unusual; the Texas-Oklahoma border is usually wide open. Still, you comply. The guard asks you to open your car doors and storage compartments. You notice that there are a number of uniformed men and women in the area — all in different uniforms!

If you slip the trooper \$20 and ask what is going on, turn to 98. If you comply silently with the trooper’s request, turn to 260.

155 Hoaglund grins when you mention a new set of wheels. "Think big, eh? Well, you're right. I can't *give* you a car, but I can call in some favors and get you a good deal."

Mark off 30 minutes while Hoaglund makes some phone calls. Then he escorts you down to the parking lot to meet the auto dealer. Now this is what you call *service!*

How much cash do you have left? (Count your old car as \$110 per remaining hit point — or a flat \$1,000 if you took it from a raider.)

If the total is under \$3,000, pay all your money and turn to 57.

If the total is \$3,001 to \$6,000, pay all your money and turn to 235.

If the total is over \$6,000, turn to 346.



156 "Now or never," you think. You hook the chain of the handcuffs over a faucet and begin to pull and twist. Eventually one of the cuffs — now slick with blood — comes off over your wrist. The other is merely a nuisance.

You turn your attention to escape. How will you try to get away?

The door (366).

The window (238).

The wall (10).

The ceiling (198).

157 Not the wisest thing to do, under the circumstances! A few minutes later, you are in detention. Through the barred windows you hear the "Wedding March." You have failed in your mission.

158 You drive around Fort Worth without incident. Soon you rejoin Texas 1-West, heading north. The rain has let up for the moment, but the radio warns of severe thunderstorms ahead. Turn to 111.

159 You lie unconscious for 2 hours — mark off this time. Then you regain consciousness. Miraculously, nobody discovered you while you were helpless! Though you are weak and groggy, you are back up to 2 hit points. If you have a spare suit of body armor in your car, you take time to put it on! You return to your own car and leave. Turn to 203.

160 You fire first each turn; then your foe fires. You are using your rear-firing machine-gun — the only weapon you can bring to bear.

Your opponent is battered but fairly formidable:

HOTSHOT

Luxury car. 22 hit points. Defense Class 11.

Weapons: Recoilless rifle to front (Combat bonus 0; 2 dice damage; 3 damage boxes).

Machine-gun (partially damaged) to rear (Combat bonus 0; 1 die damage; 1 damage box).

Power plant: Super, damaged (11 damage boxes).

The Hotshot driver has a Gunner skill of 3 and a Control Roll of 4.

If you knock out the foe's machine-gun, turn to 84.

If he knocks out your rear-firing machine-gun, turn to 102.

If you reduce his hit points to 0, turn to 214.

If he reduces your own car's hit points to 0, turn to 130.



161 You made it! So far, so good. Your CB tells you that pursuit is still a few minutes away. Angela looks at herself in the rearview mirror. She's a mess! But she just chuckles, and uses a piece of the torn dress to wipe the makeup off her face. "Great driving!" she says. "Let's go!"

You're on old US 60 again, headed west. If you had any Laser Foam on your car, its effects have worn off by now.

If you have another can of foam, you can stop and apply it (83). Or you can drive on without stopping (248).



162 "They can't be any worse than mines," you think . . . and you "thread the needle," swerving between the bales of hay. Try your Control Roll: roll 1 die. If the result is less than or equal to the sum of your Driving skill and your car's Handling Class, you made it.

If you make your roll, you pass between the hay-bales without damage.

If you fail the roll, you bump into one or more bales. Mark off 1 damage box on your front weapon. Also, take 3 hits of general damage for every point by which you missed the roll. Example: If your needed Control Roll was 4 and you rolled a 6, take 6 hits of general damage.

Turn to 382.

163 You pop the cab's hood and look. Try your Mechanic skill roll. Roll one die and subtract 1 from the result (because this is an easy task for a mechanic). If the result is less than or equal to your Mechanic skill, turn to 392. Otherwise, turn to 291.

164 If the only damage you took is to your body armor, you can keep wearing it and hope for the best; or throw it away and put on an extra set (if you have one); or buy a replacement. To buy a replacement, turn to 242. To go back to work on your car, turn to 113.

165 You go up to the ambulance and explain that you were wounded in a shootout. Surprisingly, the ambulance crew does *not* make a joke out of it; they treat you effectively and professionally. Mark off 30 minutes; when you leave the van you are restored to health. If it is now 7:30, you can turn to 78. Otherwise, return to 313 and choose again.

166 The Laser Foam adds 1 to the Defense Class of your car — and any laser that hits you will do only 1 die of damage. Go to 348 and fight.

167 You drive on, through the wreckage caused by the storm. The road is littered with trash. If you keep to your normal speed (55–60 mph), turn to 92. If you slow down to around 30, turn to 141.

168 What would you like to do in New Tulsa? Note that you *must* leave by 11am, to get to the ranch on time. If you want a safety margin, of course, you can leave before 11.

Get car repairs (80). Make a note of this paragraph number so you can return here.

Get medical help (320). Make a note of this paragraph number so you can return here.

Shop for a new car (137).

Visit the AADA to check on road conditions ahead (372).

Visit Uncle Albert's (329).

Leave the city (150).

169 You spin and drive back down the road . . . but your way is blocked by a chunky red-and-white van topped by a large turret. A couple of cars are parked ahead of you — other fugitives from the airfield block the road behind. Men in camouflage armor are pouring out of the van, weapons at the ready.

Angela sighs in resignation. “Thanks for trying,” she says. “But they’ve got us. Let’s surrender now before they get trigger-happy and blow a lot of people away.”

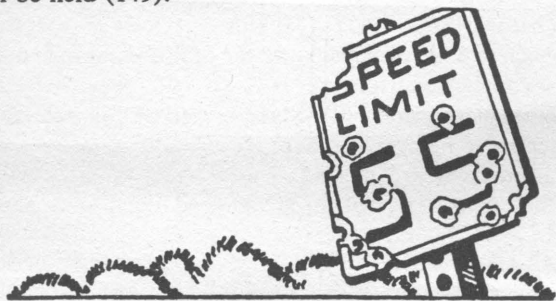
Your adventure is over.

170 In your rearview mirror, you see one of the surviving Wolves raise his arm; the others slow and stop. As they turn back to see what can be salvaged, you see clear highway ahead of you.

“They’ve given up!” you say to yourself. But then you reflect . . . it seems like a shame to leave all that salvage behind.

If you decide to turn around and finish the fight, turn to 325. If you want to drive on, turn to 396.

171 Do you have any laser foam? If so, you may choose to spray your vehicle with it now (359); leave and head for the security office if you have not done so (398); or go directly toward the site where the ceremony will be held (149).



172 “Well, to tell the truth, that was me,” you say. “I saw a sign that said the truck stop was still open, but it turned out to be an ambush. I shot them up a bit and got out of there.”

The sheriff is impressed. He makes a radio call to let the Texas Rangers know what is going on; then he returns to you. How many foes (cars and machine-gunners) did you eliminate in the battle?

None — you ran away. Turn to 14.

One — you knocked out the pursuing Hotshot. Turn to 387.

Four — you got the ambushers in the truck stop. Turn to 210.

Five — a clean sweep. Turn to 64.

173 You shout at Angela to squirt laser foam out the window. She does; green glop sprays back toward the pursuers. For the next three turns, she can take no other action.

But it has no visible effect on either your vehicle or your pursuers. Return to 349.

174 The road is wet and risky. You can see hazards only at the last second. Try your Control Roll. Roll one die; if the result is less than or equal to your Control Roll, you make the trip safely. Mark off 2 hours and turn to 218.

Otherwise, you spin off the road in the dark, ending up in a water-filled ditch. Turn to 356.

175 So near, and yet so far . . . The trike bandit stands off at a safe distance and fires through your shattered armor. Your adventure is over.

176 The sky is filled with weird, glowing light. Ahead of you, outlined by lightning flashes, you see a black cloud. It dips toward the earth, elongating and swaying like the trunk of an elephant. It's a tornado — *coming toward you!*

What will you do?

Speed right for it and hope to punch through (234).

Turn around and drive away, back down the road (35).

Look for a cross-road and drive at right angles (284).

177 Handcuffed and thrown over the back of a cycle, bouncing painfully over every rock and pot-hole, you would swear the trip lasted forever. You are drenched with rain from above and mud from below. But eventually you are pulled from the cycle. After that ride, you are too weak to stand; the Wolves pick you up again and carry you inside.

The gang's headquarters is an old ranch house atop a small hill. Dilapidated outside, it is quite comfortable inside. The Wolves drop you — still handcuffed — in front of a stove to dry out, while they argue about what to do with you.

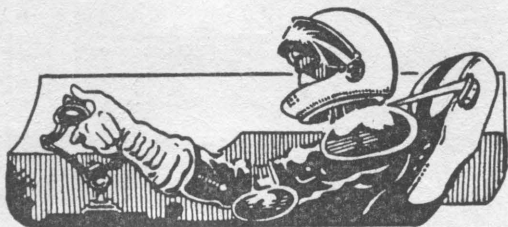
Mandrake, the leader, has heard your name — and he figures that anybody he's heard of is worth some ransom money. Some of the other Wolves would rather just knock you on the head and forget about you — but Mandrake is the boss. He turns to you. "All right, pilgrim. If we return you in good condition, what can we expect?" What will you say?

"Louisiana will pay \$100,000 to get me back!" (53).

"If you think you're so hot, I dare you to fight me one on one!" (280).

"Nobody's likely to ransom me, but I could get on the phone and borrow ten grand." (117).





178 In a plume of dust and ashes, you're out of there! You speed out of the gate and away from the wrecked truck stop, with that encounter behind you. Or is it?

No! There's still one foe left to deal with. A car as big as yours shoots out from *behind* the wall of the truck stop. He's on your tail!

The road is narrow; there is no chance for a "dogfight." The attacker isn't quite close enough to fire at you. If you want to try to out-drive your foe, turn to 340. If you slow down and fight with your rear machine-gun, turn to 160.

179 You don't really need to rest just yet. You can get a meal and look around (128) or hit the road right now (277).

180 Mark off 30 minutes. Reading the paper, you see one car for sale that might fill your needs. The owner is asking \$8,000, but you can dicker him down to \$7,000.

HAMMER

Mid-size, 66 hit points. Defense Class 14; Handling Class 3.

Weapons: Vulcan machine-gun in turret (will fire any direction) (Combat bonus +1, 2 dice damage, 3 damage boxes).

Power plant: Large (10 damage boxes).

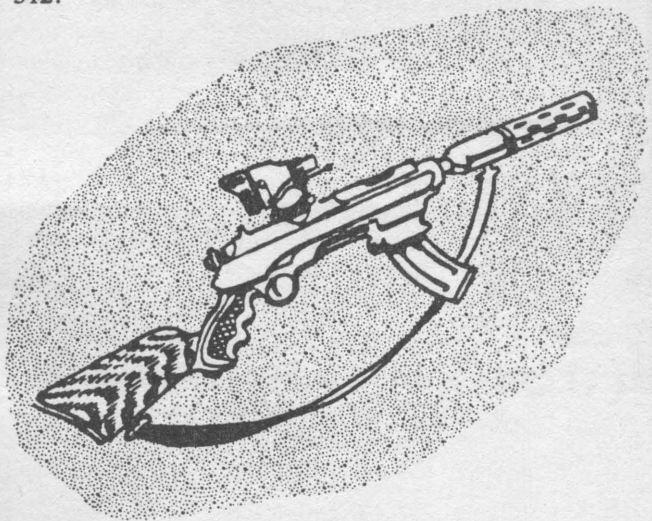
The owner acquired this car as salvage after a dispute over right of way. He's been fixing it up, a bit at a time, but would rather sell it now and get his money. An undamaged Hammer would have 80 hit points and two minedroppers in the rear. You may be able to replace the lost hit points, but the minedroppers are junk and can't be fixed.

"What about my Piranha?" you ask. After some discussion, you strike a deal. The Hammer's owner isn't in the car business, but he'll allow you \$100 per remaining hit point of your present car and figure to make a profit at the salvage yards.

If you want to make the deal, mark off another 30 minutes to meet the owner and trade cars. (If your Piranha is still worth more than the Hammer, you don't want to trade!)

Turn to 397 and choose again.

181 Roll one die. If the result is less than or equal to your Prestige, turn to 367. Otherwise, turn to 312.



182 You are leaving Capitol City, the fortified Austin neighborhood where all embassies to Texas are located. The guards wave you through; getting out is much easier than getting in! You have 24 hours to rescue Angela. What will you do?

Hit the road immediately with the equipment you have (turn to 16).

Drop by the Austin branch of the American Autoduel Association, of which you are a member, to get information about road conditions (turn to 307).

Take time to buy some special combat equipment at Uncle Albert's Auto Stop and Gunnery Shop (turn to 144).

