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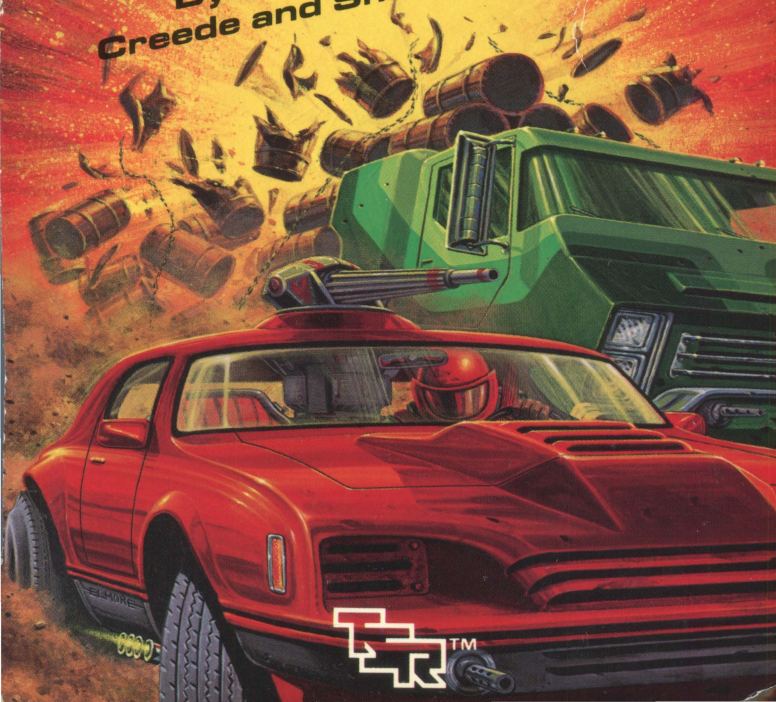
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CAR WARS[®]

ADVENTURE GAMEBOOK

FUEL'S GOLD

By Steve Jackson and
Creede and Sharleen Lambard



Mother said there'd be days like this. . . .

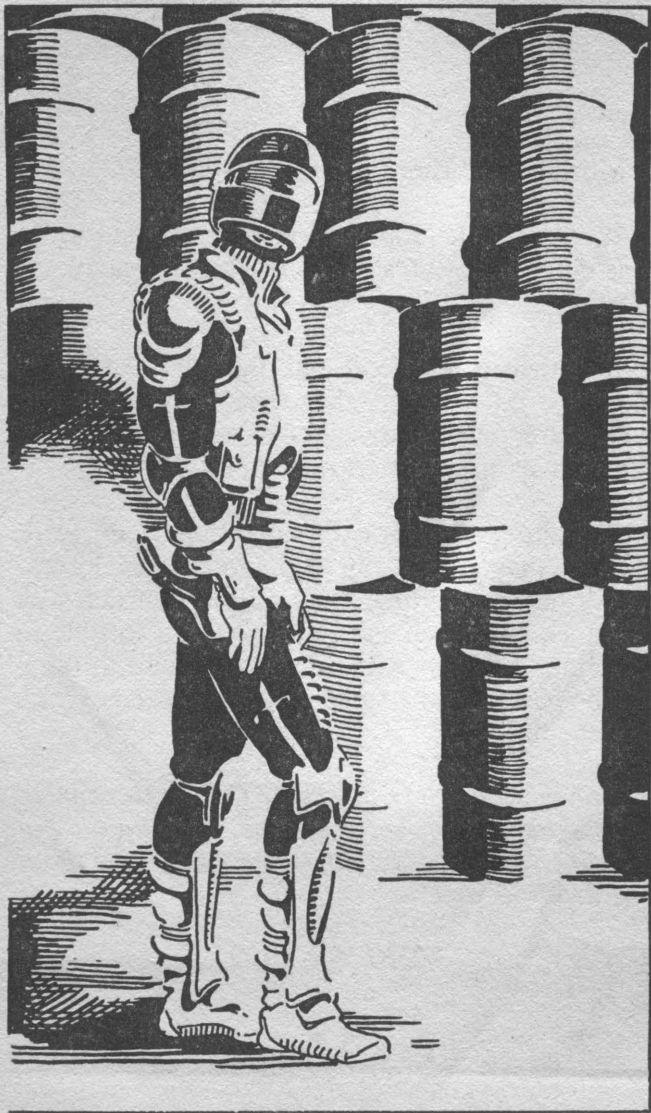
It seemed like an easy job. All you had to do was deliver a briefcase to a truck stop outside of Boston.

But then you found out that the Anarchist Relief Front wanted that briefcase, too! The ARFs are tough customers — and their biker-gang rivals turned out to be even tougher.

And just when you thought the ARFs were beaten, they turned out to be very sore losers. Now they're holding your militia comrades as hostages in a truck stop, along with a fortune in gasoline. And the ARFs are threatening to blow up the gasoline, the truck stop, the hostages . . . and themselves.

Can you save the truck stop? Only your character's skills, your own decisions, and the luck of the dice will make the difference between a flaming death — and

FUEL'S GOLD



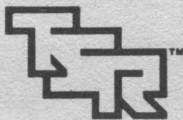
CAR WARS[®]

Adventure Gamebook #2

FUEL'S GOLD

By Steve Jackson
and
Creede and Sharleen Lambard
Cover art by Larry Elmore
Illustrated by Dan Carroll

Based on the *CAR WARS* boardgame
from Steve Jackson Games



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

**To Tina, Michael and Jamie
for doing the chores so Mom and Dad could write**

**Playtesters: Norman Banduch, Mark Chandler, C. Mara Lee,
Melissa Snell, Monica Stephens**

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

TSR, Inc.
P.O. Box 756
Lake Geneva, WI 53147

TSR UK, Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom

CAR WARS[®]

ADVENTURE GAMEBOOK 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 the Introduction, 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 19 — 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. 19.

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 Gamebook Record Sheet

Name _____

Driving skill _____

Prestige _____

Gunnery skill _____

Initial Wealth _____

Mechanic skill _____

Defense Class 9

Possessions:

Hit Points:

Money:

Car Name _____ Hit Points _____

Defense Class _____

Handling Class _____

	<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 _____

Gadgets:

Cargo:

Control Roll = Driving skill + Handling Class _____

Attack Roll = 2 Dice + Combat Bonus

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

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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 is *crippled* and 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 of damage; can't fire next turn.
3	Gunner	Gunner takes 1 hit of damage; can't fire next turn.
4	Cargo	Cargo (if any) takes 1 hit of 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 is crippled and 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.

WINNING AND LOSING

If a paragraph refers to winning and losing a car battle: you *lose* if your driver and gunner are both dead, or if your car has no hit points left. You *win* if your foes lose. Simple. . . .

If you lose a fight, your character will sometimes be able to escape. But your car is lost unless you are specifically given a way to recover it.

Sometimes you can win without destroying your foe, by *crippling* him (see below). It depends on the situation.

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.

CRIPPLING

A vehicle is *crippled* when it can no longer drive — either because the power plant is lost or because it has no hit points left. At some points in the adventure, fights will be decided by crippling rather than by an actual kill. For in-

REPAIR

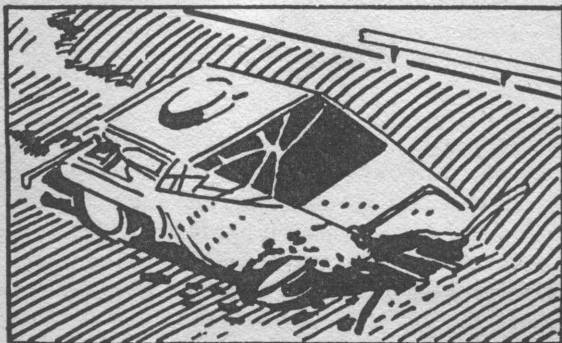
If your vehicle is damaged, you can pay for repairs in a garage. You may also repair damage yourself by rolling against your Mechanic skill. For instance, if you have a Mechanic skill of 3, a roll of 3 or less will succeed.

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.

You may only attempt repairs when the text gives you that option.

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.



EXAMPLE OF COMBAT

This is a combat between Fearless Frank and two motorcycles. 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 (use the one with the Hauberk car).

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.

FUEL'S GOLD

INTRODUCTION

The sun beats down mercilessly on the cracked concrete. Tires squeal and guns rattle as you step on the brakes and slew your car around. You're in a tight spot. But there's nowhere that you'd rather be. . . .

You're not on the road. You're fighting in an arena battle — the Albany Fall Classic — and you're doing well. You're locked in a tough dogfight with Max Sveringen, an old friend and a top driver. You can hear the crowd cheering over the roar of the gunfire.

Then you see your chance. Max zigs when he should have zagged — and you slam a shell into the nose of his Superflash. Smoking, it lurches to the side. Max doesn't return fire. A second later, you hear his voice over the radio. "Good shooting, ace. You got my power plant. Good luck to you, hear?"

Max is out of it. There's only one opponent between you and the \$6,000 purse! But that opponent is a tough one: Al Blaine, the top seed in the Classic and a hard man to beat under any circumstances. He and his modified Rothschild Morningstar have won many events.

Now Blaine is accelerating toward you. You turn to meet him. One more fight, and the contest is over!

Your Hauberk is as shown on p. 19. It is a luxury car with 50 hit points, Defense Class 11, and Handling Class 3.

It has a +1 targeting computer, two machine-guns (one right, one left), a turret-mounted recoilless rifle and two rear-mounted heavy rockets. Right now, the car has only 39 hit points left. You have used 5 rounds from your recoilless rifle (5 left), 10 from your right machine-gun (10 left), and 4 from your left machine-gun (16 left).

AL BLAINE'S MORNINGSTAR

Luxury car. 70 hit points (46 left now). Defense Class 12; Handling Class 3.

Weapons: Vulcan machine-gun in turret (Combat bonus 1; 2 dice damage; 3 damage boxes). Only 9 shots left.

Minedropper to rear. Mines do 1 die damage if run over — see below.

Power plant: Super (12 damage boxes).

Al Blaine is a Driver-3, Gunner-2.

Play out the combat. You can use any of your weapons, but only one per turn. Blaine can fire his Vulcan at you only 9 times before he runs out of ammo and has to concede.

Special rules for this combat: (1) Blaine has dropped a lot of mines, and now he has put the minedropper on automatic. Every turn, you must make your Driving skill roll. If you make your roll, nothing happens. If you miss your roll, your car hits a mine and takes 1 die of damage.

(2) This is an arena battle, so you're both wearing body armor and trying to direct your shots *away* from the opposing driver — who is a friend outside the arena! Ignore any hits you may roll on yourself or Blaine; count only hits on the cars.

If you win, turn to 169. If you lose, turn to 361.

1 You have no trouble finding Uncle Al's; in fact, it would be hard to miss. All over Boston you've seen huge yellow signs saying, "This way to UNCLE AL'S CATALOG SHOWROOM!" and emblazoned with that familiar face. The showroom is large; in an area where space is at a premium, Uncle Al has three acres devoted to *parking*.

As you enter, a salesman comes over to you and sticks out his hand. "Hi!" he says. "My name's Jay. What can I interest you in today?"

If you listen to the sales pitch, turn to 277. If you'd rather look around on your own, turn to 120.

2 Louie's civilian employees have cleared out, but you find the captain in charge of Repair and Refit for the militia unit. He looks at your car.

"Sure, we can work on it," he says. "But it'll take the rest of the day." If Kathy is at the truck stop, turn to 255. If not, turn to 135.

3 You continue the fight. (The stats for the Hokkaido are at paragraph 83, if you need to check them.)

Fight normally — but the fire is spreading. Every turn that the fight continues, your car takes one extra hit of damage!

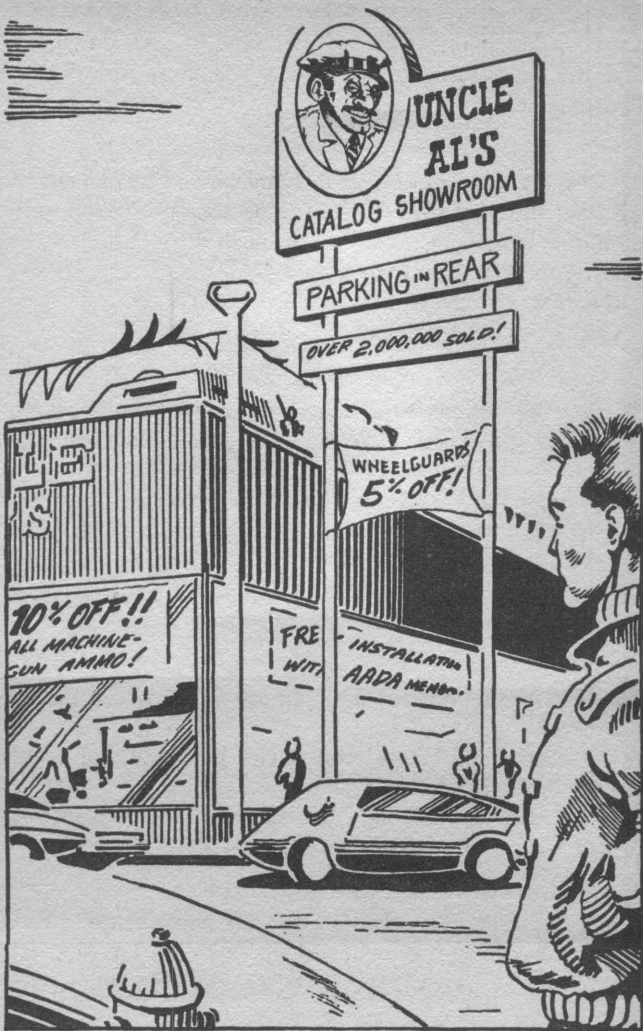
If you win the fight, turn to 183.

If you lose, turn to 37.

If you decide to break off and fight the fire, turn to 217.

4 "The offer wasn't optional, my friend," Mother says. "You did Kathy a great favor. We prefer to see you leave our charming neighborhood in one piece."

You realize that Mother isn't going to change his mind. "Thanks," you reply. "Now that you mention it, I guess an escort would be a good idea." Turn to 374.



UNCLE
AL'S
CATALOG SHOWROOM

PARKING IN REAR

OVER 2,000,000 SOLD!

WHEELGUARDS
5% OFF!

10% OFF!!
ALL MACHINE-
GUN AMMO!

FREE
INSTALLATION
AADA MEMO.

5 You slow down, trying to close the distance between you and your tail. It doesn't work — he slows and keeps his distance. If you will continue to slow down, to force the issue, turn to 143. Otherwise, return to 208 and choose again.

6 The attendant looks over the damage you've indicated. "No problem. We'll get it done today." You've got some time to kill. What do you want to do?

Offer to help out? Turn to 263.

Catch up on the latest news? Turn to 379.

Check out the neighborhood? Turn to 98.

7 Your car grinds to a halt. Flames are coming from under the hood. Internal-combustion engines are fragile!

You steer the car to a position where it commands the gate. You'll keep them out, or die trying. You may be a sitting duck, but your guns still work.

Return to 131 and continue the fight. But your Defense Class is reduced by 2 because you're a perfect target.

8 "Oh, yeah," one of the men says. "How'd it go up there?"

"Piece of cake," you reply. "Got him cold and came away with the briefcase."

"Well, let's see it then," the man says. You go back out to your car, leaving the ARFs arguing. Turn to 73.

9 "Take care of yourself," Mother admonishes. "Remember, if you ever need help, just yell for Mother! Remember the password: AGRONOMY." He laughs and turns away.

Turn to 342.



10 Having survived all the red tape, you leave the fort, surrendering your *red* pass at the gate. Security is pretty stringent here these days; the Anarchist Relief Front has been threatening to blow up the whole base.

You now have the sealed briefcase and a pass identifying you as a courier. You have enough time to return to your hotel and get some sleep. Turn to 212.

11 "OK," she says, "I tried to help you." She shakes her head and stares out the window.

The tollbooth attendant asks you to show your registration, driver's license, and AADA bond card. She logs the information on her computer, along with the car's license plate number, then hands you a box and tells you to unload your weapons. City law requires you to place the ammunition in this box so it can be peacebonded.