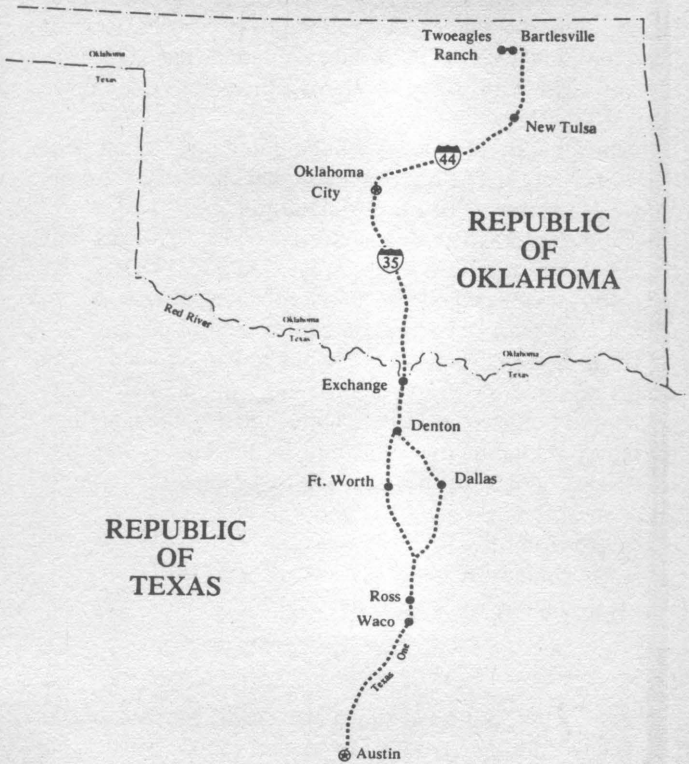
183 Roll one die. If the result is less than or equal to your Prestige, turn to 361. Otherwise, turn to 107.

184 You can't get the door open. As you are trying, a sleek black-and-blue vehicle pulls up. A Texas Ranger! You hear the loudspeaker commanding you to raise your hands — and of course you obey. From within the car, the Ranger asks what you are doing. You explain that you came on the accident scene and were trying to help. Try your Prestige roll. Roll one die; if the result is less than or equal to your Prestige score, you succeed. (For this roll only, add 1 to your Prestige score, because you have a good story which happens to be true!)

If you succeed, turn to 271. If you fail, turn to 52.

185 You check into a motel within the city walls. You know that, as excited as you are, a four-hour nap will be about as much as you can rest — and any less will do you no real good. Mark off 4 hours and \$25 and turn to 239.

UNITED STATES



REPUBLIC
OF
TEXAS

REPUBLIC
OF
OKLAHOMA



186 As you approach the town of Hillsboro, you see a flashing sign that says "Stop Ahead." Sure enough, you see barricades. You approach warily — but if it's a trap, it's a very official one. Behind the barricades are several cars with flashing lights, including one Texas Ranger vehicle.

Over the CB, you ask, "What's going on?" Soon your hail is answered. The highway has been blocked off for the annual Hillsboro April Fool Marathon.

You interrupt: "But this is April second." At least four voices chime in over the airwaves: "APRIL FOOL!" By now you have reached the barricade, so you get out to stretch your legs — and get an explanation in person.

The police and Rangers are happy to explain. This is an annual celebration. Everyone is having a good time — there are a lot of bottles in evidence. Unfortunately, the marathon route crosses the highway. Therefore, the highway will be barricaded until 7:30. It's perfectly legal, and the Rangers are there to enforce it. What will you do?

Kill time until 7:30 (313).

Drive around the town and keep going (143).

Crash the barricades and head north (122).

187 As you head down the drive, the sun breaks through and the last clouds vanish. Suddenly it is a beautiful, sunny day! Maybe they'll try for an outdoor ceremony after all.

During your trip, you had plenty of time to memorize the ranch layout from the map Irene gave you. Twoegles Ranch is like a small town. Where will you head?

The garage area (105).

The security offices (398).

Straight for the site of the ceremony (63). *Note that this is your only option if it's already 1:00.*

188 The sound grows louder. You are helpless to escape or protect yourself. The passenger door pops open. All your possessions are sucked into the maelstrom. Then, at the last moment, the whirlwind lifts into the air and passes over you without doing further harm.

You still have your money (it was in a strongbox under the seat) but all your possessions are gone except the armor you are wearing. Turn to 167.

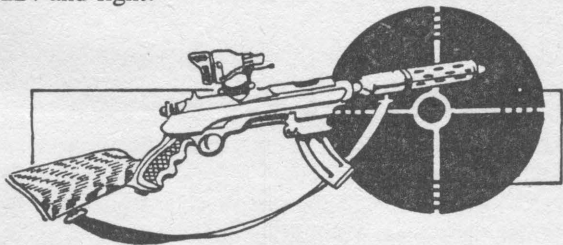
189 “Don’t want to play with the Wolves?” says the voice sarcastically. “Very smart. Now, park it and walk away. We’ll let you go.”

It’s at least five miles back to town, through wind and rain. But you could follow the road. You’d probably make it.

If you stop the car and get out, turn to 19. If you decide to fight, turn to 134, but subtract 2 from your Defense Class for the duration of the battle — you’re a sitting duck!

190 You find a quiet spot and settle down to make repairs. Roll one die. On a 5 or 6, turn to 113. On any other result, turn to 32.

191 You cut a corner a bit too tight, clip the curb, and skid . . . fortunately, into a parking lot. Take another die of general damage as the pursuer catches up with you and peppers you with machine-gun fire. Turn to 224 and fight.



192 You step out of your car and walk around the huge 18-wheeler. The tanker has separated from the cab; the cab is still upright. The cab lights are on.

As you start toward the cab, you recognize the insignia. It's a Twoegles truck — part of your foe's oil empire!

Then the door opens, and a burly, red-faced man steps out. His uniform carries the same insignia. "Well, took you long enough!" he growls. "Where are your tools?"

What will you do?

Attack immediately (268).

Explain that you just stopped to see if you could help (109).

Answer noncommittally (43).

193 Unfortunately, you weren't able to arrange a diversion. If you have a Twoegles uniform, turn to 108. If not, turn to 63.

194 The trike's front wheel crumples and it pinwheels madly. The driver is thrown out; you can clearly see, even from here, that he'll never bother anyone again.

If you want to stop and check the wreck, turn to 101. If you just go on, turn to 377.

195 You continue down Highway 99. But a few miles down the road, you screech to a stop. A *tank*, flying a red-and-white pennant, is blocking the road ahead.

You turn and flee south . . . until you encounter a brand-new roadblock manned by men in camouflage armor. Behind them a red-and-white van is dug in.

You spin around again, hoping to find a side road. But the soldiers open fire on you. A huge explosion sends you flying. Your last thought, before you black out, is to hope that Angela survives. Your adventure is over.



196 A fatal mistake. As you are lying underneath your car, the rest of the gang comes into the truck stop. They are not pleased with you Your adventure is over.

197 You back up, turn, and put the hammer down. The Lightsabre doesn't follow. Turn to 42.

198 You look up at the ceiling; it is flimsy and peeling. A possible escape route? You climb on top of the toilet tank and scratch at the old plaster. It peels away in chunks. When you get a hole big enough for your hand, you pull — and a whole section comes loose.

Mustering all your strength, you grab the roof-beams and swing yourself up. It is pitch black, but the rain and thunder outside cover any little noises that you make. You search your pockets. A book of matches! Lighting one, you see your surroundings.

Several matches later, you are underneath a ventilator. You heave — and it tears loose and folds to the side. Soon you are on the roof. The Wolves' single guard is standing beside the house, sheltering himself from the rain. When you drop on top of him, he collapses, out before he hits the ground.

Your car is parked in front of the house, along with the gang's cycles. Your spare key is just where it belongs, in the fake "mud" under a wheelwell. What will you do now?

Sabotage the Wolves' cycles (259).

Try to burn their house down (31).

Just get out while you can (135).

199 Your green-globbed vehicle draws a lot of strange looks as you drive toward the pavilion. If you are wearing a Twoegles uniform, turn to 149. Otherwise, turn to 245.



200 “What I really need is some more information on Twoeagles Ranch,” you say.

Hoaglund closes his office door and sits down at his computer terminal. “Well, don’t spread it around,” he says, “but we’ve got a lot more in here than we put in a standard travel advisory.” He starts pushing keys and muttering to himself.

Eventually, he turns off the screen and stretches. “Okay, here’s the scoop. Twoeagles is one of the big boys — one of the top three in Oklahoma right now. He’s got a good bit of military power, and a whole lot of political influence. But security at the ranch, where you’re headed, is sort of sloppy. They think good gear makes up for a bad attitude.

“And they’ve got great gear. That ranch is a big place, and there’s all sorts of firepower there. Electric fence all the way around; laser turrets at gates. They’ve got two Asmodeus trikes with lasers for internal patrols, and a lot of ground troops. Colors are red and white.”

He also gives you a more complete map of the grounds than you had.

“Your best bet is an impersonation, I think,” advises Hoaglund. “If you try to fight your way in, you’re dead meat.”

Mark off 30 minutes. If you want to try for more information, turn to 90. If you are happy with what you have, return to 39 and choose again.

201 The tornado is moving faster than you are — but its path is slowly drawing away from the highway. You can see that you may outride it yet — if you can just keep control! Try another Control Roll. If you succeed, turn to 127. If you fail, turn to 151.



202 You locate the AADA office and ask for a road advisory for your route. You get the following printout:

“Weather conditions totally hazardous and unpredictable throughout Oklahoma.

“Turner Turnpike recommended as route to New Tulsa. Bandit activity continues along Route 66.

“Militia of several oil companies have been maneuvering since April 1; no apparent reason. Drivers are advised to be cautious around large bodies of militia or other potential company-war targets.”

Mark off 30 minutes and return to 243.

203 The rest of your trip is fairly uneventful. You turn on Irene's holocube. Studying the layout of Twoeagles Ranch will kill some time.

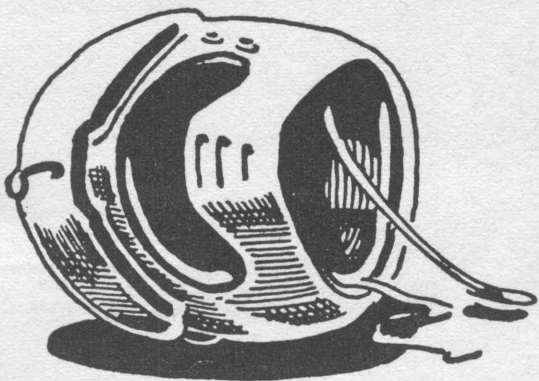
Mark off 3 hours as you sight the towers of New Tulsa. Turn to 218.

204 Make a note of paragraph number 257 — then turn to 80 to get your repairs. When you have all the repairs you want, return to 257 and choose again.

205 As you approach the bridge, you see red lights flash and barricades go up. Your way is blocked!

You leap out of the car and demand an explanation from the guards at the barricades. "Sorry 'bout that," they say. "Orders. The river's rising again, and we gotta close the bridge."

Pleas and threats are equally unsuccessful. This delay, on top of your earlier problems, has doomed your mission. Disconsolately, you turn and head back for Austin. Your adventure is over.



206 You pull to a stop and look around. You see nothing. Finally, you go over to the truck and look inside. Slumped down in the cab is a middle-aged man; he appears to be unconscious.

The truck is not heavily armored, and one door is sprung. If you want to try to get it open, turn to 139. If you get back in your car and leave, turn to 97.

207 The guard is insulted — but he lets you go. Turn to 149.

208 Your car hums to a stop. You watch for a second, but still see nothing . . . so, gun in hand, you get out. You walk all the way around the big rig, seeing nothing. Finally, you step onto the running board and reach for the cab door — and it comes swinging open! You leap back, barely keeping your balance. From out of the darkness drops a huge, dark form. What will you do?

Stand your ground (12).

Flee (133).

Attack (236).

209 Outside Oklahoma City, you have two choices. You can pay a \$250 toll for the Turner Turnpike and get a guaranteed combat-free trip to New Tulsa (262) — or you can save your money and take Route 66 through bandit territory (126).



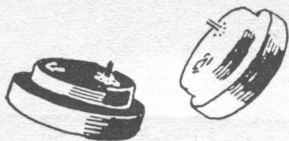
210 “You don’t say!” The sheriff is *very* impressed. He makes another call on his CB. A minute later, he and a deputy are headed south to deal with the Hot-shot.

You don’t follow, though. The sheriff’s second call was to a local reporter . . . and you’re being interviewed. You’re something of a hero in Ross right now.

Mark off 1 hour before you can get away — but your guns have been refilled with ammo, and a couple of local mechanics have worked on your car for free. You may repair 10 hits of general damage, or any two damage boxes (your choice). If you were injured yourself, your wounds are healed — first aid practice for the local Boy Scout Commandos.

Just as you are ready to leave, a teen-aged girl comes running up to you. “Sheriff’s on the phone!” she says. “Wants to know if you want to put in a salvage claim on the bandits you smoked!” You realize that the claim could run into thousands of dollars.

If you want to wait a bit longer and put in the claim, turn to 318. If you would rather leave right away, turn to 46.



211 You take the east fork, heading toward Dallas through a light rainstorm. Soon you pass a city police checkpoint. Within a few miles you are driving through green parkland where the old suburbs were bulldozed. Ahead of you are the towers of Dallas, surrounded by the city wall. Mark off 1 hour for driving time from Hillsboro.

If you take the Loop and drive around Dallas, turn to 115. If you want to go into Dallas, turn to 267.

212 The leader of the Desert Wolves is a tall, long-armed fellow with green hair and wire-rimmed glasses. "Good fight!" he laughs. "You've got guts. We'll let you live." The cyclists drag you out of the wreckage; you are too dazed to fight further. You are handcuffed and thrown onto the back of a bike, while the gang loots your car. Turn to 177.

213 If it is before 8pm Wednesday night, turn to 25. If it is 8pm or later, turn to 265.



214 You have knocked out the Hotshot. It careens into a ditch and flips over. You stay well clear for a minute, in case there's an explosion, but nothing happens. You can stop and search the car (2) or leave immediately (29).

215 The maps showed an outdoor pavilion, with a fountain, near the center of the ranch. With the sun shining again, that's probably where the wedding will be held. You head in that direction.

If you have laser foam on your vehicle, turn to 199. If not, turn to 149.

216 The cyclists are disarmed by your confidence. They nod and mumble a greeting. Then one of them recognizes you. "Hey, I seen you on the TV last month!" he says. "Whatcha doing in Waco?"

The cyclists pitch in and help you with your repairs. Turn to 113 and work on your repairs, but add 2 to your Mechanic skill (at this point only) because of the help you receive.



217 The first thing you take, of course, is the Two-eagles ID badge clipped to the driver's pocket. But you have to make this look like an ordinary robbery . . . so you search his pockets and the cab of the truck. You end up with the driver's billfold and ID, \$340 in cash, and a heavy single-shot pistol worth \$200. You also find a six-pack of Road Hog Beer in the cab. Hmmmm . . .

You open three of the bottles, pour the contents liberally over the driver, and toss the empties back into the cab. Now, whatever he tells the Texas Rangers, they'll be a little less likely to believe him.

The truck was heavily armed. If you want to take some ammo for your vehicle's weapons, or just for loot, turn to 68. If you just leave now, turn to 386.

218 New Tulsa was completely rebuilt after the Oil Wars; its shining towers are a sharp contrast to the wreckage you've seen in many of the cities you have visited. If it is 11am or later, turn to 75. Otherwise, keep reading.

If you have a phone number to call in Tulsa, add the digits together and turn to that number. If you don't have such a number — or decide not to use it — turn to 168.

219 Along winding roads, through bitter rain, you cruise as quickly as you dare. Eventually, thanks to your car compass, you make it back to Texas 1-East, and head north again. Mark off 1½ hours for the battle and your escape. Turn to 111.

220 You switch to the hailing channel on your CB. "Break for the honcho on the westbound convoy," you say. "Civilian needs a tagalong. Got a lady with me, with students on her tail."

Which, in English, would be "Let me speak to the person in charge of this convoy. I'm not a trucker, but I'd like to join you for protection. The woman with me is being followed by kidnappers."

"Breaker for the spitball special," comes a woman's voice. "This is the Beaumont Butterfly, running back door. Drop to four and tell me more."

You go to Channel 4, introduce yourself, and tell your story briefly.

Roll a die. *Subtract 2* from the result if you helped Monk Donahue — word gets around quickly among the truckers. If the final result is less than or equal to your Prestige, the roll succeeds; turn to 288. Otherwise, turn to 324.

221 At the stroke of 1, you hear an explosion. Good: the timers on your limpet mines are all right. Then there is a much bigger explosion, and a huge burst of fire. A siren begins to howl. You hear the sound of gunfire — exploding ammunition, though you're the only one who knows that. Everyone is staring toward the garage. The mine you left there has set off a holocaust!

If you have a Twoeagles uniform, turn to 23. Otherwise, turn to 302.

222 If you try to crash the gate, turn to 374. If you swerve and hit the chain-link fence, turn to 152.



223 The repair work is being done by a crew of enthusiastic professionals. Each 30 minutes of work repairs twice as much as it would at a normal garage — and costs you nothing! Turn to 80 to see what you can have done . . . but remember you came from #223.

You may pick this option as many times as you want, as long as you don't stay past 11am. When you have all the repairs you will ask for, turn back to 39 and choose again.

224 For the first time, you get a good look at your antagonist. It is no sort of car that you've ever seen before — just a sort of jury-rigged scrap-heap. But machine-guns bristle from the front, and it obviously has heavy rockets too.

SCRAP-HEAP

Luxury car (in size, anyway). 32 hit points. Defense Class 12.

Attacks first with three heavy rockets, one per turn (-1 combat bonus, 3 dice damage, 2 damage boxes each). When the rockets are gone, it fires machine-guns; it has two, though it can only use one per turn (0 combat bonus, 1 die damage, 3 damage boxes each).

Power plant: 9 damage boxes.

The attacker's Gunner skill is 3; his Control Roll is 4.

You may use any of your weapons each turn.

If you knock out the scrap-heap, turn to 388.

If your own car's hit points are reduced to 0, turn to 142.

If you are obviously losing and want to try to escape, turn to 276.



LARROU '66

225 The sun breaks through the clouds for a second. Ahead of you is a glint of light, reflecting off polished plastic. It is moving toward you rapidly. Soon it resolves into a low-slung, bottle-green trike. It releases a burst of fire as it passes; your vehicle takes 1 hit. Then it swings onto your tail.

As it passed, you could see the driver wore green body armor. Quickly, you key your CB — but you get no reply. Then the trike looses another burst of machine-gun fire. Fortunately, it misses. But you're definitely in for another fight. What will you do?

Run for it down the highway (24).

Lay smoke from grenades or a smokescreen (391).

Shoot while running — you can use your rear weapons only (129).

Try a chancy maneuver to counterattack strongly (351).

226 You drive on north, through darkness and occasional thick splatters of rain. Before long you are back on the old interstate. Almost immediately, you have a decision to make, as the highway forks. Will you take the east fork, toward Dallas (211) or the west fork, into Fort Worth (5)? You know the eastern route normally has fewer delays, and the two routes will rejoin north of the Twin Cities.

227 You consider: Dropping grenades won't work, your foes can maneuver away from them. The time for passwords is over. You can only think of two things that might help.

If you want to lay smoke, turn to 89.

If you want to ram one of the trikes, turn to 298.

If you do neither of these, return to 348 and keep fighting.

228 You swerve off the road and into the field. You know immediately it was a mistake. The field that looked so smooth and soft is actually rutted and furrowed — and *soft!* You fear your Piranha is taking damage. Worse, you can feel the mud sucking at your wheels.

Will you step on the gas and try to get back to the road (385) or bring your car to a stop (294)?

229 Just by looking at the gate, you know you'll never shoot your way in. Time to run a bluff and hope. "Afternoon," you say to the guard, giving your name. "I'm here for the wedding. Am I still in time? The invitation only reached me this morning."

Try your Prestige roll to see whether the guard recognizes you and believes your story. Roll 1 die. If the result is less than or equal to your Prestige, turn to 350. Otherwise, turn to 81.

230 You *really* need a rest. If you do not take four hours for a nap, your Driving and Gunnery skills will both be 2 less than normal until you get a rest.

Decide whether you will take a nap in your car; mark off 4 hours if you do. You can get a meal and look around (128) or hit the road right now (277).

231 You are in front of the Wolves; as they pursue, you trigger your smokescreen. Each turn you fire it, roll 1 die.

On a 1, 2, or 3, take that many hits of general damage from the pursuing Wolves as they fire blindly at you. If by ill chance you take enough damage to reduce your car's hit points to 0, turn to 130.

On a 4, 5, or 6, you have escaped. The Wolves break off pursuit rather than risk a crash in the smoky, rainy darkness. Turn to 111.

238 You slide the window open. It creaks — but not too much. This is almost too easy! Carefully, you look out — but you can see nothing. It is raining again, harder than ever. You slide out the window.

BOOM! The Wolves' "burglar alarm" consisted of anti-personnel grenades strung outside each window. They forgot to warn you. They'll be very annoyed at themselves for wasting a valuable hostage. Your adventure is over.

239 You exit the city gates. If you would like to detour through Dallas and see what you can find there, turn to 77. If you want to head north toward Oklahoma, turn to 111.

240 You spot the airfield turnoff and cut the wheel hard to the right. Onto a gravel road you bounce. "Can't be much of an airport," comments Angela. You agree.

Around a curve, though, you see it. A faded sign proclaims it "Osage County Airstrip." You see sagging hangars, an old terminal building, several planes parked by the field, a couple of helicopters . . . and yes! There's the red minijet! Ignoring the lane markings, you cut across the airfield.

Then a hangar erupts in a ball of flame. Over a rise to the north come vehicles — lots of them. They're not cars; they're personnel carriers and *tanks*, painted in military camouflage. But the red-and-white pennants they're flying leave no doubt whose army this is.

You're still steering for the minijet. The pilot waves frantically at you from the runway. Then shells tear into his plane. A wing flies off, and the pilot is thrown to the ground. What will you do?

Flee from the airfield (169).

Look for another aircraft (353).



241 Unfortunately, the car lots are closed now. If you take some time to read the ads in the paper and call around, turn to 180. If you don't want to bother, turn to 397 and choose again.

242 Buying replacement body armor takes 30 minutes. The only type available is the ordinary body armor (\$250; gives 3 extra hit points). Now, if you took hits during the fight, you may go in for treatment (61) or "tough it out" and finish fixing your car (113).

243 What would you like to do in Oklahoma City? Get car repairs (80). Make a note of this paragraph number so you can return here.

Get medical help (320). Make a note of this paragraph number so you can return here.

Shop for a new car (328).

Visit the AADA to check on road conditions ahead (202).

Visit Uncle Albert's (124).

Leave the city (209).

244 According to your radio, storms are still raging over North Texas and most of Oklahoma. Looking at the destruction around you, you find that easy to believe.

Rounding a curve, your headlights show you a sight that freezes your blood. A huge tanker truck is lying on its side, tumbled across the highway. Can you stop in time? Everything seems to slow to a crawl. Gently, now . . . brake firmly, don't stomp on them. There. Your front bumper strikes the truck's undercarriage with a tiny *ting*.

You pop the window down and inhale. No odors. Either the truck was empty, or the crash didn't penetrate the tank.

If you investigate further, turn to 192. If you drive on, turn to 386.

245 A guard flags you down. “What’s that all about?” he asks, pointing to the stuff on your car. You can’t very well tell the truth. What will you try to do?

Overawe him (33).

Attack him (157).

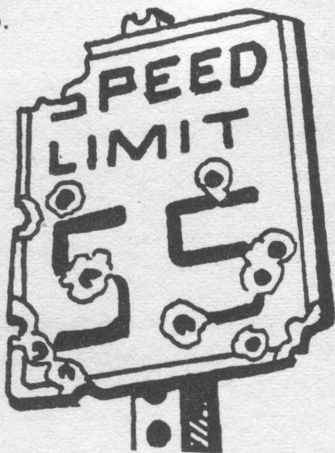
Make up a story — the wilder, the better (381).

246 You leave Ross and drive onward, as the citizens wave. Not long afterwards your scanner picks up a Dallas station: “And, in local news, road bandits were dealt a severe blow today in Ross . . .” It’s the whole story of your victory. They even got your name right!

Turn to 296.

247 You collapse on the ground. The raider doesn’t want to waste a bullet on you. It’s his last mistake. A few seconds later, as he’s rifling your wallet, you roll over and kick him behind the knee! He falls to the ground — and you reach his gun before he does. A second later, it’s all over.

Turn to 26.



248 “Just what was going on back there?” you ask Angela. “Why didn’t you kick up a fuss? A lot of those wedding guests weren’t in on the kidnapping.”

“I know,” she sighs. “But Twoeagles is really tricky. And completely ruthless, too. He knew that if he had both Daddy and me, neither one of us would dare spill the beans for fear the other would be harmed. He was right, too.”

“Well, what happens to your father now?” you ask. “Irene specified that I was only to pick you up.”

“Twoeagles isn’t crazy,” replies Angela. “With me out of the picture, the whole heir-to-the-throne idea collapses. They can threaten Daddy all they want; if I’m not in their power, he’ll just laugh and make speeches. And believe it or not, Twoeagles is our most powerful ally right now. Daddy has to stay there to patch things up.”

“That means they won’t shoot at the car when they realize you’re in it — right?”

“Right, in theory,” she replies. “But don’t bet on it. The situation was pretty tense in Oklahoma even before Twoeagles grabbed me. The militia are spoiling for a fight. Right now, I bet there are company dustups over half the state. If we run into *anybody’s* army, we’re in trouble. They’ll shoot first and ask questions later.”

Politics! You’ll never understand it.

You crest a hill. Below you, stretched out on the highway to the front, you see a string of large trucks — at least a half-dozen, maybe more. What will you do?

Pull out to pass (17).

Ask to join them (220).

Stay safely behind (103).





249 Remembering the map you studied, you turn and speed along the fence, showering mud from your wheels. Long before any more pursuers can appear, you have found the hole that you heard about on CB. You're out! Turn to 161.

250 Your CB call is answered almost immediately by a sleek blue-and-black car wearing Texas Ranger insignia. The Ranger looks over the situation and thanks you for your aid. He will make a radio report; you may add 1 to your Prestige on the next Prestige roll you make (but only for that one roll). You hop back in your car and leave. Mark off 30 minutes and turn to 87.

251 You push on toward Oklahoma City. The scattered thunderstorms make the road dangerous, but not impossible. If you keep it at 50, you will be safe (62). If you take a chance and push it up to 70, you can save some time (354).

252 You aim straight for one of the bikers! Even through your car's armor, you can hear the startled yell of your target — who probably won't live to appreciate this lesson in surprise tactics! With a crunch, one cycle goes flying — it's out of the fight. You take 2 dice of general damage. Roll randomly to see which biker you got (1 through 5, with #1 the leader).

If you hit the leader, turn to 287. If you hit one of the others, turn to 134 and fight — you are dogfighting around the desert. You can fire with any weapon, but only one per turn.

253 "I'm supposed to pick up a courier job in Oklahoma," you say. "Don't know what it is." The operator nods, bored. She gives you your travel advisory:

"Sunny weather for the next two hours, rapidly getting worse. Heavy thunderstorms expected later today and tomorrow in Oklahoma and north Texas. Flooding expected along the Red River.