Do you go along with this request? If so, turn to 309. If not, turn to 61.

12 You pull over to the side of the road and pop your window down. "Hi," she says. "I'm going to Boston. Can you take me there?"

Boston is less than a half-hour's drive past Lone Star Louie's — out of your way, but not much. What do you tell her?

"Sorry, I'm not going that far." Turn to 297.

"Sure, I can take you to Boston." Turn to 330.

"I can take you as far as Lone Star Louie's." Turn to 60.

13 There appears to be only one way out of the garage, back up the ramp you just came down. You can see two Hellriders guarding it; there may be more farther up.

“Oh, I couldn’t let you go on up there by yourself,” a guard says. “Never can tell what will come after a lone pedestrian in Old Town.” It looks like you’ll be here for a while, whether you intended to or not.

You decide to be sociable and talk to some of the Hellriders before dinner. Turn to 300.



14 This time, you find the colonel in the cafeteria, commandeered as a meeting-room. “OK, ace,” he says, “glad to have you back. I have a job for you.

“The ARFs are convoying down here,” he points to a map, “along I-495. Now these guys are really loose. They don’t have any controls. Anyone can join the convoy. Fact is, there are probably a half dozen cars there who don’t know they’re convoying with a gang of terrorists intent on destroying Boston.

“What I want you to do is to lead a force of six vehicles up here to Marlborough. When the convoy goes past, you join up with them. Stay to the back. As soon as the fighting starts here, you start shooting. They’re disorganized already; if we can disorganize them even more, we can split them up and pick them off.

“Sound good? OK, the rest of your group is over there.” He points to a spot near the charging generators. “Oh, and you better take this. It’ll help identify you if things get thick.” He hands you a baseball cap with HYSHAM’S HEROES and a first lieutenant’s stripe embroidered on the front, then salutes.

Turn to 84.

15 You loop the wire about a convenient metal post, grit your teeth, and touch the wire to the fuse block. Turn to 201.

16 You spin around and head back toward the truck stop.

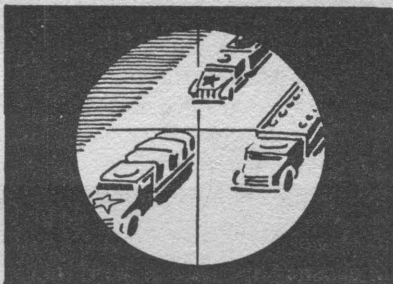
Things are too quiet. As you approach, you can see why; the fighting has stopped. The only vehicles in sight are wrecks. You don't even see any bodies. The gate is standing open. Four huge trailers are parked inside, around the garage.

Then your CB crackles to life. "This is it, Millie," the voice is saying. "You waste our friends, you waste our machines, we waste your friends and your buildings. Fair, OK? We'll all be dead. ARF and millies will go down together."

There appears to be no one in the truck stop; the place is battle-scarred but seems intact. Cautiously, you move toward it. Then the CB voice comes again.

"Watch it, Millie! Yes, *you*, the militia turkey in front of the gate. Nine of Spades reported you. We see you. Come any closer and we'll torch the place right now. Everybody dies. . . ."

Realizing they mean you, you clear out quickly. You'd better find the militia and see what these maniacs are doing. Turn to 97.

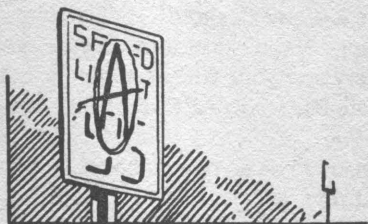


17 “OK, shoot,” one of the men says. “What’s your delivery?”

If you have the arfsymp, you may tell them you’ve got the package from the printer. Turn to 128.

You may tell them you have the courier package. Turn to 73.

Or you may say that you brought them a pizza. Turn to 102.



18 You bring your submachine gun up to shoot — just as he does the same. It’s a gun battle. You get the first shot. Turn to 151.

19 You state your business. WHAM! A bald, stocky sergeant hustles you through the roadblock. Military red tape vanishes as if by magic. Within five minutes, you are in Colonel Hysham’s office.

Colonel Hysham looks up and salutes. “I understand you have a courier package for me,” he says. “You certainly took your time about it.”

Not wanting to burden him with a long explanation, you simply return the salute and say, “I ran into ARF resistance, sir!” Apparently that’s a satisfactory explanation; he nods.

He breaks the seal and takes a folder from the package. He looks at it for a few moments, saying "hmmm" and "yes" a lot, then looks up at you.

"Come here, ace," he says. "I want to show you something."

The folder contains a hand-written message, intercepted from an ARF courier. . . .

GABBY:

You won't believe what we've got here. Moe and Mickey tracked down a gasoline dump. There are HUNDREDS of barrels here—five truckloads, at least. This is going to make Operation Phoenix a real blast!

We're rolling right away. Put the word out.

—FRANK

"So!" says the colonel. "Now we know a little more about what's happening. But it's very clear that they want this truck stop as a base for operations against Boston. We shall deny them that base."

Then he drops the parade-ground manner. "Louie tells me you're an old friend. Why don't you look him up? Report back to me later; I can use men like you."

You've been dismissed. You salute again and leave. Turn to 88.





20 You are fighting a single Boston patrol vehicle.

PATROL CRUISER

Luxury car. 64 hit points. Defense Class 13; Handling Class 3.

Weapons: Recoilless rifle in turret (Combat bonus 1; 2 dice damage; 3 damage boxes).

Linked machine-guns to front (Combat bonus 0; 1 die damage each; 3 damage boxes each).

Power plant: Super (12 damage boxes).

Gadgets: +1 targeting computers for both driver and gunner.

Long-range CB.

The driver (who fires the machine-guns) is a Driver-2, Gunner-2. The gunner (who handles the turret) is a Driver-1, Gunner-2. Both of them can fire every turn.

If you put 10 hits on the cruiser, he will drop back out of gunfire range . . . but he will keep pursuing you at a respectful distance. Turn to 126.

If you lose the fight, your adventure is over, whether you live or die.

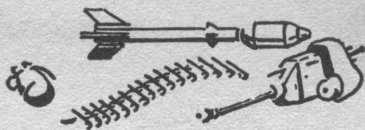
21 “Wonderful,” says Mother. “Glad we can help out. If you’ll open your gunner’s door, Junior here will show you to the charge plant.”

A chubby Hellrider with a wispy fringe of red beard climbs into your car and directs you into the lower areas of the garage. He stops you next to a huge piece of machinery.

“This is our solar converter,” Junior explains. “We have a solar panel on the roof. We convert solar energy to heat for hot water and electricity to run the lights and charge up the bikes.” He laughs. “We’re bikers, but we aren’t barbarians.” He hooks up a charge cable to your car.

The charge will take about thirty minutes, so you have some time to talk to Junior. He is a very knowledgeable man; he built most of the Hellriders’ electrical and hot-water systems himself, and is very proud of his achievements in turning a parking garage into a home for over a hundred people. He’s Mother’s younger brother, but where Mother is the administrator, he’s content to build things. As the charge finishes, the lights go down, then back up. “Supper bell,” Junior explains. “Let’s go get something to eat.”

If you’ve changed your mind about dinner, you can stay; turn to 141. If you’d rather leave now, turn to 81.



22 You tell the officer a story, making it up as you go along. It’s pretty wild, involving smuggled bio-chips, secret agents from Louisiana, an Illuminatus named Fong, and a lot of road combat.

Try a Prestige roll. If you succeed, turn to 351. If you fail, turn to 282.

23 “Nice of you to come back,” a voice says. “Get in here and close the door. Now.”

If you obey, turn to 111.

If you want to run for it, turn to 296.

24 “Well, thanks anyway,” she says, but she’s obviously disappointed. You pull away from the curb and leave. Turn to 146.

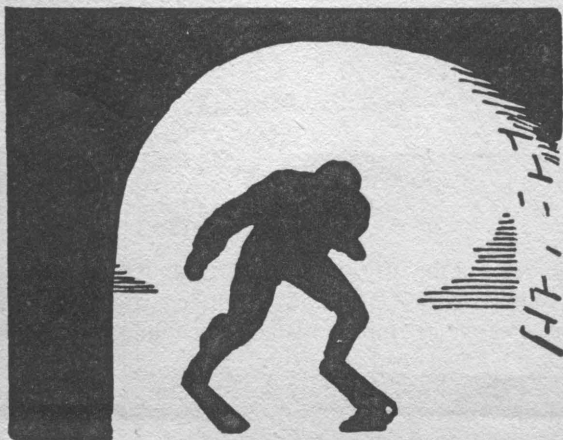
25 Something is funny about this. You decide to play it cool. You don’t reply; you’ll let “room service” make the next move. What do you do in the meantime?

Hide and wait to see what happens? Turn to 391.

Climb out to the window ledge? Turn to 127.

Take your trusty revolver out of your travel bag and wait? Turn to 225.

Have a brilliant idea? Turn to 274.



26 Louie has an apartment over the garage. It's not big, but it's cozy. You knock on the door; he answers, embraces you like he hasn't seen you in months, (which he hasn't) and invites you in.

Louie is something of a celebrity. He was originally from Lubbock, Texas. When autoduelling began to catch on, he developed a stunt-driving "clown" act which became popular. He toured for several years and then retired, buying this truck stop. Louie was one of the people who helped you get started in autoduelling; he's been a close friend ever since.

He's very grateful that you've come to join in the fight. He points to a map on the wall. "Just in case things go bad, ace," he says, "let me tell you something. I built an escape tunnel out under this place. Maybe two or three people know about it. If you got caught in here it would be a handy thing to know about."

He walks over to a map of the truck stop. "See this closet here?" he points to a storage closet on the bottom floor of the main building. "You can take out the floor. There's a tunnel there that leads to a culvert under the highway" — he points to a spot on I-495 just north of the interchange — "here. There's a grille across the culvert, but if you grab it, turn it to the right, and pull out, you can get in."

Thanking Louie for the tip, you go in search of the colonel. Turn to 14.

27 The militiaman steps back and salutes. "Sorry, SIR!" he bellows. You hook up the generator cable and start charging your car.

When you are done charging, you unhook the car, salute the militiaman and drive off. Return to 177.

28 “Smart move,” Revolver says, “putting your valuables in the safe so thieves won’t find them. Let’s go pick them up. Come on, move.” He gestures for you to walk ahead of him. But when you do so, you feel a blow on your head — then blackness.

When you come to, hours later, you call the desk. Your worst fears are confirmed; your visitors took your ID and room keys and got your package from the safe. You soon find that your car is gone, too.

Disconsolate, you call Militia Headquarters and report your failure. You bungled your mission. You’re probably going to face court-martial. Your adventure is over.



29 You take the bad guys’ weapons and then search their pockets. You find little of interest — not even money or driving licenses. You do find something peculiar, however. Each of them is carrying a playing card — the eight of spades. You pocket these cards in case they might come in handy later.

Each of these goons has a pamphlet in his pocket. One calls for Boston to secede and become an independent free city; the other is propaganda for the Anarchist Relief Front. You put these pamphlets back. Turn to 58.

30 “There must be a tunnel in here someplace!” you shout. “The ARFs used it!”

Desperately, the hostages start to search the lower level — kicking, thumping, prying — moving everything that moves, and heaving on anything that won’t move.

Then a young militia private examines a rusty drill press in a basement corner. She pushes it — and it tilts upward, counterweighted! It’s another tunnel — wide enough for a vehicle. Lone Star Louie was full of surprises, but this one was his undoing.

You lead the way, in case the ARFs left any surprises. But the path is clear. You move the group as fast as possible. Before long, you emerge in another culvert.

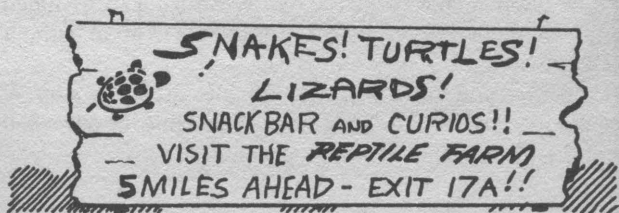
Not far away, you hear a *whooshing* sound. You look to the east. A fireball marks the spot of Lone Star Louie’s. But the hostages are alive!

You lost some property . . . but you saved lives and foiled the ARF’s plans. You’re a hero. Your adventure is over.

31 You pull out of Louie’s and get back on I-495, heading for the Thruway tollbooth.

If you decide to go back to New York for the Open, turn to 258.

If you want to go on to Boston, turn to 129. If Kathy is with you, Boston is your choice.



32 You are in the New Town section of Boston, just inside the city wall. As in any big city, there are many places to go and things to do. You can visit each of these only once:

DeBeck Medical Center, to have your own injuries healed — turn to 388.

Uncle Albert's Catalog Showroom, to buy new auto equipment — turn to 1.

A diner, to get something to eat — turn to 82.

A garage, for repairs — turn to 160.

The American Autoduel Association, for information, legal help, etc. — turn to 267.

The city gates, to leave Boston — turn to 293.

WHEN IN BOSTON VISIT:

UNCLE AL'S CATALOG SHOWROOM

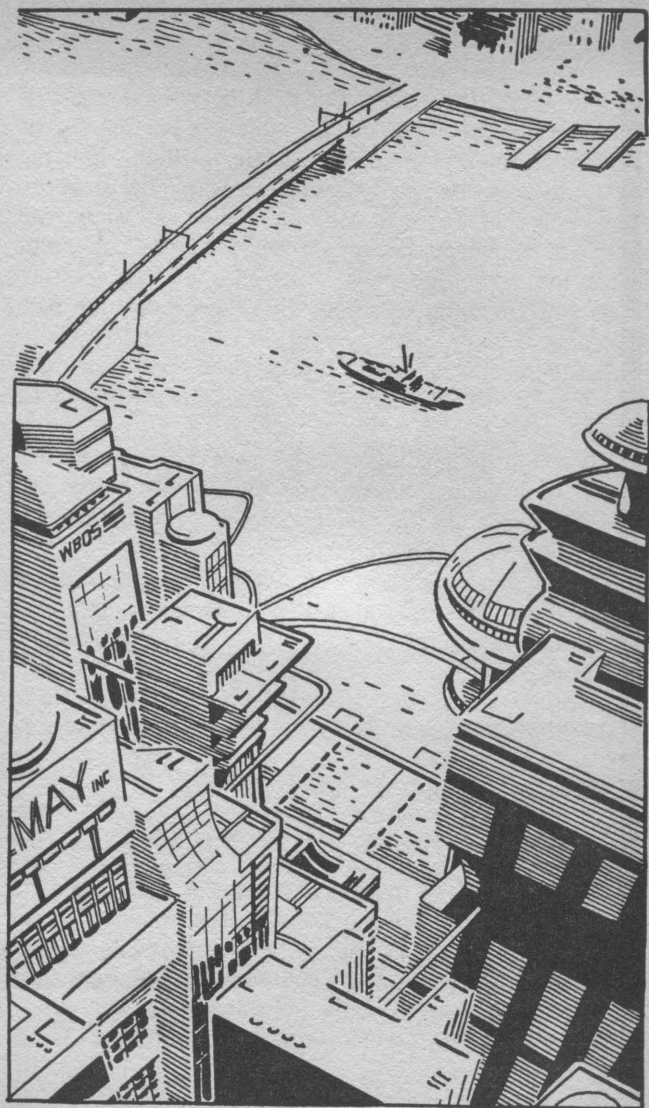


BEST PRICES ANYWHERE!!!

**FOR ALL YOUR
DUELLING NEEDS**

33 The ARF shudders, but remains defiant. You won't stoop to his level by *really* torturing him, much though he might deserve it. You'll just have to go in without exact knowledge.

Of course you know a way to get into the truck stop. If you use it, turn to 278. If you wait a while to see what develops, turn to 359.



34 Reduce your Prestige score by 1 for your abortive attempt at escape.

Once you get to the precinct house you are booked for unlawful flight, failure to follow the orders of a police officer, disturbing the peace, driving without a license, and (if at any point you shot at a police vehicle) duelling within the city limits and attempted destruction of public property. They book you, then take you to a holding cell where you are told to empty your pockets. If you refuse, the police will search you, so you go along.

As you are being searched, the police notice the pass Thelan gave you to identify yourself to Colonel Hysham. "Just a moment," the sergeant says, as he goes to an intercom. He talks to someone for a moment, then comes back to you.

"Take him to holding cell 4," says the sergeant. He follows after a few minutes, bringing synthetic coffee and algae. After another few minutes another officer comes in, closing the door behind him.

"You're quite a hotshot, ya know that? I'll give you one chance to explain what you're doing in Boston, with a courier package bound for Lone Star Louie's, trying to crash a city checkpoint."

If you explain about the courier mission, turn to 315.

If you tell him about Kathy and the ARF battle, turn to 195.

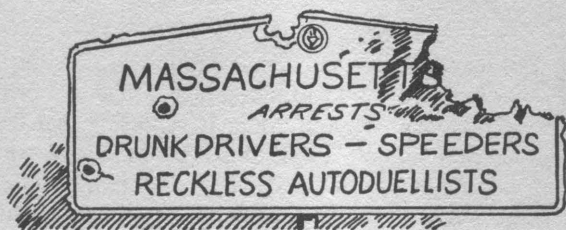
If you make up a story, turn to 22.

35 When fifteen minutes have gone by, roll a die. On a 1 through 3, turn to 378. Otherwise, you may keep trying to work on the detonators for one more minute — or flee. Roll a die every minute until you flee, defuse the last detonator, or get a 1-3. On a 1-3, turn to 378.

If you defuse the last detonator before rolling a 1-3, turn to 87.

If you give up and run, turn to 125.

36 No problem — you're almost fully charged. If you want to proceed to New York for the New York Open, turn to 209. If you still need to go to Lone Star Louie's, turn to 112.



37 Your car comes to a screeching halt at the side of the road. The other car pulls up behind you . . . still shooting. The slugs rip through the tattered remains of your armor. Your adventure is over.

38 The conversation starts to die down as everyone finishes their meals. Everyone washes their own dishes. As you finish rinsing off your plate, Mother comes over to you. "Just wanted to say thanks again, ace," Mother says. "I appreciate what you did for Kathy. Wish you could stick around for a while, but I know you've got your own fish to fry." He shakes your hand again.

A gang of laughing men pushes your car up from the lower levels. It looks perfect. Even the paint looks new. In fact, it has been completely repaired.

"Of course, if you wanted to stick around and join the fun when we raid the ARFs, we'd let you."

If this sounds interesting, turn to 186.

If you insist you have to be going, turn to 9.

39 "You got him!" The Hellriders are jubilant. Mother and Kathy both hug you, as do a number of people you've never even met. They would have taken some losses if you hadn't stepped in when you did.

"There was one ARFmobile we didn't burn," says Mother. "It's yours if you want it." Turn to 189.

40 You leave the car and check into a nearby hotel. When you return to the garage Monday morning, the NANS ticker in your room is reporting that the famous Lone Star Louie's Truck Stop west of Boston was destroyed last night by members of the Anarchist Relief Front. There were no survivors among the militiamen who were guarding the truck stop.

In the distance, you hear sirens and explosions coming from inside the city walls. The ARF terrorists are completing their plan. You failed your mission, and Boston will be the worse for it. . . .

41 You made it! Shots screaming around you, you wheel your new car around several ARFs and other obstacles, and streak out the gate. Your new acquisition is in pretty good shape. You take stock:

ANTARES

Luxury car. 46 hit points. Defense Class 10; Handling Class 3.

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

Machine-gun in turret — can fire any direction (Combat bonus 0; 1 die damage; 3 damage boxes).

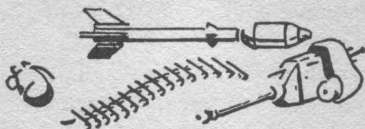
Power plant: Super, damaged (6 damage boxes).

You expect there'll be pursuit, but none appears as you head back toward the culvert and Louie. Turn to 370.

42 Looks like this is one of those days. You're trying to drive with one hand and load machine-gun ammo with the other. The shells are bouncing around the car; for that matter, you are, too. You're weaving madly down a side street. Someone's laundry is caught on one of your gun barrels — wonder when you picked *that* up?

Eventually you get one machine-gun fully loaded — 20 shots worth (or as much as you had, if you were keeping track of ammo and had less than 20 left). But in the meantime, you took 6 dice of damage from your pursuers' machine-guns. And you did 1 damage box of injury to a front-mounted weapon (your choice, if you have more than one) with a minor collision.

If this damage cripples your car, turn to 74. Otherwise, turn to 156 and fight.



43 You grab Louie and drag him over to the supply closet/fake door. He is losing lots of blood, but he manages to look up and smile at you. You lower Louie down through the trap door, then jump down yourself. He's now unconscious and breathing with difficulty.

If your car is in the culvert, turn to 353.

If you don't have your car here, turn to 133.

44 This car is a beauty! The armor is in perfect condition, the tires look new and the undercarriage is in great shape. If the outside is any indication, this car is combat-worthy — and you could use it against the ARFs!

Go back to 319 and choose another option.

45 The fine print states, among many other things, that you are activated as a first lieutenant in the New York Militia, that you are personally responsible for the safe delivery of the package, and that you are subject to a \$10,000 fine and/or imprisonment in the state penitentiary for not more than five years if you willfully or negligently fail to deliver the package in time. You're in too deep to back out now; you sign the document. Turn to 10.

46 As you are buzzing around the park, shooting at the Pulsers and being shot at in return, a police cruiser enters the fray! Ignoring the cyclists, he comes straight for you, lights flashing and siren wailing. He obviously saw you shooting, a *very* severe offense in Boston.

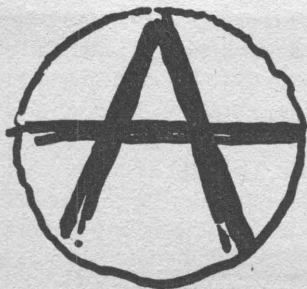
Instantly, you forget about the Pulsers. What do you do about the patrolman?

Try to outrun him? Turn to 90.

Pull over and give yourself up? Turn to 163.

47 Roll two dice. (If you get doubles, roll again until you get two different numbers.) These two numbers are the vehicles you helped destroy earlier today, in the attack on the ARF headquarters!

Go to 131 and fight — but remove those two vehicles from the battle.





48 “Eight of Spades,” you announce.
“Five of Diamonds,” a voice says, “take Eight of Spades down to channel 4 and talk to him. OK, listen up.” You change to channel 4.

“Eight of Spades? You there?”

“Yes,” you reply.

“Good.” About a dozen cars stop, allowing other cars to go around them. Then they circle around and head toward you. “We were waiting to find out who took on Gopher and Randy at the hotel. Now die, sucker.”

The ARF cars are coming toward you in a spread-out wedge formation, with Five of Diamonds leading the attack. Turn to 145 and fight.

49 There’s no answer on the militia frequency, and you can’t reach anyone on the other bands. You’ll have to fight. Turn to 238.

50 You quickly identify the problem. There is a malfunction in the new circuit board you bought. Carefully, you disengage it. Your computer is working again — but the board itself is now useless and gives no extra bonus. You may keep it if you like — perhaps it’s under warranty. Turn to 386.

51 You watch helplessly as the ARFs pour gunfire into the gasoline barrels. The gas ignites with a WHOOF, and a chain-reaction of explosions spills fire *around the garage*. You know the hostages are doomed.

On their way out, as an afterthought, the surviving ARFs pour more shots into your car. You are finished. Your adventure is over.

52 The gunman pulls the trigger. Fortunately, your reflexes are faster than his. As the gun goes off, you leap. You feel a pain in your arm. If you were already wounded, this is enough to stun you; turn to 228. Otherwise, keep reading.

Before he can fire again, you are on him. You wrestle the gun away. The other goon panics and runs for the hallway. Your foe throws you off; as you sprawl, he also flees. You have taken 1 hit of damage from this brawl.

You grab the phone and call for the house detective. Soon a burly man wearing an ill-fitting sport coat comes into your room. He listens to the story, then calls the police. Turn to 273.

53 You're well ahead of the police cruiser, blowing down the freeway. You put the hammer down. Try a Control Roll to see how fast you can push it on this unfamiliar road.

If you succeed, you drove so fast that the officer gave up. Turn to 363.

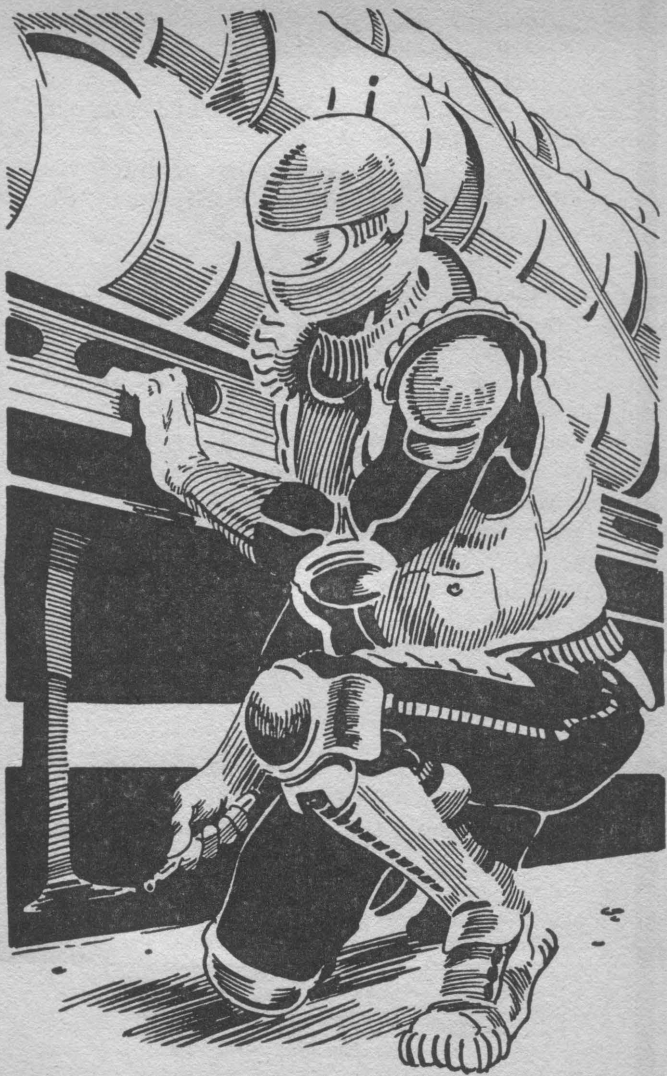
If you fail, the curves of the road forced you to slow down, and he caught up with you. Turn to 326.

54 Somewhere in this truck is a detonator, consisting of a radio receiver and a package of plastic explosive. You studied demolition in the militia, so you think you can defuse them. But it will take a while.

You don't have much time — according to your watch you have fifteen minutes before the ARFs' deadline — but you don't have much choice, either.

If you've been told the location of the detonators, count the number of letters in that word, multiply by 40, and turn to that number.

If you don't know, you'll just have to search randomly; turn to 343.



55 You have a revolver with five rounds. You are facing two foes. Each has a Gunner skill of 2 and a Defense Class of 9. One has a revolver with six rounds, the other has a submachine gun with twenty rounds. None of you are wearing body armor, so one hit will be enough to take anyone out of the fight.

You get to shoot first. Each person fires in turn. If you hit one of the foes before you are hit yourself, turn to 167. If you are hit, turn to 340.

56 Several cars, including one good-looking one, are parked close to yours. You saunter nearby; nobody is paying much attention. Walking past, you make sure the keys are in the one you want. They are — but the driver's beside his car.

Then you make your move! Turning, you walk back by the car — and knock the driver sprawling with a two-handed shove. You jerk the door open and spring in. Punching the ignition with one hand, you sweep the other across the weapon switches without looking to see what they are or where they're aimed. You floor the accelerator and head for the gate, amid shouts and curses.

Try your Driving skill roll (not your Control Roll, but a roll against your straight Driving skill). If you succeed, turn to 41. If you fail, turn to 299.

57 "Just a moment, sir," the sergeant manning the roadblock says. "I'll have to check with Colonel Hysham." The sergeant goes back to his car and gets on the radio.

Within a minute, you are in custody, under suspicion of being a plant, an impostor, or some other sort of undesirable. Your adventure is over.



58 You pick up the phone and dial the operator, asking her to send up the house detective. Soon, a burly man in an ill-fitting sport coat comes in. "What's going on?" he asks loudly.

You explain the situation to him. Try your Prestige roll. If you make it, turn to 191. If you fail, turn to 332.

59 "Afraid there's nothing I can do," says the receptionist. You leave the office, still without papers. Return to 32.

60 "Well, that'll be something," she says. "I can get to a phone and call Mother from there." She hops into your car. "Thanks!" Turn to 367.



61 Two sets of tire spikes spring into position at the end of the toll lane. "I will have to insist, sir," the attendant says.

If you try to run for it, your tires will be shredded — and if you don't unload your weapons, it looks like someone else will do it for you. As you start to unload your weapons, the attendant lowers the tire spikes. Turn to 309.

62 These men are obviously not professionals. They make a lot of noise, break a light bulb, and are generally more destructive than necessary. The one with the revolver asks the other about "the dispatch" — you don't hear the reply. Are they talking about the package you're delivering?

Roll one die. On a 1-4, turn to 203. On a 5-6, turn to 76.

63 There is an Autobank at the side of the main building. You can deposit your courier pay here; you can also deposit any other money you have, or withdraw any sum you have deposited. Your cash savings at the moment are equal to the Wealth you started with.

When you finish your transaction, return to 177.

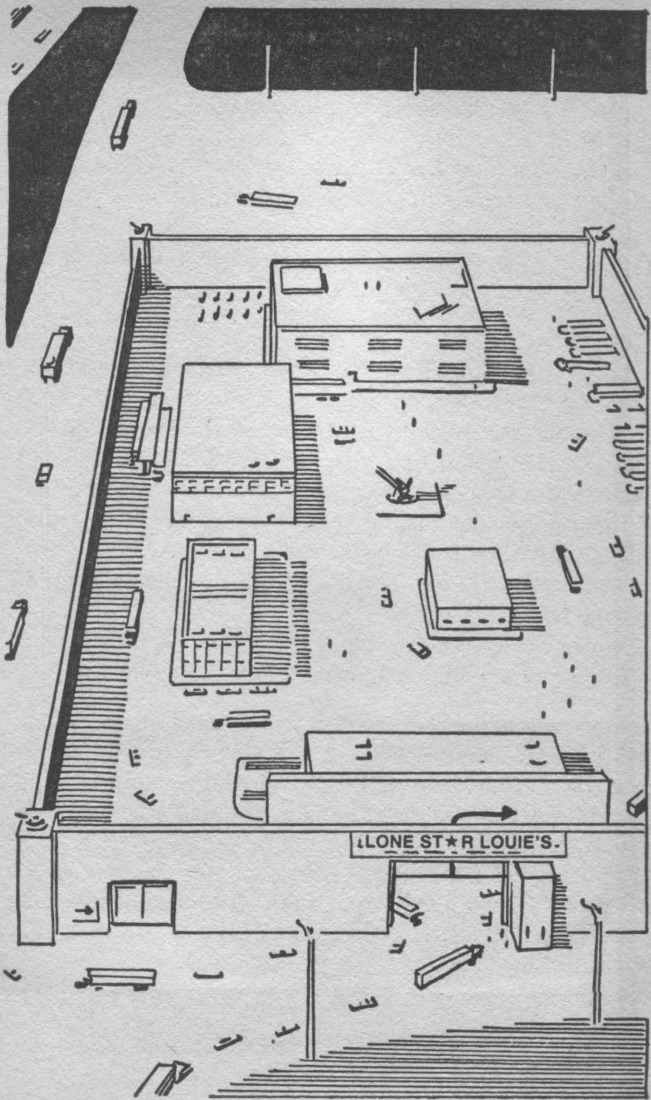
64 You exit the Thruway at the I-495 interchange and get on the frontage road. Sure enough, there's a sign here:

**THIS IS IT! THIS IS THE PLACE!
Y'ALL COME VISIT NOW!
LONE STAR LOUIE'S LITTLE BIT O' LUBBOCK
TRUCK STOP AND GRILL**

The militiaman waves you to a stop and asks your business. You show him your blue pass; he directs you to an office on the second floor of the main building.