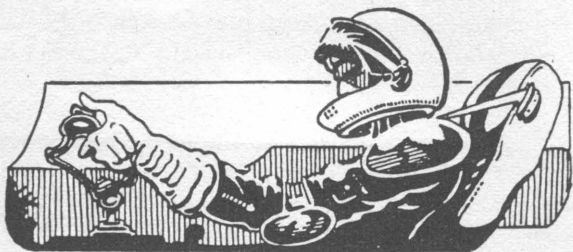
"A new city tax has tripled mechanic and recharge fees in Waco. This tax is 'to pay for duellist damage to city property.'

"The Texas Rangers are on the lookout for the gang that looted and destroyed the Ross truck stop just north of Waco. There were no survivors. Travelers should note that recharges are no longer available in Ross."

Mark off 30 minutes for the time spent at the AADA. What will you do now?

Head north to begin your mission (16).

Go to Uncle Albert's and buy some special equipment, if you have not already done so (144).



254 "Sorry," says Hoaglund. "There we have to draw the line. I can get away with helping you here . . . I think. But if we send anybody along, we might as well close up shop in Oklahoma."

This bit of bad news took up no time. Return to 39.



255 It's better than two miles to the highway. You introduce yourself to Angela and explain what is going on. She's an attractive, dark-haired girl — and full of fight! You get the feeling that she'll pull her own weight as you finish your escape.

If you have a spare suit of body armor, you may want to have her put it on. Otherwise, you'll have a gunner in a wedding gown! From now on, any Special Damage to the "gunner" will hit Angela.

Note that if you are in a Piranha, Angela can act as an actual gunner and fire one weapon per turn. Her Gunner skill is 1. In any other vehicle available to you, there's only one set of controls — so she can drop grenades while you fire, but nothing else.

Behind you, you hear the whine of sirens as the Two-eagles forces try to organize pursuit. They were ready for an attack by an armored division — but not a one-man commando raid! You can stop keeping track of time now . . .

Did you use any limpet bombs on trikes before the rescue?

Two trikes (368).

One trike (309).

No trikes (36).

256 You swoop toward the side of the road, straighten out again, and tap the brakes. Your foe shoots past you! Now your positions are reversed. It's still a running battle — but now you may use only front-mounted or turret-mounted weapons, and your foe may use only his rear machine-gun. Turn to 49 to see your foe's stats and to play out the battle.

257 This garage doubles as the local AADA office. Here you can get a power plant charge (\$50, negligible time). What else would you like to do?

Have your car repaired (204).

Attempt repairs yourself (334).

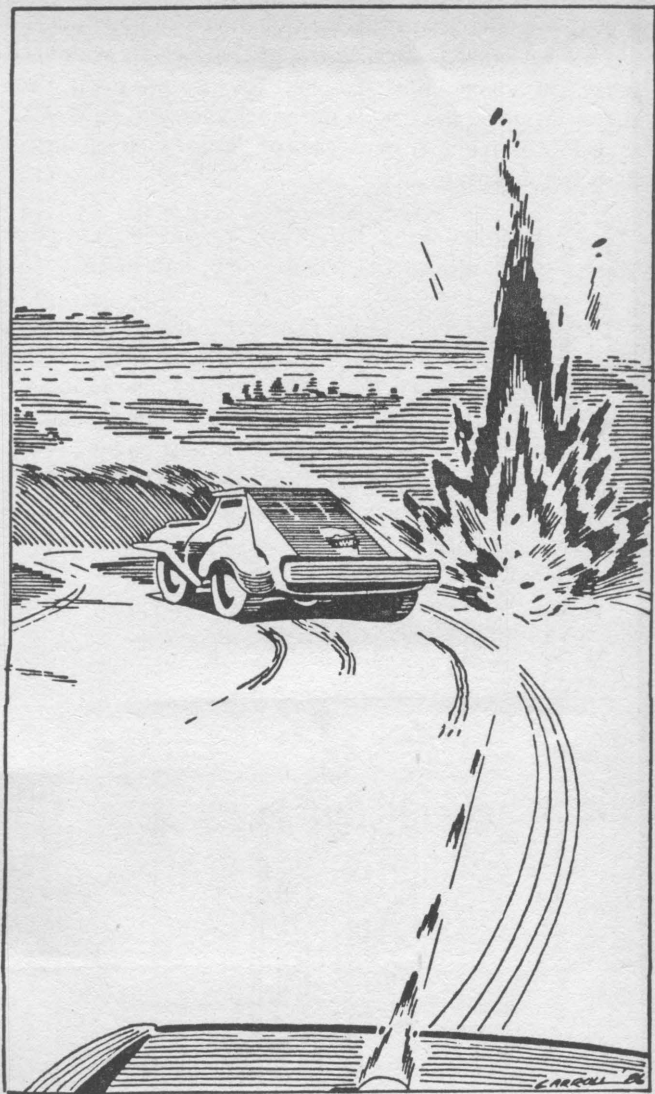
Get medical aid (38).

Ask for information on road conditions (355).

Leave Hillsboro (226).

258 You turn off the driveway and stop. The guard can't see a thing as you trot back to the gatepost and set a limpet mine right at its base. You activate it and leave. Mark off a limpet mine and turn to 187.

259 There are over a dozen cycles parked around the house. The only way to get them all, quickly, is to run them over. You do so; roll 1 die and take that many points of general damage. You see lights in the house as you smash the last cycle; you turn and head down the hill. Turn to 135.



260 The trooper looks through your supplies, as the other uniformed troops trade glares with each other and anyone else they see. You recognize the Two-eagles insignia on a couple of the watchers.

If you have one or more cans of "Laser Foam," turn to 393. If not, turn to 181.

261 Roll one die. On a 1 or 2, turn to 380. On a 3 or 4, turn to 188. On a 5 or 6, turn to 13.

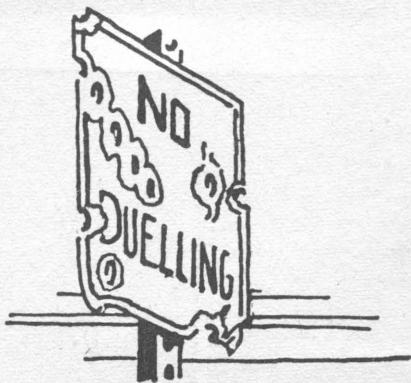
262 Speed and safety mean more to you than a few bucks right now. Mark off the \$250 toll and head northeast to New Tulsa. You are beginning to feel the time pressure. The highways are almost deserted, thanks to the thunderstorms. And you can see almost nothing — the sheets of rain that lash at your windows reduce the visibility to a few yards. Behind you are the lights of Oklahoma City; ahead is only darkness.

How fast will you drive?

A safe 30 (95).

Your normal 60 (174).

As fast as you can push it (15).



263 How embarrassing. When you brake to miss a group of fleeing guests, you skid sideways and into a building. Before you can straighten out, a half-dozen guards are running toward you, weapons drawn. Worse, a security vehicle is headed your way, laser glowing. You have failed; your adventure is over.

264 You're still on the same highway, though in the Republic of Oklahoma it keeps its old name of Interstate 35. At one point, a newly built loop of road detours around a concrete and barbed-wire wall, heavily guarded. Rising from within you can see the spire of a brightly lit oil derrick.

You scan through the radio stations. On an all-night news channel you pick up something of interest:

"Tomorrow is also the wedding day for John Twoegles and Angela Jordan, daughter of the President of Louisiana. The announcement of the wedding was a surprise to most of us — but apparently not to President Jordan, who is at Twoegles Ranch for the festivities. An outdoor wedding on the ranch was planned, but with the weather we're having now, they'll probably have to move indoors. And speaking of weather, Dave, what have you got for us?"

"Nothing good, Stan. We're currently experiencing the worst storm Oklahoma has seen since the original Land Rush. Widely scattered thunderstorms are pounding the entire nation and the northern half of Texas. Hail has been widely reported; we have a report of hailstones the size of baseballs in Broken Arrow. Tornadoes have been reported all across the state, and there is a confirmed report of a twister touchdown east of Enid, with three lives lost . . ."

The voice dissolves in static as lightning flashes. Ahead and to the west, moonlight shows you another thunderstorm rolling your way. Turn to 41.

265 Unfortunately, the car lots are closed now. If you take some time to read the ads in the paper and call around, turn to 132. If you don't want to bother, turn to 292 and choose again.

266 You do a bootlegger turn — and suddenly you're speeding back down the road at your foes! If both Lightsabres are still pursuing, turn to 147. If only one is still after you, turn to 273.

267 You join the line of cars waiting to enter the city. Fortunately, the police are efficient and pass you through quickly. Turn to 397.

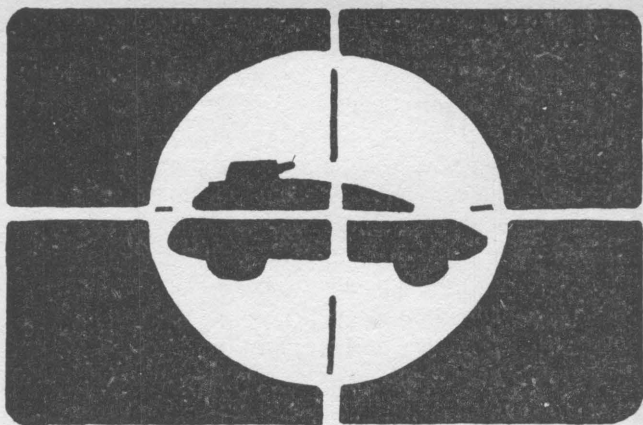
268 You bring up your fist and throw a solid punch at the red-faced driver. He staggers back and grunts in surprise. Then he throws a return punch. You duck under it and grapple with him before he can draw his gun.

Play this out as though it were a gunfight. To hit your foe, you roll against your Gunner skill; you must roll your skill or less, on one die, to hit him. But instead of shooting, you are trying to punch your foe in the jaw.

You have already hit him once. If you can hit him again *before* he hits you twice (his skill is 3), then you'll knock him out and win.

If you knock the driver out, turn to 217. If he knocks you out, turn to 4.





269 You investigate the bodies of the four bandits. You know that this gang could not have been strong enough to destroy the truck stop — perhaps they were just small-time crooks, taking advantage of the opportunity to ambush passing traffic.

You find one working machine pistol (worth \$250) and \$140 in cash. You also find 4 rounds of rocket launcher ammo (total value \$140) and 12 shots' worth of machine-gun ammo (total value \$300). You may load the ammo into your own weapons if it will fit.

You may now try to repair your own vehicle (196) or leave (178).

270 All the cyclists are dead or unconscious. You can drive on (396) or stop to search the area (56).

271 The Ranger believes your story and lets you go. The whole incident hasn't taken enough time to matter. Turn to 87.

272 You still have a little time to spare before the wedding. But now you have to get into the ranch

The ranch is surrounded by a heavy chain-link fence, electrified along the top. The gate is guarded by a heavily armored checkpoint. You drive up to the gate. Not recognizing you or your vehicle, the guard asks your business.

If you have a security password, multiply that password by 50 and turn to the resulting number.

If you don't have a password, but *do* have a Twoeagles ID badge, turn to 350.

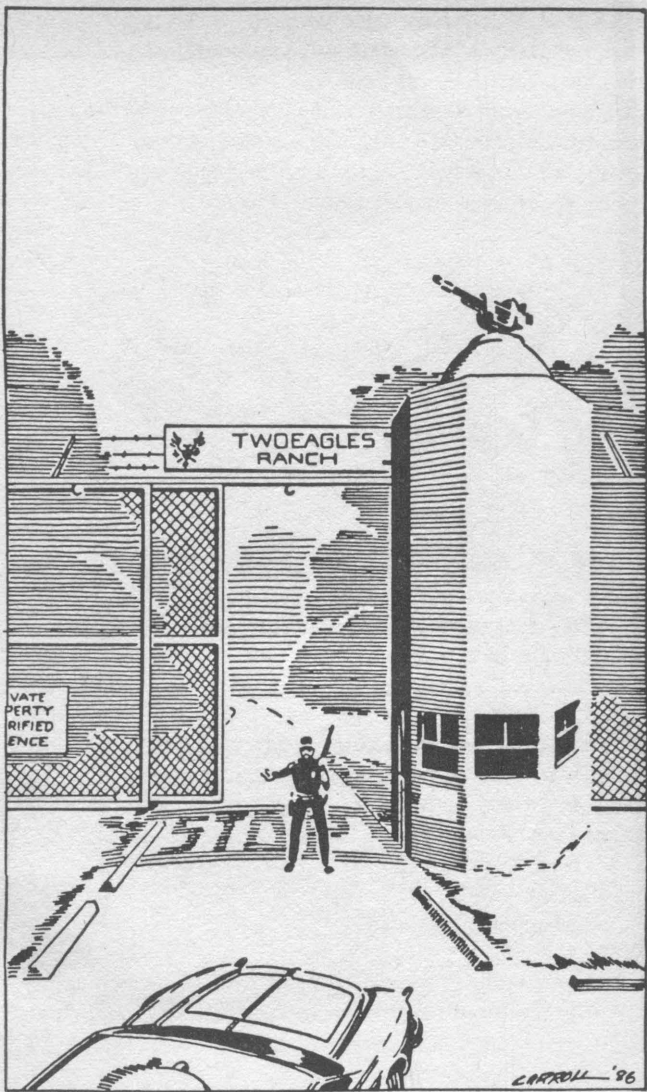
If you have neither of these, turn to 229.