If you go directly to the main building, turn to 92. If you want to charge your power plant first, turn to 107.

65 Too late — you hear a WHOOSH, then a BOOM as the nearest truck explodes in a fireball. One by one, the other three trucks explode, until the truck stop is an inferno. You're too close to escape the flames. Your adventure is over.



66 The long-range CB would allow you to send and receive with a range of up to about 50 miles, depending on terrain. It also has a scanner which will let you reach some channels not ordinarily used by car CBs. It costs \$600.

If you want to look over any of the other items, return to 120. If you're ready to check out, turn to 185.

67 You can stop counting paragraphs; you've made it. You've got a car!

LONE STAR CUSTOM

Luxury gasburner. 80 hit points. Defense Class 14; Handling Class 3.

Weapons: Recoilless rifle in turret — can fire any direction. (Combat bonus 0; 2 dice damage; 3 damage boxes). Has an extra magazine — can fire 20 shots.

Linked machine-guns to front (Combat bonus 0; 1 die damage each; 3 damage boxes each).

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

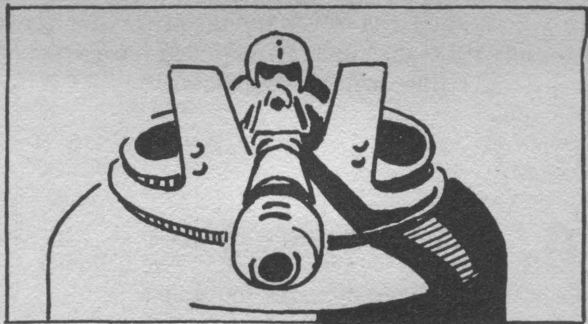
Power plant: Internal combustion (8 damage boxes).

Gadget: Targeting computer (+1 combat bonus).

It sounds like it's in excellent shape; the engine purrs like a kitten, then roars like a lion when you step on the accelerator. You take a moment to familiarize yourself with the controls, then put the gas-hog in gear and start out from behind the trucks.

And a good thing, too, because as you do, you see a group of ARFs coming through the open gates. Now: did you visit an ARF office earlier today? If you did, turn to 47. If not, turn to 131.





68 It's a military-surplus ammo crate, still partly full. You find ten rounds of ammo; you can load these into your machine-guns now, or save them for later if your magazines are full.

The rest of the crate is full of crudely printed pamphlets. As subversive material goes, this is pretty tame stuff: it calls for general strikes, get the US out of Massachusetts, don't vote because it only encourages them, et cetera.

Pamphlets like these, printed by groups sympathetic to the ARF (hence the common name for these pamphlets, *arf-symp*) show up all the time on the various college campuses in the Boston area. But no one who wasn't connected with ARF, or at the very least *very* sympathetic to their cause, would be carrying *that* many pamphlets. Looks like this was an ARFmobile. . . .

"I'm taking these," you say to Kathy. "Looks like ARF is really on my case about something. These may interest the brass." The pamphlets weigh very little and take up almost no space.

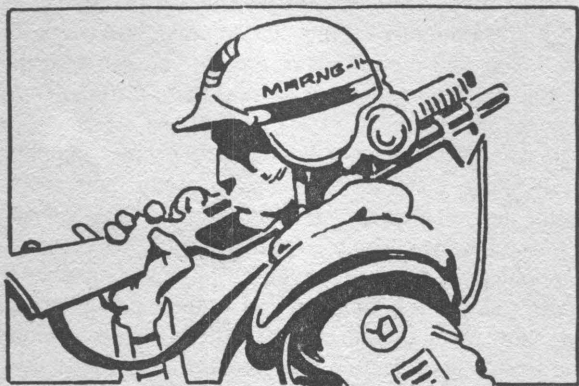
Kathy seems disturbed by the pamphlets, but can volunteer no information. You decide not to mention your earlier encounters. Turn to 313.

69 You swerve and dodge, trying to keep from getting hit, and at the same time trying to replace Louie's bandages and call for help over the radio. The ARF is closing on you.

If your car has a long-distance CB, turn to 116. If not, turn to 49.

70 You show the militiaman your pass. He steps back and salutes. "Excuse me, SIR!" he bellows. "All personnel are to leave this area immediately, SIR!" You leave the area; you can't argue with logic like that.

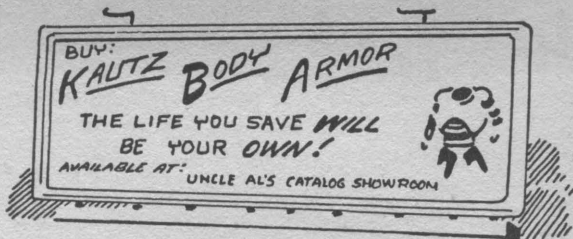
Return to 177.



71 "Stick around," one of the biker-guards calls out. "Mother wants to talk to you."

If you will hit the trigger and drive over the guards, turn to 254. If you will get out of the car and meet Mother, turn to 205.

72 Roll one die. On a result of 1-3, turn to 314. On a result of 4-6, turn to 260.



73 You walk to your car and take out the courier package and a pistol. When you return, the ARFs are still arguing.

"That's it, huh?" one says. "Well, let me have it!"

Naaaah, you think as you hit the ARF on the head with the briefcase. *I thought they only said that in the videos.*

The other ARF is frozen with fear. You train your pistol on him. "Outside!" you say. He very helpfully picks up his partner, takes him outside, and waits, shivering, for further orders.

With the help of the two 'Riders, you tie up the ARFs and drag them far away. Turn to 246.

74 The Pulser fire is too much for you. You go up on two wheels, almost come down on all four, then finally roll, crashing up against a lamppost and a parked car. The two cyclists turn the corner and see you there . . . then circle to get into better firing position. Your adventure is over.

75 As you sit in your car, you notice several men have joined the ones behind you. They are armed with various personal weapons — grenades, pistols, rifles, and a couple of things you don't recognize.

If you just stay still, turn to 224. If you drive away, turn to 328.

76 The two goons ransack the place thoroughly. Then one of them leans over to check under the bed. What do you do?

Shoot him (if you have your revolver)? Turn to 55.

Just lie there? Turn to 110.

Try to surprise him? Turn to 377.

77 You decide to take on this next ARF attacker, as well:

FIVE OF CLUBS

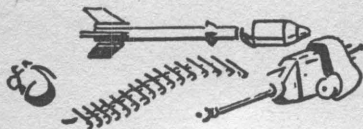
Mid-size, 46 hit points. Defense Class 11; Handling Class 2.

Weapon: Laser mounted to front (Combat bonus 1, 3 dice damage, 2 damage boxes).

Power plant: Large (7 damage boxes left).

The driver is a Driver-3, Gunner-3.

If you beat Five of Clubs, turn to 211. If you lose the fight, turn to 261.



78 Make a Mechanic roll for each piece of equipment you want to install. A successful roll means the equipment is installed; a failure means you must try again. (Exception: *two* successful Mechanic rolls are required to install the range extender.)

Each roll equals an hour of work.

If you finish within 6 hours, turn to 32.

If you have not gotten everything installed after six hours, you realize you can't delay any longer; you must get back on the road. You head for the Boston city gates. Turn to 293.

79 They're happy to tell their story. The Hellriders were organized just after the Food Riots. Mother and a couple of the older 'Riders were students at area universities at the time; Mother was studying civil engineering at Harvard, for instance, and Snake was majoring in agronomy at Boston College. Their group met on weekends to play chess and computer games. When things fell apart, they got together for self-defense.

Like many others, they took refuge in the old downtown area. While other refugees were staking out office buildings, Mother noticed that the parking garage had thick walls and underground levels.

"Can you say *fort*?" puts in Junior at this point.

So the game club moved in, bringing their various specialties. First they fortified their own base; then they moved to clean out the local bandits and give their neighbors some protection. Over the years, they built up their base, recruited new talent, kept a benevolent eye on the people in their turf, and evolved into a formidable paramilitary force.

Technically, the Hellriders are wanted men — they go armed in city limits, and occasionally "liberate" things. But their violence is directed only at violent foes. So the Boston authorities look the other way; they don't exactly understand the Hellriders, but they know they're useful. In fact, the Riders are the Old Town "police." Some of the locals even make donations, but this is strictly voluntary; Mother does not charge any kind of "protection money."

The obvious question is, what are these people doing as a cycle gang in the middle of a dead section of town? "It's mostly a matter of image," a tall 'Rider named Sam says. "A Sons of Thoreau Society would be wiped out in a day. Who's going to mess with a cycle gang?" And you realize he's right — because, whatever the 'Riders' origins, they're *tough* now!

Return to 141.

80 You won the battle — and your Prestige score goes up by 1. That helicopter was from a Boston TV station — and this duel was shown *live* on national TV! Furthermore, it's prime time. . . .

Now that the fight's over, the chopper pilot radios you to get your name. When you tell him you have Lone Star Louie on board, he becomes very helpful. "Listen, we want to help Louie out," the helicopter pilot says. "Stop here and we'll pick him up." Turn to 268.

81 You start your car; the charge indicator is full. You shake hands with Junior; he says he is going to take the elevator up to dinner. You drive up two levels; as you get to the level you started out on, Mother meets you.

"Thanks for all the help, ace," he says. "Drop by if you're ever in the neighborhood. This place is easy to find once you've been here five or six times." The other bikers laugh. "If you ever need help, count on the Hellriders. Just remember this code word: AGRONOMY."

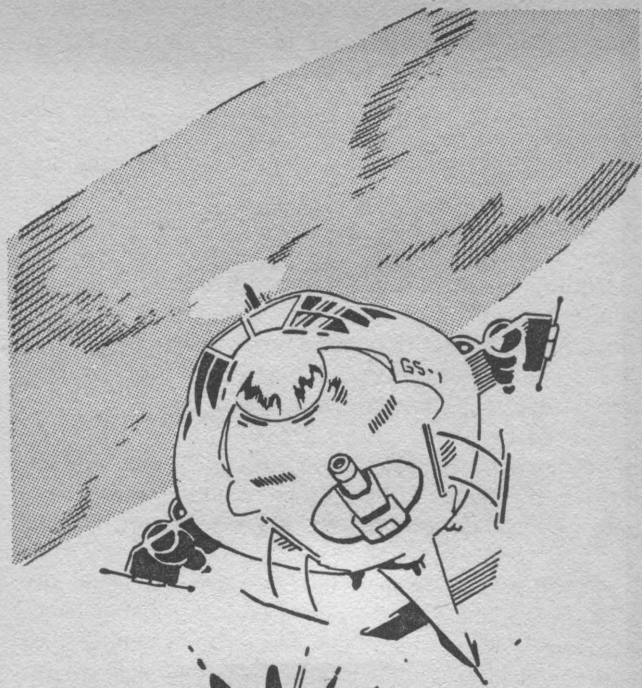
Make a note of this word and turn to 342.

82 A recent *Autoduel Quarterly* recommends Billy's, a hash-house on the west side of Boston, for reasonably priced food with the proper amount of grease and an autoduelling ambience. You decide to drive over.

Billy's is everything the article said, and more. They serve *real* food — no algae on the menu — and there are plenty of duelling rigs and large trucks parked outside, a traditional sign of good food.

You go in and order, then sit down to a good-tasting meal. As you finish, the gum-chewing waitress hands you the check. It comes to \$15.00, a reasonable amount for a meal in 2036.

You go up to the counter to pay. If Kathy gave you some bills, and you want to use one of them, turn to 227. If Kathy gave you no bills (or if she did, but you want to save them), turn to 221.



83 Your two pursuers are driving a battered old Hokkaido — a good car, but this one has seen better days.

HOKKAIDO

Mid-size, 36 hit points left. Defense Class 11; Handling Class 2.

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

Recoilless rifle to rear (Combat bonus 0, 2 dice damage, 4 damage boxes)

Power plant: Large (8 damage boxes left)

The driver has Gunner skill 3; his Control Roll is 4. His passenger does not know how to drive or shoot.

If you are *behind* the Hokkaido, turn to 383 after you hit him twice. If you are in front, just go on until one car loses. If you win the fight, turn to 283. If you lose, turn to 37.

84 You go over to meet the other drivers. There are five of them, each with a nondescript but well-armed car. Among them you recognize a fellow pro duellist; another turns out to be an amateur you've heard of. You talk for a moment; then Hysham's Heroes start down the road.

You drive for a few miles until you get to the Marlborough exit. You split into pairs . . . and sit back to wait.

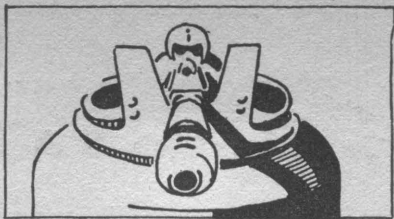
WHEN IN BOSTON VISIT:

UNCLE AL'S CATALOG SHOWROOM



BEST PRICES ANYWHERE!!!

**FOR ALL YOUR
DUELLING NEEDS**



About two hours later you start hearing chatter over the CB — mostly about what the talkers are going to do when they get into Boston. It's definitely the ARFs.

Soon the convoy comes over the horizon. "Convoy" is not the perfect word; the ARFs are a mass of cars, covering both lanes of I-495 and stretching back almost a mile.

You signal to the other cars. You and another car start toward the mass; the second pair follows behind you, and finally the third pair follows behind them. It's easy enough to merge with the ARFs. Their "convoy" includes all kinds of cars; most are junkers, but a few are shiny and formidable. Many are painted with crude playing-card insignia.

You drive with the mob, keeping silence, for about ten miles, monitoring both the ARF channel and the channel the militia is using. About five miles from the truck stop, a voice comes over the ARF channel. "OK, gang," the voice says. "This is Ace of Hearts. Everybody sound off."

The ARFs give playing cards as IDs — Five of Diamonds is right in front of you, for instance. What do you do?

If you keep silence, turn to 348.

If you found a playing card in the course of this adventure, you can use it as your ID. Multiply the number of the card by the number of letters in the name of the suit, and turn to that paragraph.

If you want to make up something, turn to 384.



85 The fake militiaman brings his submachine gun up. You barely have time to duck around the corner before he shoots.

“Nice try, but you’re the wrong sex to be Three of Clubs, and a foot too tall as well. Get ready to die, sucker.”

It’s a gun battle; your foe will get the first clear shot. Turn to 151.

86 You’re not sure if the cops think you’re with the ARFs, or want to give you a medal for fighting them, or what — but you’re not sticking around to find out.

Roll one die against your Driving skill — in other words, if your skill is 3, you need a 3 or less. Are you quick enough to get away? If you make the roll, turn to 197. If you fail, turn to 344.

87 You sit back in the shadows for a moment to rest and stop shaking. Before long, you see four red lights go on on the receivers — but since you defused the detonators, nothing happens. The lights go off, then on again, then on and off in rapid succession. You laugh. Somewhere, you know, an ARF is cursing and pounding on his radio.

You peer out from behind the trucks — and duck back again as a bullet goes past. Turn to 192.

88 If you’ve already been to the truck stop once today, and you talked to Louie then, turn to 193.

If you haven’t talked to Louie yet today, turn to 26.

89 You fire a shot over the other vehicle. It swerves crazily and returns fire. Instantly, the summer air is filled with the sounds and smells of combat.

Turn to 176 and fight. The enemy car gets the first shot.

90 You are careening madly through the back streets of Boston. The officer behind you is doing his best to keep up. His advantage is that he knows the neighborhood; your advantage is that you're desperate!

Make alternating Control Rolls — first for the policeman (his roll is 4) and then yourself.

If the policeman misses his roll first, you manage to out-run him. Turn to 317.

If you miss your roll first, he stays on your tail. Turn to 198.



91 You find Kathy and tell her you won't be able to take her any farther. The hitchhiker sighs. "I understand," she says. "I guess I'll get to Boston on my own power. Thanks anyway." She goes over to a phone. You won't see her again.

Turn to 398 to get your repairs.



92 At the door of the main building you are challenged by another guard. You show him your *blue* pass; he lets you keep it, and tells you Colonel Hysham is in room 201 on the top floor.

The Militia has apparently commandeered the lodgings at the truck stop. Colonel Hysham is in a suite on the end of the building. An aide takes the blue pass you received in Albany.

Finally Colonel Hysham looks up and salutes. "I understand you have a courier package for me," he says. You give him the package; he breaks the seal and takes a folder from the package. He looks at it for a few moments, saying "hmmm" and "yes" a lot. Then he looks up at you.

"Come here, ace," he says. "I want to show you something."

The folder contains a hand-written message. . . .

GABBY:

You won't believe what we've got here. Moe and Mickey tracked down a gasoline dump. There are HUNDREDS of barrels here—five truckloads, at least. This is going to make Operation Phoenix a real blast!

We're rolling right away. Put the word out.

—FRANK

“Operation Phoenix, as far as we can tell, is an ARF plan to strike at police units and blow Boston into anarchy,” Hysham explains. “We’re pretty sure the ARF will try to come through here tonight. Because I’ll bet anything they want to use this truck stop as a recharging depot, and I don’t think we want them to do that.”

Hysham signs the pay voucher, hands it over to you, and shakes your hand. Then he says, “Listen, ace, we’re undermanned and hurtin’. Would you be willing to throw in with us? We’re planning to hold this truck stop against the ARFs. It’s worth a month’s combat pay.”

If you agree to join Hysham’s force, turn to 281.

If you aren’t interested, turn to 327.

If you picked up some pamphlets you want to show him, turn to 200.

93 Grumbling all the way, you drive to Fort Caswell and show your pass to the guard at the gate. He takes your pass, gives you a different pass, and directs you to Building 10. The guard there takes your pass, gives you a *red* pass, and ushers you into the building.

The clerk gives you a pay voucher for \$105.00, a sealed briefcase, and a packet of orders. Reading them, you see that you are to take the package to Militia Captain Hysham, who is currently at Lone Star Louie’s, a truck stop on the Massachusetts Thruway. He also gives you yet *another* pass; this one is *blue*. You now have two. One is necessary to leave the fort; the other is your identification to Captain Hysham.

He also gives you a form to sign, affirming that you have received the courier package and that you are responsible for its safe delivery. This is a fairly long, involved contract. If you just sign (standard militia procedure), turn to 10. If you want to take the time to read what you’re signing, turn to 45.

94 At the gate to the truck stop, the guard raises his rifle. You carefully reach into your pocket and pull out the pass.

“Why didn’t you stop at the blockade?” the guard asks.

“I was in sort of a hurry,” you reply. The gate to the truck stop slides open and you drive through. Inside, the militia is digging in for a fight.

Before you do anything else, you want to locate your old friend Louie and tell him you came back. Turn to 88.

95 Your gun falls to the floor. “Wise,” says the thug with the revolver. “Very wise. Now we would like to know where the dispatch is. It belongs to us and we would like it back. Right now.”

If you tell him where it is, turn to 28.

If you make up something, turn to 291.

If you refuse to tell them anything, turn to 134.

96 You open the door. There’s Louie — on his knees, clutching his stomach! A militiaman is standing over him, holding a submachine gun. You saw this trooper earlier today when you were here, but he looks different — and very unmilitary — now.

He spins to cover you. Then he sees you’re not in uniform, and hesitates. “What’s your card?” he asks. What do you reply?

“Eight of spades”? Turn to 206.

“Three of clubs” (the first card that pops into your head)? Turn to 85.

No reply — you just start shooting. Turn to 18.



97 You head cautiously toward a hill not far from the truck stop; Hysham had designated it an emergency rendezvous. Soon enough, you're challenged. When the sentry sees the lieutenant's flashes on your cap, he becomes urgent. "Sir! You're in command! What shall we do?"

Incredulously, you go with the sentry and piece together the story. While you were making your ambulance run, the ARFs took the truck stop. The outnumbered militia weren't able to hold out when the disguised ARF opened the gates.

"They've got a lot of our men, sir," one of the sergeants tells you. "Only a few of us got out. Most of our force is dead or surrendered. The ARFs have locked them in the garage. And they ran these four big trucks in, full of gas barrels.

"The ARFs are all holed up in the garage building, too. They're saying if Boston doesn't pay two million ransom, they'll use the gas to burn all the hostages and themselves too! We've got only thirty minutes now."

As you are trying to digest this, a shout comes up from the sentries. "Sir! We've got a prisoner!"

If you want to use the tunnel, you can reconnoiter in person; turn to 278. Or you can take the time to interrogate the prisoner and see if he has any useful information; turn to 368.

98 You're going to be on foot for the next couple of hours, so you decide to get out and look around the neighborhood. This is an older business district, with garages, small mom-and-pop restaurants, used book stores, old movie theaters (showing old movies), et cetera. You waste an enjoyable hour and a half window-shopping.

When you return to the garage, your car is ready. Turn to 153.



99 You've got an obligation back at Louie's, and it doesn't include getting caught in a gang war. Fortunately, your car is close by. You join the general exodus. When you last see Mother, he's barking orders through a bullhorn.

You find the highway and head back toward Lone Star Louie's. Turn to 112.

100 The mechanic looks at the bills, then shoves them back at you. "Hey, look, buddy," he says, "we just can't get to it today. Now, if you want us to try to work on your car, we will, but we just can't get it done today."

Return to 272 and make another choice.

101 The two bikes are in pretty bad shape. Of course, there's no room to put them in your car, but there's no traffic on this street at the moment. So . . . you tie a rope around their frames, fasten it to the back of your car, and *drag* them down the block to the salvage yard. They make a horrendous screech as they drag down the road, and a few curious locals come out to see if someone is torturing a bus, but no one stops you.

When you pull up to the salvage yard, the man at the gate laughs heartily. "I'll give you \$150," he says. "They're not worth fifty, but I haven't laughed like this in years."

You now have an extra \$150. Turn to 32.

102 "Who ordered pizza?" The ARFs look at each other in confusion. "Oh, well. Morrie must be coming by. He always orders pizza." Then, to you, "Bring it in."

You're dumfounded. You said the first thing that came into your head; you didn't expect it to work! Turn to 301.

103 You search the fake militiaman's body but find only a Jack of Diamonds, which will probably do you almost as much good as the Eight of Spades has so far. You hear a noise on the floor and turn to see Louie clutching his stomach. He looks up and grins. "Nice job, ace," he says, then coughs blood.

You try to quiet Louie, but he motions you to silence. "He opened the gates . . . blasted the controls. Caught him . . . too late. ARF . . . tunnel layout . . ." Then he collapses.

Louie is still alive, but he won't be for long unless you can get him some medical attention.

If you want to take him back out the tunnel, turn to 43. If you want to look for a militia medic to help, turn to 292.

104 A good fight is one thing — but this is ridiculous! Hurriedly, you throw it into reverse and leave, enemy fire screaming around you. Take 2 dice of damage from a rocket that slams into your right side. If that cripples your car (takes out your power plant or your last hit points), turn to 262. Otherwise, turn to 171.

105 Several minutes later a burly man in an ill-fitting sport coat arrives and introduces himself as the house detective. Two policemen are with him. At the door to your room, they knock and get no answer.

The house detective opens the door, and you all charge through in true SWAT-team style — but there's nobody there. Turn to 273.

106 You hear a grinding as the starter motor kicks in, then a roar as the engine turns over, and finally a purr as it settles in and runs. You've got her going! Now turn to 67.

107 You park your car near the chargers. "Excuse me, sir," a large militiaman bellows, "civilians are being evacuated. You will have to return to your car and leave."

If you show him your *blue* pass, turn to 173. If you move your car, turn to 389.

108 "Uh . . . yessir . . . I mean comrade . . ." stammers the ARF, springing back out of the way. You swing into the car, check the gauges and ammo indicators, and head for the gate. Finally realizing he's been robbed, the dim ARF swings up his submachine gun and fires at you — but it's far too late. Turn to 41.

109 Your pursuer is still with you, though dropping behind a bit. Try another Control Roll. If you make it, turn to 132. If you fail, turn to 385.



110 As you lie waiting, you hear one of them whisper, "Hey! Look at this!" The first goon gets up, ignoring the bed, and goes over to see what his partner found. They have your car keys and garage pass!

"Bet it's in his car," one of them says. "Let's go check it out." As soon as they leave, you come out from under the bed, call the desk, and tell your story.

About twenty minutes later, the house detective calls. He asks you to meet him in the garage. You go down to the garage; the detective is there with two policemen, and they have your ex-visitors in tow. You identify the two men, give the policemen your statement, and they leave.

Yawning, you head back up to your room for some well-deserved sleep. Turn to 208.

111 One has a submachine gun and the other is carrying a revolver. "Where's the dispatch?" asks Revolver.

"I don't know what you're talking about," you reply.

"Come off it," Revolver says. "You picked up a courier package with a dispatch in it. It belongs to us. We want it back." He points the revolver at your midsection. "Give."

If you tell them where the package is, turn to 28.

If you just keep quiet, turn to 134.

If you make up something, turn to 291.

112 As you approach Lone Star Louie's, you see a roadblock manned by militiamen. "What's going on?" you ask as you stop.

"Off limits area!" they reply. "Routine militia training exercise."

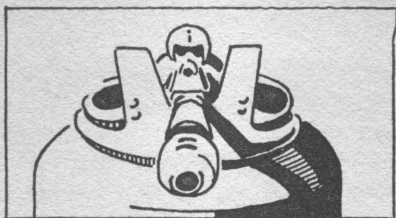
If you have a *white* pass from Colonel Hysham, turn to 247.

If you have a *blue* pass, *and* the briefcase for the colonel, turn to 19.

If you have none of these, turn to 57.







113 “OK,” she says, “I tried to help you.” She shakes her head and stares out the window.

The tollbooth attendant asks you for your registration, driver’s license, and AADA bond card. He types all of this information into the computer, then looks into the window of your car. He stops, looks again, then types something else into his computer. “Sir, could I have you pull over to the side here? We’ll need to talk to you for just a moment. Strictly routine.”

Strictly routine, yeah . . . the attendant is still holding onto your documents. You can only think of two things unusual enough for the Boston police to hold you: the hitchhiker, and the box of pamphlets you salvaged.

If you pull over to the side as the attendant requested, turn to 136.

If you run for it, turn to 86.

114 The cashier grins at you. “Friend of hers, eh?” You nod. The cashier pushes back \$100 (or \$200 if you spent more than \$1,000). “Mother’s friends are always welcome here. Mother helped us get started. Come back any time.”

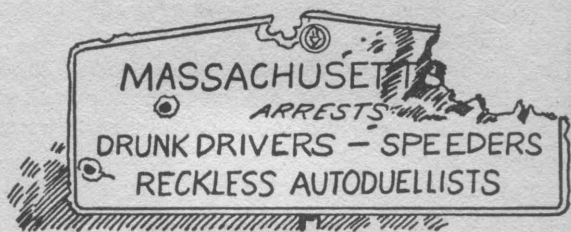
“Thank *you*,” you say. Bemused by the cashier’s generosity, you take the offered refund and leave. Turn to 32.

115 You pull over to the curb. Staying in his own car, the patrolman hails you on the CB. "What's your hurry?"

"There were two cyclists shooting at me!" you reply.

"I didn't see anyone else, citizen," he replies. The Pulsers fled as soon as he showed up; you can't prove your story. Since the policeman didn't see you shooting at anyone, he is ticketing you only for speeding and reckless driving. He asks to see your driver's license, registration, and bond card.

You have these — *unless* they have been taken away earlier in the adventure. If you have them, turn to 392. If not, turn to 242.



116 There's no answer on the militia channels, and no traffic at all on the local bands. You up the power and try again.

Static fills your ears. There's a lot of interference, but you manage to get an answer — from a TV helicopter on the other side of the truck stop! At first the pilot doesn't want to endanger his craft — but when he learns you have Lone Star Louie aboard, he changes his mind. Within a couple of minutes the chopper appears and starts harassing the ARF vehicle. It turns and runs.

"Stop here," the pilot radios you. "We'll pick up Louie." Turn to 268.

117 You frantically search the ground around the car, the top of the car, the bottom of the car. . . . Roll one die. On a 1-3, turn to 341. On a 4-6, turn to 162.



118 It's after noon, and you're hungry, so you pull over into a diner for lunch. You keep a close eye as you leave the freeway, but there's no sign of the car that was shadowing you.

You lock up your car, with the courier package inside, and head for the diner. As you are finishing your meal, you hear an explosion, and the sound of your car's burglar alarm going off!

If you want to see what's going on with your car, turn to 364. If you want to call the police first, turn to 229.

119 Reaching the mouth of the culvert, you look around. Nobody in sight — just a few wrecks.

You examine each one. The first was one of Hysham's Heroes; he's unconscious, but out of danger. Unfortunately, his car is wrecked. The CB works, though; you listen for a second. Sure enough . . . the ARFs have taken the truck stop. The surviving militia have been taken hostage. You turn off the CB in disgust.

The other cars were ARFmobiles. Two are totaled — but the third, nosed into one of the others, is still running! The driver was taken out by a lucky shot. He was about your size; on the seat beside him is a bloody cap with the Eight of Diamonds stuck in the brim. You take the hat and car.

EIGHT OF DIAMONDS

Mid-size, 12 hit points. Defense Class 10; Handling Class 2.

Weapon: Machine-gun in turret — will fire any direction (Combat bonus 0, 1 die damage, 3 damage boxes).

Power plant: Large (4 damage boxes left).

Your new car is a wreck; it has been badly shot up. But it will drive. The gun is empty — but luckily, there's a box of ammo in the back seat. You reload, filling the gun and discarding the empty box.

If you will go back and pick up Louie, turn to 370. If you will head to the truck stop and impersonate Eight of Diamonds, turn to 220.

120 "Well, if you need anything, just ask for me." Jay retreats into the background. This store is full of all sorts of things, from books on the care and feeding of transmissions, to 39-cent light bulbs, to \$12,000 lasers. A few things catch your eye in particular. Turn to a paragraph that interests you (you will be able to look at all of them before you leave).

A targeting laser. Turn to 381.

A targeting computer upgrade. Turn to 218.

A long-range CB radio. Turn to 66.

Ammunition. Turn to 329.

New body armor. Turn to 251.

Turn to 185 when you are finished picking out your purchases.



121 As you turn a corner, you pass a patrol car. You're driving erratically, and going well over the speed limit. The patrol car makes a tight turn and comes after you, lights flashing and siren wailing.

If you pull over, turn to 115. If you try to outrun the patrol car, turn to 90.

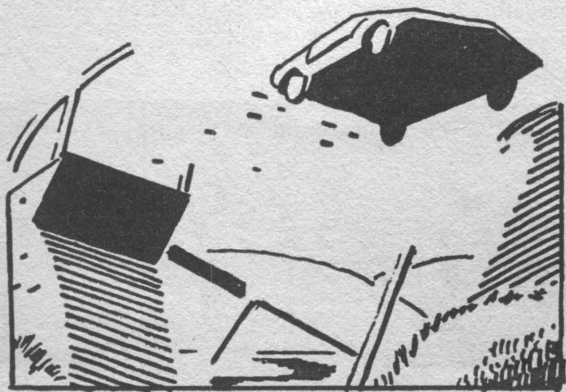
122 As you check out your weapons, you notice a red malfunction light. Apparently something is wrong with the targeting computer. Try a Mechanic roll. If you succeed, turn to 50. If you fail, turn to 223.

123 As the door opens, you take aim and fire. You hit the first man in the shoulder; he falls to the floor. His friend fires and misses. You have a revolver with four shots left in it. Your opponent has a Gunner skill of 2 and a Defense Class of 9, and a revolver with four rounds left.

If you hit your foe, turn to 334.

If the man with the revolver runs out of ammunition, turn to 167.