273 The surviving Lightsabre hits the brakes — too late. You pile into him. Roll 4 dice of general damage for each vehicle. (If you have a ram plate, roll only 2 dice damage for yourself, and 8 dice damage for the Lightsabre!)

If your vehicle is drivable and the Lightsabre isn't, you can drive away. Turn to 42.

If both vehicles are drivable, you can spin and flee (197) or ram again (65).

If your vehicle is no longer drivable, your adventure is over. Already you can hear more pursuers in the distance . . . You almost succeeded, though! Angela dashes for the brush at the side of the road. You prepare to buy her a few more minutes of freedom, whatever the cost. Your adventure is over.



274 You spread out your tools and get to work. Each Mechanic roll you attempt will cost you an hour. A successful roll will repair 5 hits of general damage to your car, or fix 1 damage box on a weapon or your power plant. If 7:30 comes around, you can drive into town (78). Or, if you get tired of mechanic work, you can return to 313 and choose again.



275 “Well, I’m sort of short on equipment,” you say. Hoaglund buzzes his intercom — then opens a closet to the side of his office and starts pulling out gear. While he’s making a selection for you, an assistant comes in and makes a few notes about your size for body armor.

Mark off 30 minutes. You are now equipped to fight a small war:

Improved body armor (gives you 6 extra hit points, raises your Defense Class to 10).

6 hand grenades.

6 smoke grenades.

2 limpet mines.

A machine pistol.

“Don’t bother returning the leftovers,” says Hoaglund. “We’ll take it out of petty cash.” Return to 39 and choose again; note that you may not come back to this option for a second helping of equipment!

276 You can see that this junk-pile is getting the better of you. Embarrassing, but true. Time to leave . . .

The two cars are wheeling about each other like fighter planes. You time your move carefully. Try your Control Roll. Roll one die; if the result is less than or equal to your Control Roll, turn to 308. Otherwise, turn to 142.

277 You are back on Texas 1, heading north. The storm is worse than ever. Lightning flashes almost constantly — a couple of times it's close enough to make you jump.

An especially strong flurry of rain hits you. You are blinded for a second, and a crosswind hits your car. Try your Control Roll. Roll one die. If the result is less than or equal to your Control Roll, nothing happens.

If you fail the roll, you go off the road. Your car takes 1 hit of general damage, and you spend 30 minutes maneuvering out of the ditch.

Turn to 176.

278 "Thanks but no thanks," you say. "I've got a schedule to meet." You accelerate. Soon the truck is lost behind you. Turn to 225.

279 If you used Laser Foam before the fight, turn immediately to 166. Otherwise, turn to 348.





280 A hush falls over the room. The warlord glares at you — then rises to his full height. “Better watch that mouth, pilgrim. It could get you into trouble.” He draws back a huge fist.

“Wait! The handcuffs!” you shout. The gang laughs. Then Mandrake’s fist lands. And again, and again . . .

Your adventure is over.

281 Quickly, you step out the back door, into the enclosure with the gleaming trikes. You put a limpet mine on one wheel of each. (If you only have one mine left, you can sabotage only one of the trikes.) Then you step back into the building. Turn to 304.

282 You find the shop the sheriff mentioned. They have 20 shots’ worth of machine-gun ammo which they will sell for \$25 apiece; you can buy any or all. They also have a used set of body armor in your size, which they will sell for \$150. Unfortunately, it is damaged, and has only 2 hit points left.

Mark off 30 minutes for your shopping trip and turn to 296.

283 Mark off another 30 minutes. By ferocious haggling, you talk him down another \$500. The deal is now \$110 per hit point of your present car, against a price of \$8,499 for the Pisces.

If you take the deal, you can turn back to 328 if need be to copy down the Pisces stats; then return to 243.

If you don’t like the deal as it stands, you won’t do any better by haggling; return to 243.

284 Ahead of you you see a turnoff. You jerk the wheel and head for it. Try your Control Roll — roll 1 die. If the result is less than or equal to your Control Roll, you succeed; turn to 331. Otherwise, you fail; turn to 151.

285 The rain has settled down to a steady torrent as you near the Oklahoma border. Mark off another 30 minutes of driving time.

How are you doing on time? The hours before the wedding are counting away.

If it is before 1am, turn to 50.

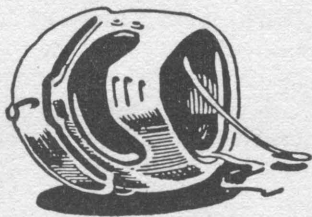
If it is 1am to 5am, turn to 154.

If it after 5am, turn to 205.

286 You pursue the Hotshot back down the rutted road. But, as you quickly learn, it has a flamethrower mounted to the rear! This weapon has a +1 attack bonus and does 1 die damage; it has 2 damage boxes.

If you turn around again and let the Hotshot go, turn to 29. Otherwise, continue the fight. If you take out the Hotshot, turn to 214. If your own car's hit points are reduced to 0, turn to 130.

287 A howl of rage goes up from the other cyclists. As you speed away, they continue relentlessly, shouting curses and threats over the radio. Return to paragraph 134 and fight it out; they will fight to the death.



288 The radio goes dead for a minute as the Butterfly switches channels to confer with her fellow drivers. Then she's back with you. "That's a ten-four, good buddy. The brothers are with me: your playmates are out of line. Take the rocking chair."

Which translates to "Okay. My fellow truckers agree that you're clearly in the right. Pull into the middle of the convoy."

You do so. As you take position, you go onto the general channel to thank all the drivers — and Angela adds her own thanks.

About ten minutes later, you hear a hail on the general channel. "Convoy, pull over. Two eagles patrol coming through."

The reply is swift. "Breaker for the soldier boys. This here is the Beaumont Butterfly. Why are you fellows in such a hurry?"

"Dangerous fugitives," comes the response. "Get over. We're coming through."

"You and what army?" replies the Butterfly.

"This IS the army, idiot! Now pull over. I won't tell you again . . . Yeeeeeow!" Then silence. Finally, the Butterfly comes back on the air.

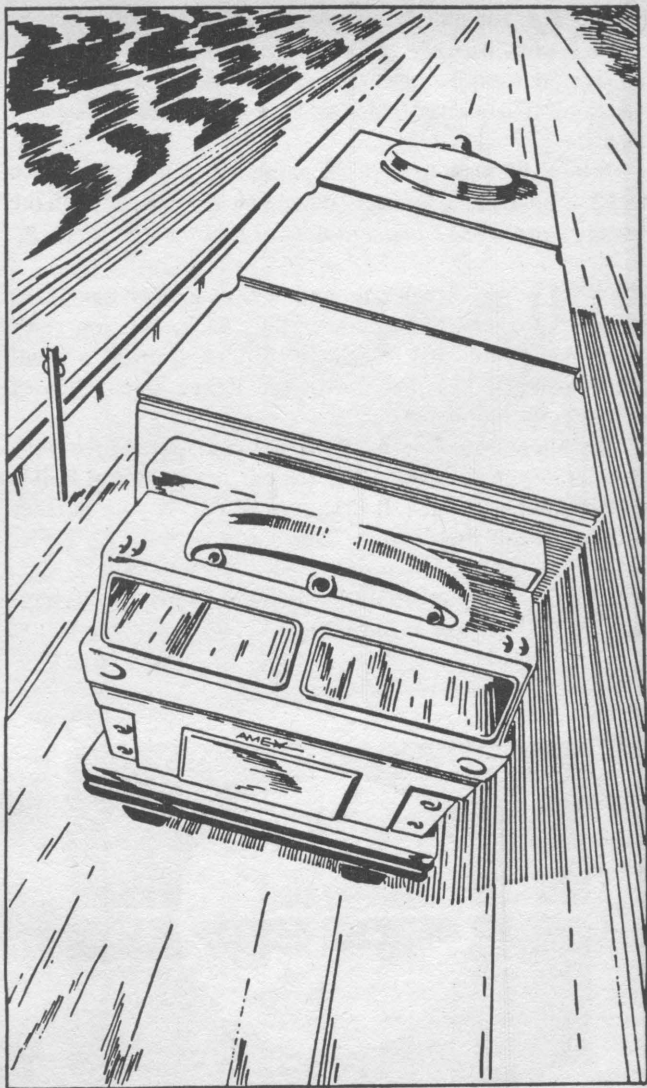
"Guess he *won't* tell me again, after all. Good thing. I was getting kind of tired of hearing it."

"What happened?" you ask the trucker.

"Laid a big wad of smoke and about a dozen cow patties. Cold shouldered their front door. Number two pranged. They're out of it."

Translated: "I put down a smokescreen and dropped mines. The lead car was forced off the road. The second one made a mistake and drove into the minefield. They've both stopped."

Again, you thank the Butterfly. She laughs. "You're welcome, good buddy. Teach them to order *me* off the road!" Turn to 8.





295 You are desperate. You keep flipping through the book and making calls.

Finally, you get an answer . . . at a cycle dealership. Well, anything is better than what you have now. You nurse your stuttering car to the dealership.

If you have less than \$3,000 in cash, turn immediately to 183. If you have at least \$3,000, keep reading . . .

After a furious burst of haggling, you are the proud owner of a new Slasher cycle. It cost you \$3,000 plus your trade-in.

SLASHER

Medium cycle with sidecar, 25 hit points. Defense Class 11; Handling Class 3.

Weapons: Machine-gun to front (Combat bonus 0, 1 die damage, 3 damage boxes).

Machine-gun to rear (Combat bonus 0, 1 die damage, 3 damage boxes).

Smokescreen to rear of sidecar (4 damage boxes).

Power plant: Medium cycle (3 damage boxes).

The sidecar also has a passenger seat with an armor-glass bubble door on top — so you'll have a place to put Angela. Mark off 30 minutes and return to 168.

296 Onward to the north you drive. The land here is flat, but the wildflowers along the road are beautiful. You remember reading somewhere that for more than sixty years the Texas highway department has planted flowers to beautify the roads. Even the occasional wreck along the roadside doesn't detract too much.

You are approaching the town of Hillsboro. Here, you know you must detour; this stretch of interstate is so badly torn up that the "official" Highway 1 now goes through this small town.

Mark off another hour of driving time. If it is now 4:30pm or before, turn to 18. If it is 5:00 to 7:00pm, turn to 186. If it is 7:30 or later, turn to 78.

297 You continue onward, but you feel yourself getting groggy. Until you stop for a nap, your Driver and Gunner skills will both be at -1. Turn to 327.

298 You wheel and try to ram a foe — but on the flat terrain, they can evade you. Each of them gets one free shot at you. Return to 348.

299 Following the directions, you spray one can of laser foam on your car. It covers the whole vehicle in an inch of greenish goo that looks something like shaving cream.

However, as soon as you roll out into the rain, the foam washes right off. Your car appears unchanged. Mark one can of laser foam off your list of possessions and turn to 277.

300 You skid — then bounce end-over-end. On the third bounce, your vehicle catches fire; on the fifth, it explodes. The trike bandit watches in disappointment as his loot goes up in greasy smoke. Your adventure is over.

301 You turn the car in place and fire at the Wolves. They scatter. You turn again and hit the road. Turn to 135.

302 Most of the guards, and Twoegles himself, are grabbing for weapons and heading toward the garage. A few of the guards are staying with the President. Nobody is watching Angela!

You gun your motor and drive up beside her. "Get in!" you hiss. "Irene sent me! We're getting you out of here!" She reacts quickly, dropping into the passenger seat and slamming the door. She is laughing, though you see her face is streaked with tears.

You accelerate smoothly away. There's a shout behind you, and a couple of bullets bounce off your armor. But you've got a clear road ahead of you. Turn to 255.

303 Not long afterwards, you see that you're being overtaken. It looks like two small vehicles coming up from behind. They are wearing red and white — Twoegles colors. A flash of light boils the pavement just to your right. A laser!

If you have laser foam on your car, turn to 363. If not, turn to 384.

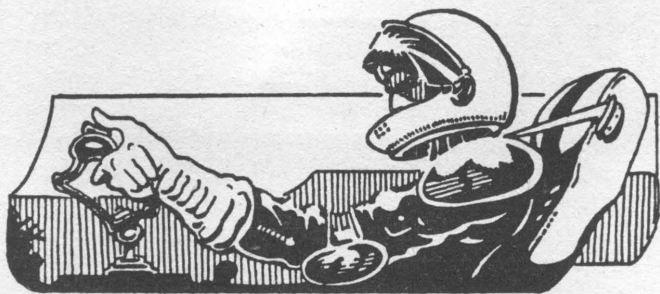
304 You call for the lieutenant. He comes back in the door, looking slightly miffed. It almost seems a shame to do what you are about to do.

"What's that on the ceiling?" you ask, looking up. He follows your gaze . . . and you land a haymaker on his chin. He folds and collapses.

You drag him around behind the desk. You may now take his uniform (which is regular body armor, in the Twoegles colors of red and white). Adding the visored helmet hanging on the wall will disguise you very well. Of course, if you have on a suit of *improved* body armor, you may prefer to keep your extra protection rather than disguise yourself. It's up to you.

You leave the office — in your new uniform, if you took it — and head for the wedding site. Turn to 215.





305 You wait for a straight stretch — and slam on the brakes! The Hotshot plows into your car from behind. Take 3 dice of general damage.

One of the Hotshot's wheels rolls loose. The car is crippled. The driver jumps out, brandishing a machine pistol. He is a slight, skinny fellow in ragged body armor . . . but he looks *mean*.