If you are hit, turn to 340.



124 Putting on a thick Norwegian accent you once learned for a school play, you shout, "This better be the booze we ordered, by golly, or we'll crack your skull." That ought to chase them away. You laugh at your own cleverness — then you freeze as you hear the lock click. The door opens, and two men come in. Turn to 111.



125 You sprint across the gap to the main building, and run to get as far away from the garage as you can. As you reach the end of the building you hear an explosion, then several more. You feel yourself whirled through the air — then everything goes black. Your adventure is over.

126 Have you charged your power plant during this adventure? If so, turn to 182. If not, turn to 140.

127 You open the window and step out onto the ledge outside. Quickly you reconsider. It works in the videos, but this ledge is only about three inches wide and your room is 34 stories up. Hurriedly, you scramble back inside. Go back to 25 and try again.

128 You trot back to your car, drive around the hill, and hurry back with the arfsymp. You enter without knocking and drop the pamphlets on a table. "‘Bout time that got here," says one of the men.

It's a small, shabby room. There isn't much furniture, just a table, three chairs, and a bare light bulb. The walls are covered with anarchist graffiti.

You decide this is your chance to be a distraction, so you sit and ask inane questions. The two ARFs are obliging at first, then condescending, then rude. Finally, after about twenty minutes, they tell you to leave. As you close the door behind you, the 'Rider sentries prop a huge water-tank against it.

Turn to 246.

129 You get on the Thruway going east. From here it is about a fifteen-minute drive to Boston.

When you get to the Boston entry checkpoint, there is only one lane open. There are several cars in front of you.

If the hitchhiker is with you, turn to 161. If not, turn to 395.

130 You enter an empty intersection and decide to go for broke. You slam on your brakes and spin the steering wheel — a classic bootlegger's reverse — and start driving toward the bikers. They weren't ready for this, and both swerve to the left. They collide, and both bikes fall to the pavement in a tangle.

One of the riders is down; the other one shakes his fist at you and then goes to help his buddy. You turn a corner, slow down, and stop at an intersection as though nothing had happened. Turn to 32.



131 You press the accelerator — and the gas-hog thunders to life. You've never known such power. The sleek red battlecar shoots out of the gate, toward the foes. You're gleeful, but also apprehensive . . . you *are* sitting on a firebomb, after all.

All your foes have body armor except #3. Your six opponents are:



ARF 1 (SLASHER)

Medium cycle, 20 hit points. Defense Class 11; Handling Class 2.

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

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

Power plant: Medium cycle (3 damage boxes).

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

ARF 2 (BOMBARDIER)

Luxury car. 55 hit points (only 20 left). Defense Class 11; Handling Class 1.

Weapon: Anti-tank gun to front (Combat bonus 0; 3 dice damage; 5 damage boxes).

Power plant: Super, damaged (4 damage boxes).

The driver has a Gunner skill of 2 and a Control Roll of 4.

ARF 3 (EDEN)

Mid-size, 30 hit points. Defense Class 12; Handling Class 3.

Weapon: Machine-gun in turret — will fire any direction (Combat bonus 0, 1 die damage, 3 damage boxes).

Power plant: Large (10 damage boxes).

The driver has a Gunner skill of 1 and a Control Roll of 3. He has no body armor.

ARF 4 (ANTARES)

Luxury car. 55 hit points. Defense Class 10; Handling Class 3.

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

Machine-gun in turret — can fire any direction (Combat bonus 0; 1 die damage; 3 damage boxes).

Power plant: Super, damaged (8 damage boxes).

The driver has a Gunner skill of 2 and a Control Roll of 4. The gunner has a Gunner skill of 4 and a Control Roll of 2. Both can fire at once.

ARF 5 (PIXIE)

Light cycle, 12 hit points. Defense Class 10; Handling Class 2.

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

Power plant: Light cycle (2 damage boxes).

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

continued on next page



continued from previous page

ARF 6 (SKANDER)

Medium trike, 32 hit points. Defense Class 12; Handling Class 2.

Weapon: Vulcan machine-gun to front (Combat bonus +1, 2 dice damage, 1 damage box left).

Power plant: Medium cycle, badly damaged (2 damage boxes).

The driver has a Gunner skill of 3 and a Control Roll of 3. He is wounded; he has taken one hit of damage. His body armor is undamaged, though.

Special rules for this combat: If you take a Special Damage hit to the gasburner's power plant, go immediately to 7.

Any ARF that loses all its weapons (or runs out of ammo) will flee, and can be considered defeated.

Any time there are only two ARF cars left, they will flee, and you can turn to 190.

If your car loses all its weapons or all its hit points, turn to 51.

132 Your top speed is slightly better than your pursuer's. Slowly he slips behind you. You hold your speed for another minute or so . . . then you slow down. Wouldn't want to offend somebody and start a duel over traffic manners!

Turn to 256.

WHEN IN BOSTON VISIT:

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BEST PRICES ANYWHERE!!!

**FOR ALL YOUR
DUELLING NEEDS**



133 It's hard, but you manage to lower Louie down through the false floor. You can't avoid dropping him the last few feet onto the culvert floor — but he's still breathing. You start to hoist him onto your shoulders — but soon you realize you'll never get him to safety without a car.

You set Louie down again, make him as comfortable as you can, and set off down the tunnel at a trot. There are a lot of vehicles out there, and you're going to get one. Turn to 119.



134 Revolver moves his aim to a spot right between your eyes. "We *really* want our property back." Meanwhile, his buddy is tearing up the room and looking through your travel bag. "Not here!" he reports.

"I'm losing my patience," says Revolver, cocking his weapon. "Where's the dispatch?"

This is beginning to look *very* serious. What do you do? Grab for the gun? Turn to 215.

Tell them where the package is? Turn to 28.

Make up something? Turn to 291.

135 If you get the repairs done, you will not have to pay for them — the militia will cover it. However, you won't be able to leave the truck stop before the battle starts — so like it or not, you will be fighting.

If you will get the repairs done, turn to 398. If not, return to 177.

136 Two policemen escort you into the station. You're asked to wait in a small room, but it looks too much like being in jail. In a few minutes another officer comes into the room, carrying the same clipboard you saw earlier.

"Hmmm . . ." the officer says. "Things are getting kind of hot around here these days, ace. We have to keep an eye on things, you know. Things like, say, arfsymp. These boxes of ARF propaganda were in your car. Where'd they come from?" What do you do now?

Tell about your mission and the road battle? Turn to 315.

Tell about the battle, but not your mission? Turn to 195.

Make up some sort of story? Turn to 22.

137 As you re-enter the highway, you breathe a sigh of relief. Then you hear an alarm go off. A patrol car pulls out from the side of the road and starts following you, siren screaming. Apparently the exit guard recognized your license plate number.

If you pull over, turn to 163. If you try to outrun the policeman, turn to 53.



138 You drive for about an hour. It's getting hot; you turn up the air conditioning. There's a persistent itch at the back of your neck, just under your armor, that you can't quite reach.

The road is still deserted except for about a dozen cyclists who pass you going west. They salute and laugh, but don't look like they intend any harm, so you let them pass by.

After another half-hour you reach the exit leading to Lone Star Louie's Little Bit O' Lubbock Truck-Stop. Turn to 64.



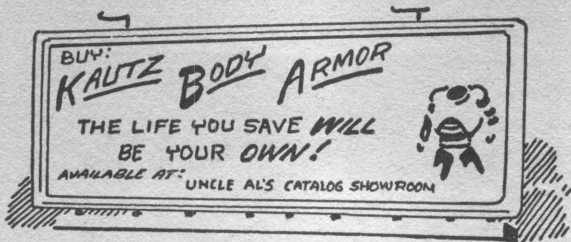
139 You get in your car and get on the turnpike, headed for New York. But at the edge of town, as you go through the exit checkpoint, a militia corporal waves you aside.

“Lieutenant?” the corporal says. “We were told to keep an eye out for you. This is from Colonel Thelan.” He hands you a sheaf of papers; they state that you are activated in the New York Militia and are ordered to report to Fort Caswell immediately.

Looks like you don’t have much of a choice. Reduce your Prestige by 1 for lying to your commanding officer (and getting outsmarted). Turn to 93.

140 Suddenly you notice the red light on your display. Did the cop hit your power plant? No — you’re just out of juice! You should have taken the chance to charge up in Boston. . . .

Without power, you’re a sitting duck. The officer calls for assistance, and soon you’re in custody. Your adventure ends in a Boston jail cell.



141 Junior escorts you to dinner. An upper level of the parking garage has been converted into a huge open-air dining room. A long table is set with fine linens, silver, and china. Around the walls are carefully tended potted plants. Music plays in the background: everything from current popular music to almost-forgotten jazz of a century ago.

The meal is excellent: steak with mashed potatoes and gravy, green beans, and a brown sugar tart for dessert, all washed down with ice water, milk and a very good home-made wine. Not a speck of algae on the entire table. This is better food than you've had in a long time.

The dinner conversation is amazing. This is *not* an ordinary biker gang. A number of subjects come up — horticulture, architecture, current North American politics, the Anarchist Relief Front, and proper use of brass knuckles, to name just a few.

You can join the conversation if you like. What would you like to discuss?

If you want to find out what these bikers think about the ARFs, turn to 397.

If you want to tell them about your mission, turn to 207.

If you want to know a little about the Hellriders, turn to 79.

When you've brought up everything you are willing to discuss, turn to 38.

142 He claps you on the shoulder. "Great," he says. "Should have known you would stick with me.

"Let me tell you something," Louie says. "I built an escape tunnel out under this place. Maybe two or three people know about it. If you got caught in here it would be a handy thing to know about." He walks over to a map of the truck stop. "See this closet here?" He points to a storage closet on the bottom floor of the main building. "You can take out the floor. There's a tunnel there that leads to a culvert under the highway" — he points to a spot on I-495 just north of the interchange — "here. There's a grille across the culvert, but if you grab it, turn it to the right, and pull out, you can get in."

You shake hands with Louie again. "Good luck," he says. "Got to finish getting ready, myself." He reaches under his bed for a recoilless rifle. As you leave, he starts to pull the weapon apart for cleaning.

If you have a *white* pass from Colonel Hysham, turn to 177. Otherwise, turn to 333.

143 You reduce your speed still more . . . to 40 miles per hour, and then to 30. Your shadow matches your deceleration . . . then, at 30, he swings out and passes you. But your relief is short-lived. You see his car has no license plate — just an A in a circle, painted on the bumper. You recognize the symbol of the Anarchist Relief Front — the crazy terrorist ARFs!

The ARF car has now taken up station about 20 car-lengths in front of you — and again, whether you slow down or speed up, it stays with you.

The other drivers on the road, sensing something unusual, are giving you a wide berth. They want no part of your private dispute. What do you want to do?

Ignore the other driver and go on? Turn to 118.

Fire a warning shot? Turn to 89.

Attack? Turn to 306.

144 About an hour later the Hellriders leave the garage, two abreast. It's quite a parade; over a hundred cycles, followed by a truck and your car. The troop passes through a city checkpoint with no fanfare at all; the guard on duty just props a gate open and looks the other way.

The ARF base is in a hot, dusty bowl of land a couple of miles from the main road. The afternoon sun beats down on several small buildings; one is obviously a warehouse, while another looks like a garage.

The convoy stops on a hill overlooking the buildings. The 'Riders watch for a couple of minutes . . . then the warehouse door opens. The bikers leave their machines and move silently down the hill to surround the buildings. A minute later, they wave you down.

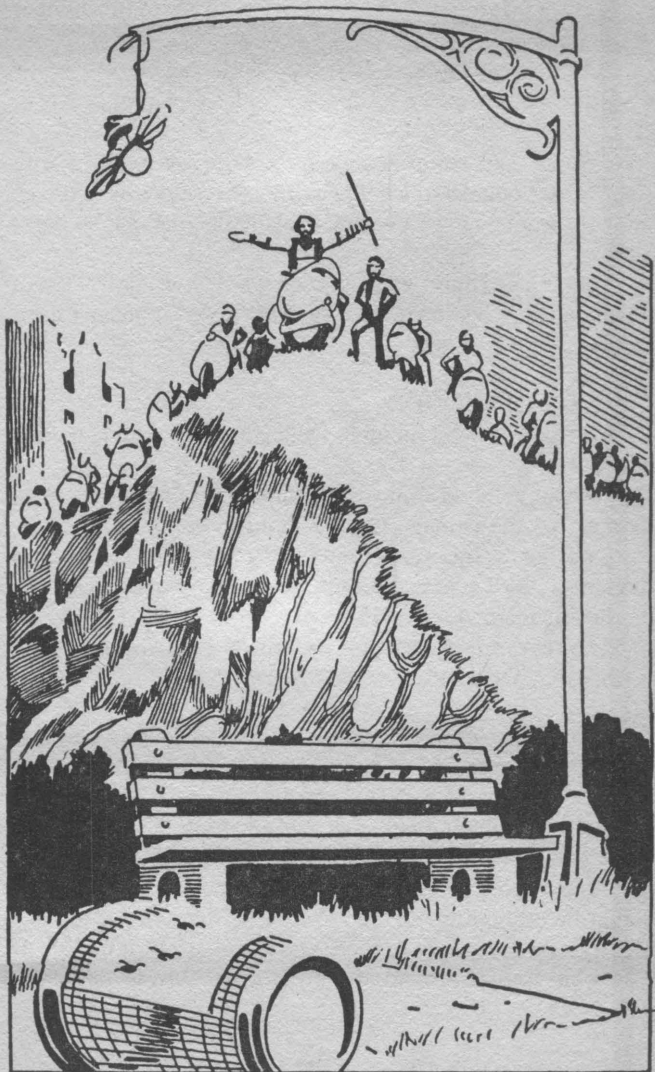
You follow the truck down the hill and park beside the warehouse. A couple of unconscious ARFs are lying outside. The bikers are picking up boxes of ammo and moving them, bucket-brigade style, into the truck. In the garage next door, a couple of grinning 'Rider ladies are using magnesium filings to set fire to three ARF cars. They don't seem to need help.

As you walk back toward your car, you pass a small office-type building. It's well away from the warehouse. A pair of bikers are guarding a door marked PRIVATE. One puts his fingers to his lips: "Ssshhh!"

Curious, you listen at the door. The ARFs have no idea they've been invaded. There seem to be two of them, arguing. You hear references to "tunnel," "militia," "losing the stuff," and "gas."

Then the door opens. The 'Riders fade out of sight. To draw attention away from them, you smile and step toward the door.

"What are you doing here?" asks a shaggy-looking fellow. You don't answer. "C'mon, I asked you a question!" he insists. What do you do?



Show a playing card (if you have it)? Turn to the number on the card.

Tell them you have a delivery? Turn to 17.

Run? Turn to 301.

145 You're up against an old Pisces roadster with chunks of steel hanging off its sides as extra armor. It would never be street legal, but the ARFs don't care!

This is a dogfight; you can each use any weapon. Five of Diamonds has a gunner, and can fire two weapons per turn, while his rockets last.

FIVE OF DIAMONDS

Mid-size, 36 hit points. Defense Class 15; Handling Class 1.

Weapons: Two linked machine-guns front (Combat bonus 0, 1 die damage each, 3 damage boxes each).

Two heavy rockets — one each right and left (Combat bonus -1, 3 dice damage each, 2 damage boxes each)

Power plant: Large (10 damage boxes).

The driver is a Driver-2, Gunner-2. His gunner is a Gunner-3, Driver-1.

If you beat Five of Diamonds, turn to 214. If you lose the fight, turn to 261.

146 As you pick up speed, you look in your mirror. Another car has stopped beside the hitchhiker. There are two figures outside the car, and it looks like they might be struggling.

If you want to ignore them and drive on, turn to 138. If you want to turn around and investigate, turn to 287.



147 You speed down the road. When you get to the truck stop turnoff, you stop; the ARFs are here in force. The militia have retreated into the fortress compound and closed the gates! A couple of the besieging ARFs notice your car. Bullets zing past you. You're heavily outnumbered.

If you attack the ARFs, turn to 262. If you retreat, turn to 104.



148 The policeman looks around the inside of your car for a moment, then makes another mark on his clipboard. "Just a moment, sir. Please pull over to the yellow area marked on the pavement over there. I'll need to talk to you. Strictly routine."

"Right," you think. The police don't hold your documents for a strictly routine talk. You look around the car and see two possible things that might make the police want to talk to you: the hitchhiker, and the box of arfsymp pamphlets you salvaged from your battle.

If you try to speed out of there and run for it, turn to 86. If you wait to see what the policeman wants, turn to 136.

149 How many minutes are left of your original 15? Round up — if you had 6½ minutes left, count it as 7.

Roll 2 dice. If the result is *less than or equal to* the time you had left, turn to 356. Otherwise, turn to 244.

150 You chat for a little while, but learn nothing you didn't already know. Return to 32.

151 It's a gunfight — and a fairly even match. You both have submachine guns (2 hits of damage when they hit.) You and the ARF both have body armor (making your Defense Class 10). He is unwounded, so — counting his armor — he can sustain two shots from your weapon, but will be killed by the third. If you're unwounded, the same is true for you.

His Gunner skill is only 2. Play out the battle, alternating shots until one of you is dead or unconscious.

If you lose, your adventure is over.

If you win, turn to 103.

152 "Get in here, close the door, and drop the gun," a voice says. "Now." What will you do?

If you obey, turn to 95.

If you want to start shooting, turn to 55.

If you want to run for it, turn to 296.

153 If Kathy gave you any cash, and you use one of her bills to pay the cashier, turn to 114. If she gave you no money (or if she did, but you don't want to use one of those bills), turn to 221.

154 "Just a moment," you say as you put on your robe and go to the door. You unlock it — and find yourself face to face with two armed men, who back you into your room. Turn to 111.

155 You peer out, to see if you can figure out who's shooting and where they're shooting from — then you duck behind a truck as you hear a bullet going past your head. Several more bullets go by; one actually pierces a drum of gasoline, spilling gas onto the ground. Fortunately, the drums are built to military specs, and most of the hand-weapon fire is bouncing off them.

It doesn't look like you're going to be able to learn anything this way. Go back to 319 and pick another option.

156 You swerve into a small city park. The Pulsers rev up to circle you. But you've got them where you want them; you can now fire any of your weapons at them (but only one per turn, and only weapons that still have ammo).

TWO PULSER CYCLES

Pulser #1: Heavy cycle. 17 hit points, Defense Class 10, 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 4 and a Control Roll of 4.

Pulser #2: Heavy cycle. 12 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 has 3 damage boxes. The rider has Gunner skill 3 and a Control Roll of 5.

If you're keeping track of ammo, each of the Pulsers' guns has 10 shots left. Play out the battle.

If at any time you roll 2 dice and they come up 12, finish that combat turn and then turn immediately to 46.

If your car is crippled, turn to 74.

If you knock out both cycles, turn to 180.

157 The other driver doesn't answer. Either he doesn't have a CB or he isn't talking. Return to the end of 208 and choose again.

158 You've reconsidered. You want to tell Louie that you'll help him after all. You head back up to his apartment; luckily, he's still there. Turn to 142.

159 “Well, suits me fine,” Mother says. “I suspect you can just head on out.” As he says this, he gestures at your car. There is a burst of gunfire. One of the guards is looking at his gun in feigned amazement. “Look at that!” he says. “Just went off in my hand!” One of your car’s tires has been shot to ribbons. The Hellriders all laugh.

Mother shakes his head, grinning. “Careless, careless,” he says. “We’ll have to fix that. The dinner offer still stands. It’ll be ready in about an hour, and we’ll be eatin’ in the next level up.”

If you want to look around and see if you can find a way out of the garage, turn to 13.

If you just want to kill some time talking to the Hellriders, turn to 300.

160 The latest edition of the *North American Road Atlas and Survival Guide* recommends several nearby garages. Most are closed — it’s Sunday. But one of them, Banduch and Banduch, appears to be only about a mile from where you are. And it’s open today! You follow the map and soon arrive at the garage. Repair costs there are:

Recharge your power plant — \$50. If you have not gotten a charge today, you need one now. Your battery isn’t *dead*, but it’s getting low.

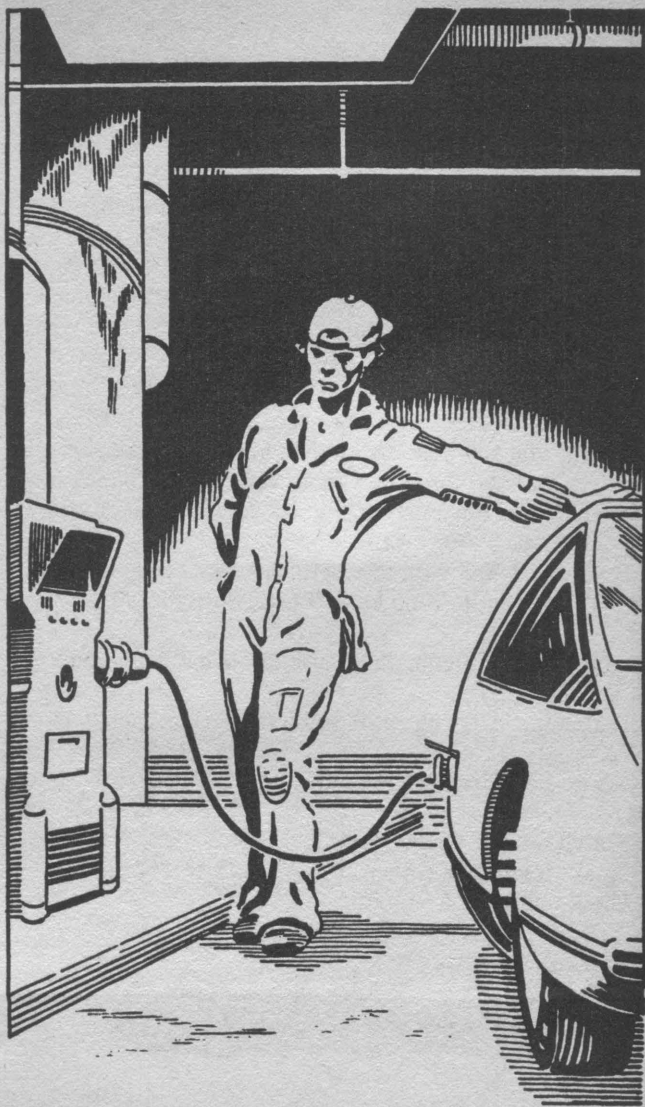
General damage — \$150 per hit.

Damage boxes on weapons or power plant — \$250 per box.

Improve Handling Class by 1, if it was reduced by combat — \$400.

Improve Defense Class by 1, if it was reduced by combat — \$500.

(No part of the car can be improved past its original level.)



If the damage is not extensive (total cost to repair is \$1,000 or less), turn to 6.

If you have more damage than that, turn to 272.

Or, if you can't afford repairs or don't need any, return to 32.

161 You wait about ten minutes while the other cars in front of you are processed, then pull up to the window. The attendant is an older man; his face is rather severe at first, but when he sees your passenger he lightens up. "Well, Kathy!" he exclaims. "I didn't know you were out of town!"

"Had some business, Zeke," she replies. "But I'm going home to Mother. My friend here gave me a lift."

"Well, you say hello to Mother for me," Zeke says as he waves your car through without inspection. You are impressed; Kathy obviously has good connections! You are now inside the Boston wall.

If you take Kathy on to where she wants to go, turn to 400. If you want to drop her off here, turn to 289.

162 You find nothing useful. What will you try now?

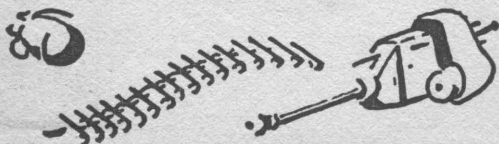
Search the inside again (if you have the car open)? Turn to 72.

Try to hot-wire it (if you have the car open)? Turn to 201.

Search outside again? Turn to 117.

Smash a window with your fist? Turn to 365.

Shoot out a window? Turn to 249.



163 The officer orders you out of your car. Since his patrol car is carrying a recoilless rifle that would turn your armor to confetti in short order, you comply. Frantically, you explain about your mission . . . but he's just not interested. He takes you to police headquarters and puts you in a holding cell.

It will be tomorrow at the earliest before you can get out. Your adventure is over.



164 You speed past Mother and his troops, toward the oncoming car. As you shoot past, you rake it with fire — then you're heading toward the road. The ARF takes the bait. He spins around and comes after you.

You're too busy driving to aim your shots; you pop off a half-dozen rounds of machine-gun fire to keep your pursuer interested. But mainly you're trying to lead him away from the Hellriders . . . who, at the moment, are helpless pedestrians.

The ARF is firing at you, and missing . . . mostly. A heavy shell hits you, doing 3 dice damage. Ouch. . . .

But you're gradually leading the ARF back in a circle. Turn to 231.

165 "All right!" he gasps. "Don't kill me. I'll tell you what I know." Behind your visor, your face shows no expression as you listen. His words come tumbling out.

"They're gonna blow them up, no matter what. Hearts is asking for a ransom to keep Boston guessing. We've got four trucks in there. Four! All full of real gas. The detonators are behind the kingpin. Ha! The *kingpin*."

"The kingpins on the trailers, you mean?" you ask. He nods his head feverishly.

"They're going to blow it by remote control. Everybody thinks we're all in there. We're not crazy. It's just a tape recording. When the hostages die, everybody will think ARF fried too! But the hostages are all locked in the basement of the garage.

"They won't be able to identify the bodies. They'll think ARF is dead. The secret tunnels! ARF will stab them in the back! ARF will own Boston!"

Ace of Clubs is really raving now. His eyes are wild; spittle is flying. He's talking as fast as he can. You shake your head in disgust; you believe his story. If there was one secret tunnel, there could be two — Louie was like that. Most of the ARFs are probably miles away by now.

"Sir!" says a sergeant. "We've got radio contact with a colonel in Boston, now. Shall we tell him that ARF isn't really in there?"

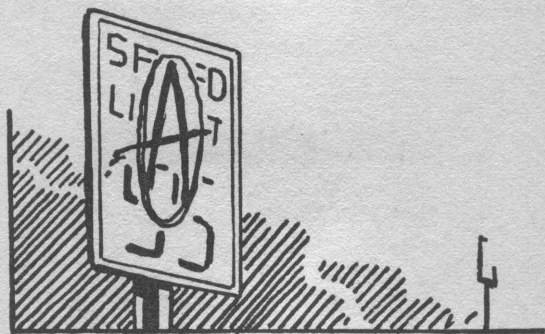
"No," you reply. "If they find out their trick has failed, they'll kill the hostages that much sooner. As long as they think it's working, there's hope."

Of course, you know a way to get into the truck stop. If you use it, turn to 278. If you wait to see what develops, turn to 359.



166 There's a symbol painted on the front of the pursuing car. You can't be sure, but it looks like the encircled A of the Anarchist Relief Front! You don't want to let that character stay on your tail. . . .

You "give it the juice," pushing the accelerator to the floor. Try a Control Roll. If you make it, turn to 109. If you fail, turn to 385.



167 The intruder you shot is lying motionless on the floor. His companion runs for it. You call the desk and tell them, "Room Service has delivered a body that I don't want. Send someone up for it, please."

Soon the house detective — a burly man in an ill-fitting sport coat — arrives with two policemen and an ambulance crew. The ambulance crew removes the unconscious intruder. Add one point of Prestige and turn to 273.

168 As soon as you catch up with them, you may continue the fight. They can use only rear- and turret-mounted weapons — if any. Refer to 131 as necessary to finish the fight.

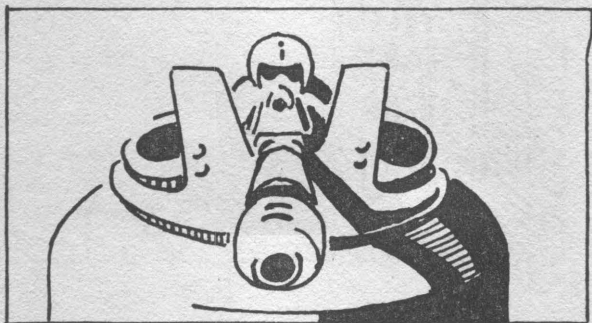
If you cripple both remaining ARFs, turn to 290.

If your own vehicle is crippled, turn to 7.

169 You won! Increase your Prestige score by 1 for defeating Blaine and winning the event.

Now you have a guaranteed place in the New York Open next weekend. You plan to go right to New York and practice for a few days. First prize at the New York Open is \$25,000, and you don't want to miss your chance.

You claim the trophy and \$6,000 cash, then drive your car down to the shop. It will be fixed for free, compliments of the arena, and all weapons fully reloaded! Turn to 276.



170 "Here," you say. "Maybe this will help you get priority delivery on the parts you need."

You hand the mechanic a wad of bills. You must give him at least \$300 — if you won't offer that much, return to 272.

Decide how many hundred dollars you give the mechanic. Every \$300 you spend will add 1 to your effective Prestige for the roll you're about to make. (For example, if you have a Prestige of 2 and offer an extra \$600, you'll have a Prestige of 4 with the mechanic.)

Now try your Prestige roll, as augmented by whatever bribe you offered. If you make the roll, turn to 298. If you roll more than your "effective" Prestige, or if you roll a 6 in any case, turn to 100.

171 Several ARFs pull out to follow you, but you've got a head start. Try your Control Roll. If you make it, you outdistance them before they can build up speed. Turn to 350.

If you fail your roll, they catch up with you. You return their fire. Turn to 262.

172 Before long, a Boston police officer shows up to return your driver's license, AADA card, and other ID papers. He gives you a stern lecture, but promises that your "misunderstanding" won't get onto your permanent record. Papers in hand and \$2,000 poorer, you leave the AADA office. Turn to 32.

173 You show the militiaman your pass. "I'm sorry, sir," he says, saluting, "I can't allow you to park here. You can get a charge later if you need one, but at the moment this area is being cleared." Further questioning reveals that the only place you will be allowed to park is in front of the main building. Turn to 92.



174 There are two ways to do this. If you have a wire, you can use it to connect the place where the "hot" wire meets the fuse box, to a ground. If you want to do this, turn to 15.

If you don't have an extra wire, you will have to try to disconnect the "hot" wire and touch it to a ground. If you have to do this, turn to 295.

175 Rather than risk drawing fire on the road near the culvert, you head cross-country toward I-95. But soon you see another car paralleling your course. It looks like one of the ARFs saw you after all. It's another junky mid-size — probably not too dangerous.

If you want to fight this car, turn to 238.

If you want to try to avoid the fight, turn to 69.

176 You've got a fight on your hands:

JOSEPH SPECIAL

Mid-size, 40 hit points. Defense Class 10; Handling Class 2.

Weapons: Anti-tank gun to front (Combat bonus 0, 3 dice damage, 5 damage boxes)

Rocket launcher to rear (Combat bonus -1, 2 dice damage, 2 damage boxes)

Power plant: Large (10 damage boxes)

The driver of the Joseph Special has Gunner skill 3; his Control Roll is 3. If he is eliminated, the passenger has Gunner skill 2 and a Control Roll of 2.

If you are in front of the Joseph Special, it can use only the AT gun on you; you can use only your rear weapons or your turret.

If you are behind, you can fire only front weapons or your turret. Your foe can use only the rocket-launcher. But, in addition, the enemy passenger can throw grenades out the window. Every turn that you fight the Joseph from behind, roll one die. On a 1, a grenade does 1 die of damage to your car!

If you reduce the Joseph Special to 0 hit points, or take out the power plant, turn to 352. If *you* lose your power plant or all your car's hit points, turn to 265.

177 What do you want to do? You can only do each of these once.

Recharge your power plant? Turn to 226.

Get something to eat? Turn to 196.

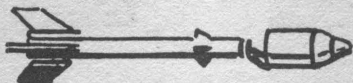
Visit the Autobank? Turn to 63.

Say hello to Lone Star Louie? Turn to 311.

Try to get your car repaired? Turn to 2.