If your car can still move, you drive out of there as quickly as you can! The Hotshot driver is left in the dust, firing at you ineffectively. Turn to 29.

If your car can't move (because the power plant is destroyed or the car itself has no hit points left), turn to 120.

306 You put the pedal to the metal and steer straight down the road. As you shoot through the rapidly closing gap, you pass close enough to see the animal skulls adorning the bikes. The bikers are just as greasy-looking as you expected; some of them have green hair!

As you pass, two of the bikers get shots off at you. Both of them have machine-guns (1 die of damage). One has a Gunner skill of 4; the other has a Gunner skill of 1. Roll their attacks normally.

If you survive, you can return fire. However, you are in front of the bikes and running away. You cannot use front-mounted weapons. Turn to 134 to complete the battle.

307 You'd rather not start a trip this important without all the information you can get, so you detour to South Austin to visit the American Autoduel Association. It's a beautiful day; twice you hear gunfire in the distance, but no trouble comes near you. Soon you're at the AADA building. This is the AADA world headquarters, but your request is a routine one — any AADA office could handle it.

Inside the building, an operator checks your membership card and punches up your route. "What's the reason for your trip?" she asks.

You're not going to tell the operator about your secret mission! If you explain that it's confidential, turn to 72. If you make up a story, turn to 253.

308 You jerk the wheel hard to the left and step on the brake. Your car fishtails between two buildings. Your opponent wasn't ready for your desperate maneuver. You've lost him!

Desperately you dodge along the deserted streets, looking for a route that will get you back to the freeway. And, eventually, you find it. Turn to 203.

309 Turn to 36 and fight. However, there is only *one* trike after you. The other is back at the security office with its front wheel blown off!

310 Unfortunately, you sideswipe a fifty-gallon drum, bounce off a chunk of concrete, and end up in a ditch . . . in two feet of water. This is getting monotonous! Your car takes 2 dice of general damage. If it is still drivable, you ease it out of the ditch, thankful that electric motors don't stall easily. Mark off an hour and turn to 244.

If the car is not drivable, turn to 347.

311 Hoaglund shakes your hand and wishes you luck, as do a few of the other staffers that helped you. If your cash is down below \$200, someone presses bills into your hand — enough to raise your bankroll to \$200.

You thank all the AADA crew for their help and hit the road toward Bartlesville. Turn to 150.

312 “Anybody else want to check this over?” says the trooper loudly. A couple of the uniformed bullyboys approach you. They duplicate the guard’s search, staring suspiciously at you, the trooper, and each other. Mark off 30 minutes while they prove how vigilant they are; then turn to 27.

313 Well, you have plenty to do to keep busy. There is an ambulance right there, in case the runners need help. And with all these police around, it would be a safe place to attempt repairs. What will you do?

Ask for medical help at the ambulance (165).

Work on your car (274).

Just have a few drinks with the cops (99).

314 The second Lightsabre drops behind you, smoking. You beat them! Ordinarily you would think about stopping to check the wrecks, but it’s out of the question now. Turn to 42.

315 You roll to the side and bring up your machine pistol. The cyclists react — but not quickly enough. You get off the first shot.



An ordinary person has a Defense Class of 9 and 3 hit points. If you have armor, it gives you 3 or 6 more hit points — but these punks have no armor. Your weapon is better than theirs, too. If your shot hits a cyclist, it will do 2 hits of damage, knocking him unconscious and taking him out of the action. But the cyclists are carrying light pistols, doing only 1 hit of damage.

You fire first — then the cyclists fire. That completes one combat turn. Then you fire again — and so on. Play out the combat.

If you hit all three cyclists, turn to 399. If they reduce you to 1 hit, turn to 373.

316 The door yields to your persuasion. You are able to reach inside and grab the unconscious driver. He's a big fellow, but you heave him up and out of the cab. Aside from a knock on the head, he seems fine. What will you do?

Leave him and go (97).

Call for help on your CB (250).

317 The mechanics are polite but firm. Since you're not a Twoegles employee, you have no business around there — and that's that. Back in your vehicle, you look for the wedding site. Turn to 215.

318 "Sure," you reply. "Why not?" You walk inside and pick up the phone. "Sheriff?" you ask. "Got a wrecker out there?" He does, of course. "Ask him what sort of cash offer he'll make on my share of the salvage. I don't have time for an assessment — I've got to hit the road right away."

A half-hour later, you are on the road again, \$3,000 richer. Turn to 246.

319 The Fort Worth AADA is a small, dusty office, deserted except for a single clerk. But that clerk is *efficient*. Almost immediately, you have your printout:

“Very severe thunderstorms and high winds along your route for at least the next 200 miles.

“Flooding reported along Red River. Texas 1 and Sherman-Denison bridges both closed as of 30 minutes ago. Anticipated reopening time 1am Thursday.” You know that the Red River crossing is less than two hours’ driving time from here. This may present a problem . . .

This AADA stop was so quick you do not need to mark off any time. Return to 292.

320

GENERIC CLINIC

This clinic offers an ordinary level of medical treatment for the year 2036. Though they would like to keep you under observation for a week or so, they can patch you up in 30 minutes (or 2 hours if you were unconscious when you were brought in). The fee, either way, is \$100. You are restored to your full 3 hit points. Note that if you were wounded in ordinary combat, your body armor had to be destroyed first — and you had better replace it.

If you *really* have less than \$100, the clinic will treat you at no charge (keep whatever money you have).

After you pay your fee and mark off the time, return to the paragraph from which you came.



321 You try a call on the CB; there is no answer. The red glimmer of the flares is receding in the distance. You can turn around and check it out (208) or drive on (251).

322 Tired and battered, you don't have the energy to attempt an escape now. You stretch out in the dirty bathtub and close your eyes. The next thing you know, it's morning. One of the Wolves has awakened you by turning on the shower.

Unfortunately, you are given no chance to escape. They take you, blindfolded, to a phone. There you are given an opportunity to call friends in Austin and arrange for a ransom. Eventually you are freed . . . much the poorer. Your adventure is over.

323 You hit the brakes and turn the wheel sharply. The "bootlegger reverse" ought to get you out of this! Roll one die. If the result is less than or equal to your Control Roll, turn to 178. Otherwise, turn to 376.



324 "Negatory, amigo," comes the reply. "Sounds like a personal problem. The Brotherhood doesn't need any of that action. Pass or keep your distance, but get clear." Angela shakes her head in disappointment.

If you stay back from the convoy, turn to 103. If you accelerate to pass, turn to 17.

325 Go back to 134 and continue the fight. This time, you get to shoot first. This is now a dog-fight; you can use all your weapons.

326 You trigger your smokescreen — but the rain is so intense that the smoke-clouds are dissolved as soon as they form. Machine-gun fire hits your rear quarter. Roll 1 die for damage. You can try to outrun your pursuer (290) or hold position and fight (67).

327 You exit the city gates and get back on Texas 1-West, headed north. Turn to 96.

328 Mark off 30 minutes for a quick search. This early in the morning on a miserable, rainy day, you can only find one car in your price range that looks worth having:

PISCES V

Mid-size, 52 hit points. Defense Class 12; Handling Class 3.

Weapons: Vulcan machine gun in front. (Combat bonus +1, 2 dice damage, 3 damage boxes).

4 heavy rockets [1 to right; 1 to left; 2 (linked) to rear] (Combat bonus -1, 3 dice damage, 2 damage boxes).

Power plant: Large (10 damage boxes).

This is a standard Mystic Motors model. You know it to be a good, solid little car, with heavy rockets for punch and the Vulcan for long-term firepower. It's worth \$10,000; the lot is asking only \$8,999. They will also allow \$110 per remaining hit point as trade-in value on your current car.

You get the feeling the salesman might not be firm on the price. If you want to spend some time dickering, turn to 283. If you take the deal as it stands now, make the exchange and return to 243. If you don't like the deal but don't want to haggle, keep your old car and return to 243.

329 A phone call to Uncle Albert's saves you a trip; they are closed because of the weather. Return to 168 without marking off any time.

330 The guard looks at the ID lazily. "So?" he says. Then he looks at it again. "Just a second, sir." He steps behind the counter, produces a large shotgun, and holds it on you while he presses a buzzer. There is a limit to how far you can push a stolen ID badge with someone else's picture! Your adventure is over.

331 Through the lightning-shot blackness you drive, the howl of the tornado torturing your ears. The drum of the rain is like gunfire on your roof. Then the drumming sound ceases for a second. The silence is shocking.

Then the rain hits you again. But you realize you have driven through an underpass! Frantically you slam into reverse and back under the concrete shelter.

Closer and closer the tornado comes. Random eddies of wind rock your car. Then the rocking dies down. The tornado has passed.

Turn to 167.

332 "Thanks a lot!" you say. "Roger and wilco!" You brake and swing in behind the big truck, a safe dozen car-lengths behind.

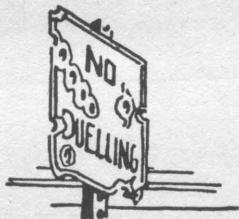
The trip goes quickly and smoothly; the skies are clearing further. You chat with Monk on the CB as the miles roll by. At one point, a pair of wicked-looking trikes pace you at a respectful distance — but there's no gunfire. The trip is as peaceful as can be.

Mark off 1 hour and turn to 93.

333 Your little cycle can't outshoot a laser-armed opponent — but it has more acceleration than the trikes do! You trigger the rear-mounted smokescreen repeatedly. Sure enough, it blocks most of their laser fire. Slowly, you draw away from the pursuing trikes.

Then you hear a terrible crashing noise. You can't see just what happened — but apparently your pursuers ran into some obstacle concealed by the cloud of smoke. Turn to 86.

334 It's getting dark outside; a thunderstorm is starting. But for a \$50 fee, the mechanics will let you use an empty bay in their garage. (If you don't have the money, they will take any goods with a value of \$50.) You spread out your tools and get to work. Each Mechanic roll you attempt will cost you an hour. A successful roll will repair 5 hits of general damage to your car, *or* fix 1 damage box on a weapon or your power plant, *or* improve your Handling or Defense Class by 1 if they were reduced in combat. When you have done all the mechanic work you want to do, return to 257 and choose again.



335 You feel yourself getting groggy. If you don't stop for a nap, your Driver and Gunner skills will both be at -1 until you do. Decide whether you will sleep in your car; mark off 4 hours if you do.

If you would like to pick up a meal and shop for supplies, turn to 128. If you want to hit the road right now, turn to 277.

336 “Sounds like fun!” says Angela. She pulls the pin on a grenade, pops the window, and tosses it back toward the pursuers.

Each combat turn, Angela can drop one grenade while you are firing the rear weapon. This is tricky; she only hits on a roll of 1 on one die. If she makes the roll, one Light-sabre (choose randomly) takes 1 die of damage.

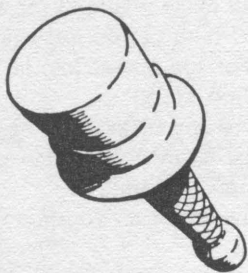
Return to 384 and continue the fight. Angela can drop one grenade per turn until she runs out of grenades or you tell her to do something else. If you take any other special combat option, she must stop using grenades.

337 Nice try — but the hand is hardly quicker than a bullet. Your adventure is over.

338 Slowly, you pick your way through the gauntlet of hay-bales. Driving slowly, you can easily get between them or nose them out of the path. Turn to 382.

339 The bridge still isn't open. You decide to kill time by working on your car. You may attempt one Mechanic skill roll for every *full* hour you have to work. Each successful roll repairs 5 hit points of general damage, or fixes 1 damage box on a weapon or power plant.

At 1am a police cruiser passes by with a bullhorn. “The bridge is open! Repeat, the bridge is now open!” You may leave now (or later, if you want to spend more time on repairs). When you are ready to cross, turn to 154.



LARROLL '86

346 Pay \$8,000 or all your money (whichever is less) for your new car. Your new car will be as described in 235, but with a hi-res computer (+2 combat bonus) instead of a regular one. Turn to 235.

347 Unfortunately, your adventure ends here. The local wreckers are busy with people in *real* trouble, and you can't fix your car while it's in two feet of water. Eventually, you will limp back home, your mission uncompleted. Better luck next time.

348 You have to deal with a pair of laser-armed trikes. These are formidable foes.

ASMODEUS

Heavy tricycle. Defense Class 13 if you're firing at its front (that is, if it's behind you), 12 otherwise. 31 hit points. Handling class 2.

Weapons: Laser front (+1 combat bonus, 3 dice damage, 2 damage boxes).

Machine-gun rear (0 combat bonus, 1 die damage, 3 damage boxes).

Power plant: Super cycle (5 damage boxes).

Gadgets: Hi-res computer (+2 combat bonus).

Attacker #1 has Gunner skill 3; his Control Roll is 5.

Attacker #2 has Gunner skill 2; his Control Roll is 5.

If either Asmodeus loses its power plant, it drops out of the fight. Count it as destroyed. If it's a running battle, any Asmodeus that loses its laser will also drop out, since it can't bring its rear machine-gun to bear on you.

If you knock out both foes, turn to 86. If your own vehicle's hit points are reduced to 0, turn to 34. If you want to try any special tricks, turn to 227.

349 You may try a special tactic if you like:
Spin and ram a foe (114).

Lay smoke or drop smoke grenades (237).

Drop regular grenades out the window (336).

Spray laser foam at the foe (173).

If you do none of these, return to 384 and continue the battle.

350 It works like a charm; the guard opens the gate without any further questions. You pass through and head down the driveway. As you do so, you notice a flaw in their security; the gate is designed to keep people *out*, not *in*. The guardpost has no window in back, and there's a blind spot next to one gatepost on the inside. What will you do?

Go on into the ranch (187). *Note that this is your only option if it's already 1:00.*

Stop and plant a limpet mine — if you have one (258).



351 You decide to chance it. Maybe you can get behind this bandit! Try your Control Roll — but at a penalty of 1, because this is a very dangerous maneuver. (For example, if your normal Control Roll is 5, you need a 4 or less to succeed!)

Roll one die and add 1 to the result. If the final result is less than or equal to your Control Roll, turn to 256. Otherwise, turn to 300.

352 The minister, the guests, and the guards all stand frozen. Careening wildly, you knock over a row of empty chairs and screech to a halt beside Angela and her unwanted bridegroom. "Get in!" you shout. "Irene sent me! We're getting you out of here!"

Angela moves instantly, scrambling into the passenger's seat. She is laughing, though you see her face is streaked with tears.

Twoegles reacts just a second too late. As he grabs for Angela, the door closes. You are already spinning to get out of there. As you do, you see an elderly fellow in a top hat — President Jordan! — shaking hands with himself in the air and laughing.

The guards are over their paralysis now, and bullets are bouncing off your windshield. Try your Control Roll, *at a penalty of 1*. Roll a die and add 1 to the result. If the final result is still less than your Control Roll, turn to 255. Otherwise, turn to 263.

353 You wheel around the airfield. Dozens of people are pouring from the buildings — it doesn't pay to upset these Oklahomans! A few are fleeing, but many are shooting back at the Twoegles attackers. An old woman leans out of her car window and fires off a bazooka; the shell streaks toward a personnel carrier and blows off a front wheel. Troopers tumble. On the airfield, a tank blows up; you didn't see what got it. Some of these Okies are carrying heavy weapons! The attackers are temporarily distracted.

Then Angela is pulling at your arm. "There!" She points toward a parking area. "Take that car!" It looks like a perfectly ordinary luxury sedan.

If you stop and switch vehicles, turn to 91. If you keep looking for another plane, turn to 400. If you flee from the airfield, turn to 169.



354 Roll one die. If the result is less than or equal to your Control Roll, you stay on the road; mark off 2 hours and turn to 343.

Otherwise, you spin out and land in a shallow pond. Take 3 hits of general damage. If your car is still drivable, mark off 3 hours to get it out and finish the trip, and turn to 343. If your car is not drivable, turn to 347.

355 The garage operator is busy, but he finds time to check his computer link. Mark off 30 minutes. (If you're getting repairs at the garage, this can "overlap" the repair time and doesn't count against you.) You get the following road information:

"Heavy thunderstorms and possible severe winds all along your route.

"Cycle gang activity reported just north of Dallas. Two casualties."

Return to 257 and choose again.

356 Fortunately, no damage is done. You call for help on the CB. Soon a Turnpike Authority towtruck shows up, escorted by an armed cruiser. You're on your way quickly — at no charge. "All part of the service," says the towtruck driver. You head for New Tulsa.

Mark off 3 hours (2 for the drive, 1 for the delay) and turn to 218.

357 A quick trip to Dealer's Row turns up two interesting options:

NAGINATA

Luxury car, 73 hit points. Defense Class 13; Handling Class 3.

Weapons: Recoilless rifle in turret — will fire any direction. (Combat bonus 0, 2 dice damage, 3 damage boxes).

Smoke screen to rear (blocks laser fire and hides you from pursuit) (3 damage boxes).

Power plant: Super (12 damage boxes).

Gadgets: none.

This was a special-order job for a courier who got killed before he could pick it up. It has fewer weapons than the ordinary Naginata, and a large cargo space. The Mitsui lot will sell it for \$10,000 just to get rid of it.



SIZZLER

Mid-size, 31 hit points. Defense Class 10; Handling Class 2.

Weapons: Heavy rocket to front (Combat bonus -1, 3 dice damage, 2 damage boxes).

Flamethrower to right (Combat bonus +1, 1 die damage, 2 damage boxes).

Flamethrower to left (Combat bonus +1, 1 die damage, 2 damage boxes).

Power plant: Medium (8 damage boxes).

Normally you wouldn't be caught dead in a Sizzler, but it sure is cheap . . . only \$4,500.

Either lot will offer you a trade-in of \$120 per remaining hit point on your present car. You can keep all your possessions, but *not* any computer or weapons you may have installed in the car.

If you buy a car, or if you just want to quit shopping, return to 397 and choose again. If you don't want either of these cars, but want to keep shopping, you may check the paper to see if there is a suitable car being sold by a private owner (180).

Mark off 30 minutes for the time spent at the car lot.

358 You're desperate. You put the pedal to the metal! 70 . . . 80 . . . 90 miles per hour. Your car vibrates on the rutted road. Ahead is a sharp turn. Can you make it?

Try a single Control Roll. (Your Control Roll is shown on your Record Sheet. To succeed, roll this number or less on one die.) If you succeed, you outdrive your foe. The last thing you see of him is his terrified face in the mirror as he hits his brakes. He's not willing to risk his life on that curve just to keep up with you! Turn to 29.

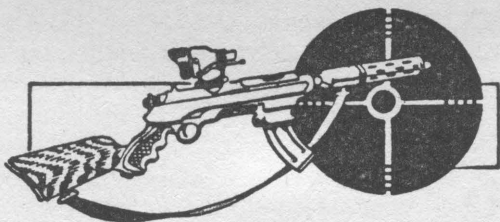
If you fail, your car goes into a ditch at 90 mph and you are knocked unconscious. Turn to 130.

359 You use the laser foam. It jellies almost immediately into a thick, greenish substance. It looks as if you had sprayed shaving cream all over your vehicle! One of the mechanics is curious. "Detergent," you say. He wanders off, shaking his head. Mark off a can of laser foam.

You may now leave and head for the security office if you have not done so (398) or go directly toward the site where the ceremony will be held (149).

360 As you cruise by, you fire a shot into the truck, but there is no response. You have no more time (or ammo) to waste here. Turn to 87.





361 You plead, cajole, and slam your fist on the table. At last the dealer relents. He accepts your trade-in, all your cash but \$200 (if you have even that much), and an IOU. You ride out of the lot on a new Slasher cycle. Turn back to 295. Skip the first few paragraphs and start reading with the description of the Slasher.

362 Through the black nightmare you run. You slip and fall. The tornado is bearing down on you like an express train. Suddenly you are flying. Cool to the last, you have time to think "This could be fun!" Then you slam into the ground. Your adventure is over.

363 The Laser Foam adds 1 to your Defense Class — and any laser that hits you will do only 1 die of damage. Go to 384 and fight.

364 The shoulder is soft, and your wheels spin. You're having trouble controlling the car. The cyclists all fire at you as you speed away; take 3 dice of general damage from their combined attack. If your car is now disabled, turn to 130. Otherwise, try a Control Roll.

If you *miss* the Control Roll, your vehicle flounders around in the soft sand, and the cyclists keep shooting. Return to the top of 364 and try again!

If you make the Control Roll, you get back onto the road. If you have a smokescreen and wish to use it to try to escape, turn to 231. Otherwise, turn to 134 and fight.

365 The truck stop is fairly busy. If it is 11pm or earlier, turn to 179. If it is after 11pm but before 3am, turn to 335. If it is 3am or later, turn to 230.

366 Bathroom doors were not meant to keep people *in*. With the aid of a piece of wire scavenged from the toilet tank, you pick the lock.

You ease the door open — and a clatter of tin cans rings through the house. The Wolves had booby-trapped the door.

Only luck will save you now, as you sprint for the door. Roll one die. On a roll of 1 through 5, turn to 73. On a roll of 6, turn to 395.

367 “Say!” says the trooper. “I heard about you!” You talk shop briefly as the trooper gives your car a cursory inspection; then he shakes your hand. Turn to 27.

368 Behind you, there is a good deal of confusion in the Twoegles security office. Both their trikes are sitting in the parking lot with their front wheels blown off . . . You hear their angry chatter on the CB. Pursuit is being organized, but it’s not *very* organized. Not yet.

Turn to 86.



CARROLL



369 You stay on the highway. A few minutes later you pass through the small city of Ross — if you blink, you'll miss it — and then you are back on the open road. The weather is beginning to look threatening; a few drops of rain fall on the windshield and are quickly swept away. You turn on your headlights and continue. Turn to 296.

370 You spring out of your car, gun blazing in your fist. The driver of the scrap-heap is halfway out of his own car; your move catches him by surprise. Roll to hit him — but you're making a quick shot, so treat his Defense Class as 10 for this one shot.

If you make this difficult roll, turn to 110. If you miss, your foe makes it back to his car; turn to 130.

371 The Dallas AADA is located on the ground floor of a downtown high-rise. Fortunately, there's a drive-through window. You give them your route, and get the following printout:

“Very severe thunderstorms and high winds along your route for at least the next 200 miles.

“Cycle gang activity has been reported to the north and east of Dallas — slightly off your planned route.

“Flooding reported along Red River. Texas 1 and Sherman-Denison bridges both closed as of 30 minutes ago. Anticipated reopening time 1am Wednesday.”

You know that the Red River crossing is less than two hours' driving time from here. You may have a problem . . .

Mark off 30 minutes and return to 397.

372 Mark off 30 minutes. The New Tulsa AADA gives you the following advisory for your planned route:

“Extremely hazardous weather conditions continue.

“US 75 north to Bartlesville is a hazardous and badly-policed route. Strong outlaw gangs operate out of Turley and Ochewa. Convoys are rarely bothered; oil company vehicles are usually safe because the oil militia retaliate strongly. Other vehicles travel at their own risk.”

Return to 168 and choose again.

373 You are unconscious. The surviving cyclists take your car, your weapons, and your money. When you awaken, you are in the hospital. You’ll have to hitchhike back to Austin. Your adventure is over.

374 “Hang on tight!” you warn. Then you hit the gate. Your teeth rattle. The gate crumples as you run over it — but it catches one of your wheels. You swerve and sideswipe the gatehouse; your motor sparks and dies.

Beside you, Angela screams with anguish. “Shoot me!” she begs. You shake your head. You can’t do it.

Soon, you’re captured. A gallant try — but a failure. Your adventure is over.



375 You keep to your course. "Have it your way," growls the radio. The cycles, now blocking the road, open fire. You can take to the shoulder and drive around them (364) or try to ram one of them (252).

376 Unfortunately, your "bootlegger" didn't quite come off. Your car shoots sideways — you're still inside the wall! Gunfire is raining all about you, and some is hitting! Your car takes 3 hits of general damage. Turn to 48 and fight.

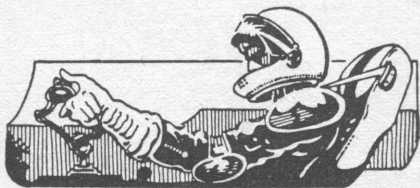
377 You're in the clear. The rest of your trip toward Bartlesville is uneventful. Mark off 1 hour and turn to 93.

378 You have no idea where you are . . . and your power plant hums and dies. And heavy rain is coming down around you. Angrily, you call Hillsboro on your CB. To your amazement, they come in loud and clear. You've reached the cops at the barricade — and from the sound, they're close by.

"What do you mean, sending me on a wild-goose chase?" you shout into the mike. "APRIL FOOL!" comes the reply.

The cops are happy to send out a wrecker; the fee is only \$100. The wrecker gives you a temporary charge and leads you back to its garage in Hillsboro. Mark off 1 hour for the April Fool joke.

You will have to get your plant charged at the garage. Turn to 257



379 A distant explosion shatters the party atmosphere. There are echoes — or perhaps more explosions? There's your diversion; you'll take it while you can. You bear down on the accelerator and head for Angela. Turn to 352.



380 The sound grows louder. You are helpless to escape or protect yourself. Then, at the last moment, the whirlwind lifts into the air and passes over you harmlessly. Turn to 167.

381 "Sorry, officer," you say. "Cooling system malfunctioned on the way in. Garage says to blanket it and try a methane hosedown."

He tries to think about this, and then gives it up as a bad job and waves you on. Turn to 149.

382 The litter of hay-bales ends as suddenly as it began; the road is clean. Almost clean, that is. In front of you is the source of your problems. A farm truck is lying on its side, blocking one lane. One front wheel is completely blown away; the other is still spinning. There is no sign of the driver. What will you do?

Continue without stopping (97).

Stop and investigate (206).

Put a shot into the offending truck (360).

383 If it is before 6am, turn to 45. If it is 6am or later, turn to 243.

384 This will be a running battle; you can use turret-mounted and rear-mounted weapons only. Angela cannot fire (you have only one rear weapon), but she can throw something out the window each turn, if you have anything to throw.

Your attackers are identical — laser-armed pursuit cars, with high speed and good acceleration. Fortunately for you, they have little armor, so you have a chance.

LIGHTSABRE

Compact. 20 hit points. Defense Class 10. Handling Class 3.

Weapon: Laser front (+1 combat bonus, 3 dice damage, 2 damage boxes).

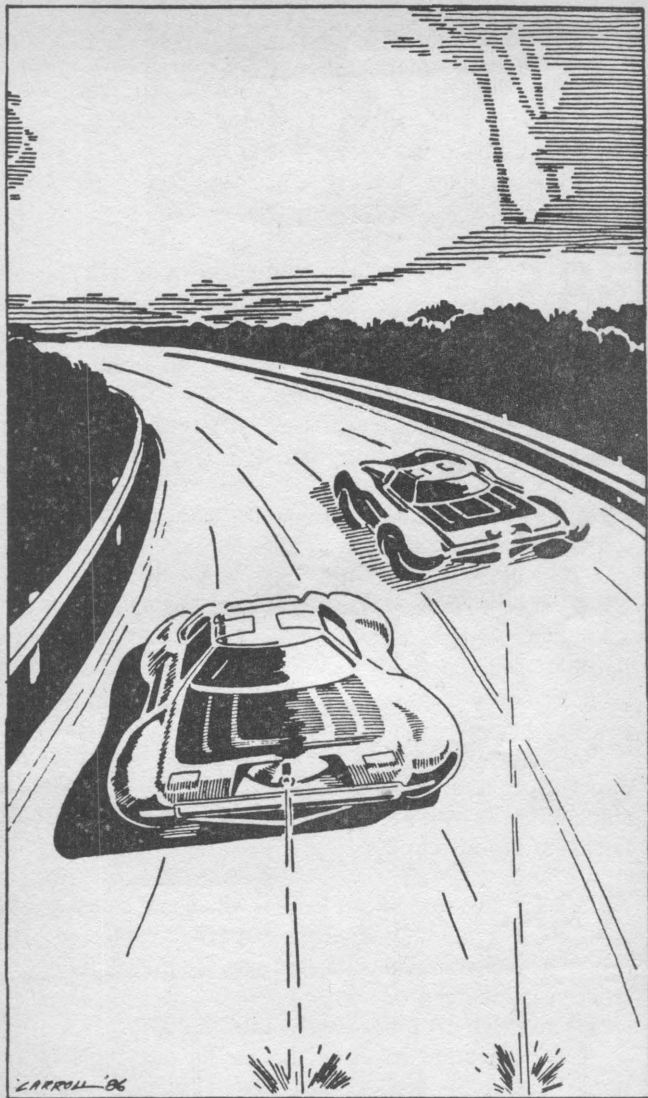
Power plant: Large (10 damage boxes).

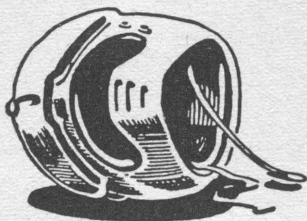
Attacker #1 has Gunner skill 4; his Control Roll is 5.

Attacker #2 has Gunner skill 5; his Control Roll is 6.

The Lightsabre has only one weapon — the front-mounted laser. If either one loses its laser *or* its power plant, it cannot continue. Count it as destroyed.

If you knock out both foes, turn to 314. If your own vehicle's hit points are reduced to 0, turn to 34. If your vehicle has any special abilities you want to try, turn to 349.





385 Try your Control Roll again. A successful roll (less than or equal to your needed Control Roll) gets you back onto the road, with 6 hits of damage to your car. Also, mark off 1 damage box on your front weapon. Turn to 382.

If you fail your Control Roll, the mud catches your wheels and stops you. Turn to 294.

386 You maneuver around the truck and drive on to the north. Turn to 285.

387 "Not bad. Took one out, eh? Glad you got away." Another official car pulls up, lights flashing, and the sheriff jumps in his own prowler and heads back south. You want no more of that fight, though; you stay behind.

Ross has no garage or medical facilities, but the sheriff directed you to a shop where you may be able to buy some ammunition. If you want to try it, turn to 282. If you would rather go on, turn to 296.

388 The scrap-heap loses a wheel and smashes into a building. There is a muffled explosion. The driver staggers out and collapses; you see flames flickering from inside the car.

If you drive off immediately, turn to 203.

If you check the driver and his car for possible salvage, turn to 79.

389 If you are driving a car taken from a raider, turn to 22. Otherwise, turn to 223.

390 You continue onward, but you feel yourself getting groggy. Until you stop for a nap, your Driver and Gunner skills will both be at -1. Turn to 239.

391 Unfortunately, this road is fairly smooth and straight — not the best for losing a foe in smoke. At least you are messing up his aim! On each turn that you lay smoke, raise your Defense Class by 3. But as long as you are laying smoke, you can't use other weapons, even if you have some that bear to the rear.

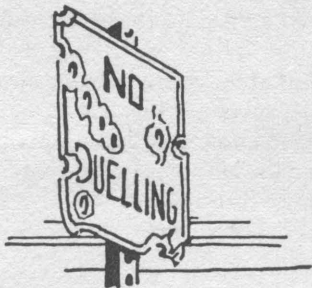
For every turn you fire your smokescreen (or drop a smoke grenade), roll 1 die. On a 1, you lose your foe. But on a 5 or 6, he hits you, doing 1 die of damage.

If you lose the foe, turn to 377. If your vehicle is crippled (loses its power plant, loses all hit points) or if you go unconscious, turn to 175.

392 It's just a short-circuit — hard to find, easy to fix. Soon the truck is purring. Mark off 30 minutes. Gleefully, Monk slaps you on the shoulder.

Soon you are on your way. Before you go, Monk gives you one of his cards. *Make a note of his name — Monk Donahue.*

Turn to 251.



393 "What's this?" says the trooper, examining a can of Laser Foam. "Never heard of it. Looks interesting." What do you reply?

"Experimental stuff. Haven't tried it." (125).

"Experimental stuff. Haven't tried it. You can have a can, if you want." (233).

"Very good stuff. Not on the market yet. I'll sell it for \$200 a can." (71).



394 You drop grenades out the window, one at a time. The fuse is set for just enough time to let you get away. Behind you you hear explosions, and you see the Hotshot swerving wildly to avoid the deadly "pills." But the road is narrow and rutted, and the grenades are scoring on him. As long as your grenades hold out, the Hotshot can't fire at you — he's too busy dodging!

Each time you drop a grenade, roll one die. On a 6, you have damaged the Hotshot enough to throw off pursuit, and you can turn to 29.

If you run out of grenades (or decide to quit) before you stop the Hotshot, return to 102 and make another choice.

395 Somehow you break through the howling melee and reach the door. The sleepy Wolves are shooting at shadows and each other. You dash across the rutted yard toward your car.

There is a chubby, bearded Wolf sleeping in the car; you lay him out with a single punch as he sits up. Your spare key is just where it belongs, in the fake "mud" under a wheelwell. The Wolves are pouring out of the house after you as you gun the motor. Turn to 301.

396 You drive on. Although the battle seemed lengthy, you are surprised to look at your watch and see that it took almost no time! Turn to 111.

397 What would you like to do in Dallas?
Get car repairs (80). Make a note of this paragraph number so you can return here.

Get medical help (320). Make a note of this paragraph number so you can return here.

Shop for a new car (148).

Visit the AADA to check on road conditions ahead (371).

Visit Uncle Albert's (21).

Leave the city (54).

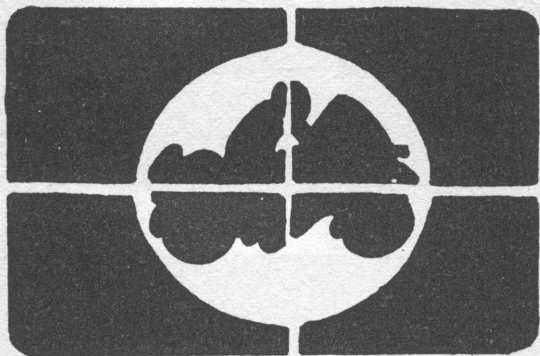


398 The Twoegles security office is a small brick building. Behind it is a chain-link fence; you can see two sleek trikes parked inside. You can walk in (131), or think better of the idea and leave (215 for the wedding site, or 105 for the garage, if you haven't been there).

399 All the cyclists are down. You check them over; none are dead, but all are in bad shape. The gunfire has attracted no attention; evidently this is a rough part of Waco.

You have no use for the little cycles, but you confiscate three battered light pistols (worth only \$40 each) and \$20 in cash. Using your CB, you contact the Waco police and tell them where to pick up the casualties.

If you were hit in the fight, turn to 164. If not, you can return to your repair work; turn to 113.



400 You search — but to no avail. Most of the aircraft are burning; the rest are escaping, vanishing in the distance. Eventually your luck runs out. You cross a stream of gunfire, skid, and land upside down. Your adventure is over.

BATTLE ROAD

APPENDIX

WEAPONS

These are some of the common weapons you may encounter. Some will be on your own car — others will be aimed at you . . .

Machine-gun. A light, common weapon. Easy to find ammo for. It does 1 die of damage.

Flamethrower. A bulky, clumsy, short-range weapon that nevertheless is likely to hit because the flame spreads out. Gives a +1 combat bonus when you attack with it. Does 1 die of damage when it hits.

Rocket launcher. A cheap, destructive weapon. It does 2 dice of damage. Subtract 1 from your combat bonus when you fire it — it is inaccurate.

Recoilless rifle. A better weapon than the rocket launcher, because it is more accurate. It does 2 dice of damage.

Vulcan. An improved, high-powered machine-gun. Very accurate — add 1 to your combat bonus when you use it. Does 2 dice of damage.

Heavy rocket. A very destructive, one-shot weapon. It does 3 dice of damage. Subtract 1 from your combat bonus when you fire it; it is very inaccurate. Once fired, a heavy rocket is gone.

Anti-tank gun. This cannon can only be mounted on large vehicles, and even then only to the front or rear. It does 3 dice of damage.

Laser. A very accurate, destructive, expensive weapon. Few vehicles have lasers. A laser does 3 dice of damage. Add 1 to your combat bonus when you use this weapon. Lasers can sometimes set your foe on fire. Lasers use no ammunition — they work off your power plant.

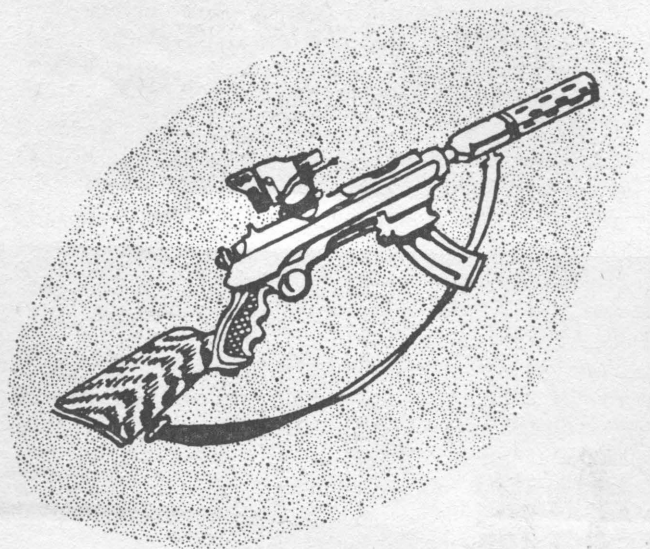
Minedropper. Leaves mines on the road to harass your foe. Whether he hits them is up to *his* driving skill.

Spikedropper. As above, but drops cheap spikes to puncture the foe's tires.

Paint spray. This weapon does no harm, but shoots a cloud of paint to blind a foe.

Oil jet. Produces an oil-slick to deter pursuing foes. If a foe hits an oil-slick, he will have to make a control roll.

Smokescreen. Produces a cloud of smoke to hide you from pursuit. The smokescreen makes enemy fire inaccurate, and totally stops laser beams.



DEFINITION OF TERMS

Combat Bonus. The number that determines your weapon accuracy. Add your Gunnery Skill to any extra bonus you get for a computer, or for especially-accurate weapons on your car. Higher is better!

Defense Class. The number that determines how hard your car is to hit. Higher is better! Small cars are harder targets and have higher Defense Classes than big ones. Heavy armor also improves your Defense Class. Special Damage can lower it.

Hit Points. The amount of damage a car, person, etc., can take before it ceases to function. Higher is better!

General Damage. Ordinary damage to a vehicle, which reduces the "hit points" its target has. General Damage is measured in "hits." One hit removes one hit point.



Special Damage. Damage from lucky shots that directly affect certain important parts of the car. Each hit of Special Damage is shown by marking off a "damage box" on your Record Sheet. An item with three damage boxes can withstand 3 hits; it then stops working until at least one damage box is repaired.

Handling Class. The number (from 0 to 3) that shows how well your vehicle handles. The higher the Handling Class, the more likely your car is to stay on the road.

Control Roll. A die-roll (one die) made by a driver when faced with a hazard, to see if he keeps control of the car. Add Driver Skill to the car's Handling Class to determine the Control Roll needed.

Attack Roll. A roll of two dice, *plus* your Combat Bonus. If your attack roll exceeds your target's Defense Class, you hit him.

BATTLE ROAD

ADVANCED RULES

Use these rules if you want a more complex (and more challenging) game.

AMMUNITION

In the basic game, ammunition is unlimited. As an advanced rule, keep track of the ammunition you expend. Lasers take power from your power plant and have unlimited shots — until the power plant is destroyed or runs dry. Machine-guns, Vulcans, paint sprays, and oil jets have 20 shots each (a “shot” for a machine-gun is one turn’s worth of fire). Other weapons have 10 shots each. Extra ammunition is a good thing to carry — or to find in a salvaged wreck.

If you run out of ammo in a fight, you automatically lose — your car is wrecked — *unless* the text gives you an option to escape, or to fight in a way that doesn’t require shooting at the foe!

When you buy a new car, it comes fully loaded with ammo unless the paragraph specifies otherwise.

SUSTAINED FIRE

If you shoot at the same target for two or more turns in a row (vehicle fire only), you get a +1 combat bonus on the second shot, and a +2 bonus on the third and successive shots. If you use this rule, apply it to foes as well as to yourself!



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