Just look around? Turn to 236.

When you have done everything you want to do, you can leave the truck stop (turn to 31) or stay here until the action starts (turn to 264).



178 Your hand slips just a little — and a red light flashes on the detonator. Your adventure is over.

179 The cameraman presses at his headset, then turns to you and shouts over the rotor noise. “Sounds like things are heating up at the truck stop,” he says. “The ARFs are inside the walls. They’ve made some kind of bomb and they’re asking for a ransom.”

You’d better get back to the truck stop. Since the fastest way now is by helicopter, you ask the pilot for a ride. He’s happy to oblige, and soon you’re in the air. “But we’ll have to put you down a ways from the action,” he warns. “The boss doesn’t like it when I get this thing shot up.” He flies low and fast, hugging the ground. You’re lucky; there’s no hostile fire.

Soon you land again, thanking the TV crew as you swing to the ground. If you asked to be dropped near the culvert, turn to 232. If you asked to be dropped near a militia rendezvous, turn to 97.

180 You've won. Both Pulser bikes are down. The riders aren't moving, though they both appear to be alive. As you start to pull away, you notice a large sign about a block down the road: "SALVAGE YARD — TOP PRICES PAID."

If you want to try to salvage the wrecked cycles, turn to 101. If you want to leave the cycles alone and get out of there, return to 32.



181 The culvert is long; it's quite a while before you make it to the end. It's dark in here. You can't see a thing, and you only know you've reached the end when you find a wall in front of you.

The ceiling is high, but you stumble over some cinder blocks at the end of the tunnel. By piling them up you can touch the ceiling. Knocking away plaster, you find a ring which proves to be the latch of a trap door. Opening it, you pull yourself up.

Just as Louie promised, you find yourself in a storage closet in the main building. You open the door; no one is in the corridor.

If you want to look around, turn to 259.

If you want to go straight to Louie's office, turn to 96.

182 You speed down the thruway, with the Boston patrolman still chasing you. As you turn off the thruway, you see a militia roadblock in front of you, between you and Louie's.

If you pull up to the roadblock and stop, turn to 331. If you try to run the roadblock, turn to 355.

183 Seeing your foe is done for, you drive past and stop. Kathy hops out and uses your fire extinguisher to spray the hood. The fire goes out. Remember that you took one hit of basic damage for every turn you let the fire continue while you fought!

Turn to 283.

184 "Shake hands with Mother," she says. "Everyone's called him that for so long, no one remembers his real name." She digs him in the ribs. "He says he doesn't remember himself."

"Nice to meetcha," Mother says. The voice is surprisingly soft, but obviously carries authority. "I want to thank you for taking care of Kathy. Can you stay for dinner? We got some real beef tonight, and you'll have time for a recharge while it's cookin'."

If you take Mother up on the offer of dinner and a recharge, turn to 369.

If you don't care to stay for dinner, but would like the recharge, turn to 21.

If you decline both offers, turn to 342.

185 You tally up your purchases and take them to the counter. Jay writes up the order, and then tells you there's a special this week — free installation on all purchases for registered AADA members. If you still have your AADA card (which you do unless someone has taken it away from you and not given it back) and have the time to spare (which you do), Uncle Al's will install your stuff for free. Otherwise, installation (on laser, computer board, and/or CB) will cost an extra \$100 each unless you want to do it yourself.

Mark your purchases on your record sheet, and mark off the money you have spent. If you are going to install your purchases yourself, turn to 78. Otherwise, return to 32.

186 “We’ve been planning a pre-emptive strike on the ARF headquarters,” Mother says. “They’re working on something big. We aren’t sure what, and nobody’s talking, but we want to clean out their warehouse before they clean *us* out. And from what you say, things are heating up. So we better do it *tonight*.”

The plan is simple. The 'Riders have an inside man who will deal with the ARF guards and open the warehouse door. They'll loot the warehouse and load the goods into a ten-wheeler. Then they'll torch the place and leave. They're hoping for a bloodless attack.

“Murder isn't our style,” Mother says, “but a little grand theft and arson is just what those guys have coming.”

If you want to bow out, turn to 9. If you want a piece of the action, turn to 144.

187 Sometimes you're so good, you even surprise yourself! Driving with one hand, loading with another, swerving around obstacles and other cars, you got one machine-gun fully loaded — 20 shots worth (or as much as you had, if you were keeping track of ammo and had less than 20 left). It'll have to do. In the process, your car took 2 dice of damage from the occasional shots the Pulsers managed to fire.

If this damage cripples your car, turn to 74. Otherwise, turn to 156 and fight.



188 You keep trying to put on speed and out-manuever the policeman. But he matches your speed. Soon you hear a BOOM as a recoilless rifle round hits your car. Take two dice of damage.

You're now in a firefight, whether you wanted to be or not. Turn to 20.

189 A cheer goes up as you get into your new car. It's a deceptive vehicle — designed to look harmless until it goes into action.

Q-MID

Mid-size, 80 hit points. Defense Class 13; Handling Class 3.

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

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

Power plant: Large (10 damage boxes).

Gadgets: Hi-res computer (+2 Combat Bonus).

Pop-up turret (cannot be seen until activated — takes one round to activate).

Fireproof armor (ignore any instruction that says you're on fire).

You may trade your current car for the Q-Mid if you like. Turn to 321.

190 They're retreating at full speed — but your gas-hog has better acceleration and speed than any electric ever made. You'll be able to catch them easily. If you want to pursue, turn to 168. If you let them go, turn to 290.

191 The house detective listens to your story, then calls the police. Two officers soon show up and take the intruders away. Increase your Prestige by 1 for defeating the attackers.

The detective promises to make sure no one else bothers you. After all this excitement you have no trouble going to sleep. Turn to 208.

192 Through the open gate, you can see *several* vehicles heading your way. They're taking fire from what's left of your militia, but they're still coming. Clearly, the ARFs had a reserve force in hiding.

It looks like they plan to shoot up the trucks and explode the gas themselves. Things look pretty bleak . . . but just as you are ready to make your peace with yourself, you notice something unusual. There is a tarp just behind you, and under the tarp you see four tires. A car?

This looks like your only chance. You pull off the tarp — to reveal a sleek, turreted, absolutely lovely duelling vehicle with its armor intact! You realize there's something odd about it . . . it's gasoline-powered!

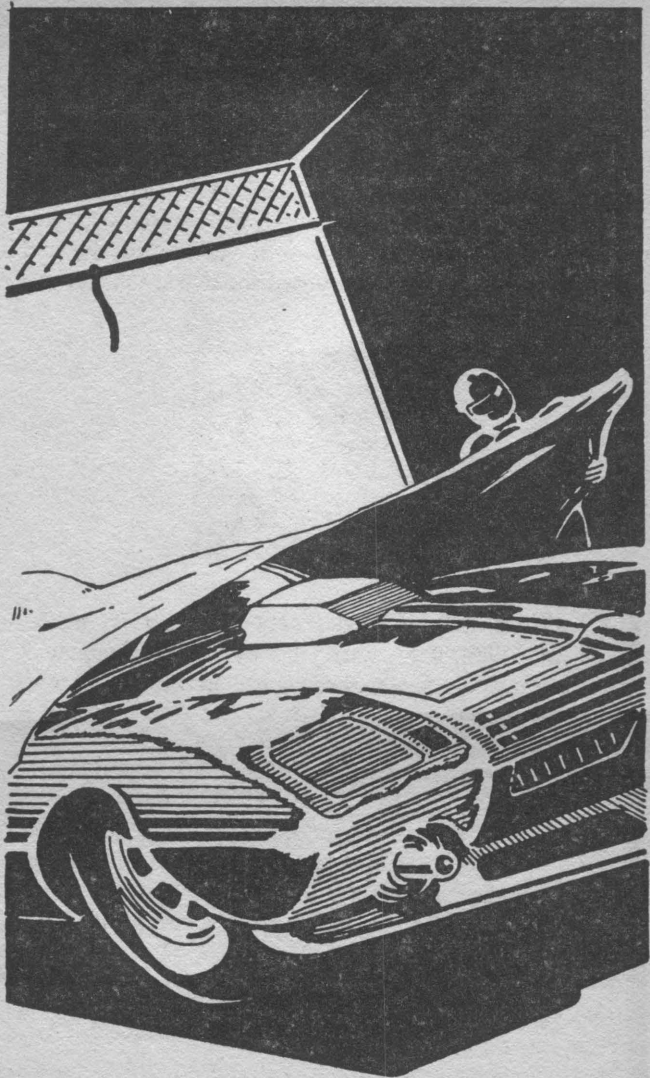
The ARF cars are coming in fast. You may go to *ten* paragraphs — no more — before they get here. Keep count. If you go to ten paragraphs without getting the gasburner started, turn to paragraph 65. Make a note of that number. Now turn to 319 as the first of your ten actions. . . .

193 You ask some of the militiamen where Louie is. They direct you to the middle of the truck stop compound. There he is, checking things over and directing installation of a huge mortar. You look at the shells; they're about 8 inches across. You'd hate to be on the receiving end of one of those!

"All right, ace!" he beams when he sees you. "Glad to see you here. Listen, I just wanted to say thanks for comin' to help. I knew you would."

You make small talk for a few minutes, and help him calibrate the mortar's aiming circles. Then he punches you on the shoulder. "Well, I think you ought to go report to the colonel. Hang in there."

Turn to 14.

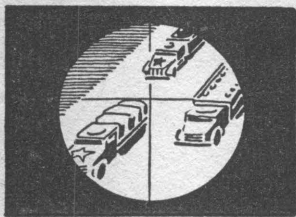


194 Looking at the cars, you pick out a shiny blue Antares with a minimum of combat damage. The driver, a scraggly-looking fellow, is leaning against it. You stride toward him. "What's your card?" you ask harshly.

"Uh . . . five of . . ." he stumbles.

"Never mind! I'm Eight of Diamonds," you say, jerking a thumb up toward your cap. "I need these wheels."

Try a Prestige roll (the ARF doesn't know who you really are — this is just a test of your self-confidence and charisma). If you succeed, turn to 108. If you fail, turn to 349.



195 You tell the officer about your road battle. "Well, it's a story," he says. "Just a minute." He leaves the room again, then returns in a few minutes.

"Your story checks out," he says. "AADA confirms a wrecked vehicle found on the Thruway, along with a few pieces of arfsymp. Same type you have." Turn to 243.

196 You walk over to the restaurant. Lone Star Louie's staff has been replaced by militia personnel. Considering what the mess sergeant did to it (he must have been AWOL during cooking school), the algae-steak is pretty good.

You finish your meal and pay. The cashier, a militiaman, charges you \$20. Considering that he is bigger than you are and that he carries a gun, you pay the \$20.

You have some more time to kill. Turn to 177.

197 You step on the accelerator; just as you leave, sharp spikes rise from the pavement, barely missing your tires. There is a slight delay — then the spikes retract, and two police cruisers charge after you, sirens screaming!

Desperately, you try to evade them. Fortunately, they're not shooting. Your hitchhiker seems to be very familiar with this part of town — she tells you which streets to take to lose the patrol cars.

Try a Control Roll. If you succeed, you have lost them; turn to 275. If you fail, you missed a turnoff, and they stop you; turn to 322.

198 As you try to outrun the patrol car, you hear a familiar sound above you — the sound of whirring helicopter blades. A police chopper is tracking you. There's no use running now; you pull to the curb. Your adventure is over.

199 You chat with the Hellriders. They are surprisingly literate and interesting to talk to. They don't talk the way you expect bikers to talk . . . the conversation ranges from weaponry to English literature, and back again. The hour passes pleasantly in conversation until the lights go down, then up again.

"Supper call," one of the Hellriders says. "Coming? It's gonna be good." You haven't eaten in a while, and the offer of some real beef sounds great. You follow the Hellriders down to dinner. Turn to 141.



200 “I thought this might interest you, sir,” you say, showing him one of the pamphlets. “I had some trouble with a car carrying this stuff. And I think the men who attacked me last night were ARF.”

“Looks like they were onto you,” he replies. “Not good. Wonder if they’ve got a spy at HQ, or what? No, don’t give it to me — I don’t need it.”

Make your decision about staying at the truck stop.

If you are interested in throwing in with the militia, turn to 281.

If you aren’t interested, turn to 327.

201 Try your Mechanic roll. If you succeed, turn to 106. If you fail, turn to 372.



202 As you sit down, one of the bikers notices you favoring your wound. He looks at you keenly. “What the . . . *Medic!*” he calls. Soon you are being treated. The doctor is an elderly woman, competently assisted by a gangling, one-eyed biker. You don’t know what to make of it all — so you relax and let them help you. Soon you are back to full health; erase any wound you had taken.

As the medics finish, the lights go down, then up again.

“Supper call,” one of the Hellriders says. “Coming? It’s gonna be good.” You haven’t eaten in a while, and the offer of some real beef sounds great. You follow the Hellriders down to dinner. Turn to 141.

203 The two goons keep searching, but they do a sloppy job. They don't check under the bed, for instance. Eventually they leave, angrily tossing a lamp against the wall as they go. As soon as the door closes behind them, you scramble out of your hiding place. You look at the mess, call the desk, and ask them to send up the house detective.

Soon you hear a knock on the door; looking through the viewer, you see a burly man in an ill-fitting sport coat. You tell your story; he promises to bring in the police to check things over. Turn to 273.

204 After a brief but heated discussion, the policeman leaves. "What did you tell him?" you ask the sergeant in charge of the roadblock.

"I told him if he really wanted you, he could follow you in there and help us fight ARFs," the sergeant says with a grin. "But I don't think I'd go back to Boston anytime soon, if I were you." He salutes and lets you through.

You go through the roadblock and drive up to the truck stop. Before you do anything else, you want to locate your old friend Louie and tell him you came back. Turn to 88.

205 Kathy is standing with her arms around the huge biker. Standing next to her, he looks even bigger — he must be at least six feet six.

"Nice to meetcha," Mother says. His voice is surprisingly soft, but carries authority. "I want to thank you for taking care of Kathy. Can you stay for dinner? We got some real beef tonight, and you'll have time for a recharge while it's cookin'."

If you take Mother up on the offer of dinner and a recharge, turn to 369.

If you'd like a recharge, but can't stay for dinner, turn to 21.

If you decline entirely, turn to 159.

206 The fake militiaman brings his submachine gun up. You barely have time to duck around the corner before he shoots.

“So you’re the guy who laid out Gopher and Randy. Well, get ready to die.”

It’s a gun battle; your foe will get the first clear shot. Turn to 151.

207 You tell the group that you are a professional duellist, on a courier mission for the militia to deliver information. You add your own, unofficial speculation that your package has something to do with the campaign against the ARFs. While the mention of the militia elicits a good-natured hiss from the group, they approve of anything that will make trouble for the ARFs.

You also tell the ‘Riders about the thugs visiting your hotel room. “Got to be the ARF,” Stanley says. “A midnight raid on some guy’s hotel room is about their speed.”

“Whatever you got, I think they want it bad,” Spider adds.

Return to 141 and choose again.

208 After a good night’s sleep, you shower, don your body armor, and pack your bag. At the hotel restaurant you order the standard breakfast: scrambled eggs and coffee.

You stop by the hotel safe, pick up your courier package, and claim your car. Stowing your gear in the cargo area, you start down the road. You leave Albany going south, turning east onto I-90 and stopping only to pay the toll as you enter the Massachusetts Thruway.

You’re looking forward to the trip. Your destination is “Lone Star Louie’s Truck Stop,” just outside of Boston. And, though you didn’t mention this to the colonel, Louie is an old friend of yours. If you have to make this side trip, it’ll be nice to see an old buddy again.



After you have been driving for an hour or so, you realize you are being followed. Your shadow is not being obvious about it, but he passes anyone who comes between you and him, and appears to be keeping you "in his sights." What do you do?

Hail the other car on your CB? Turn to 157.

Close to combat range? Turn to 5.

Speed up to lose him? Turn to 252.

Just ignore him and go on? Turn to 118.



209 You continue on towards New York. You've been driving for a while, so you check into a hotel to get some sleep.

In the morning, the top story in the news is the destruction of the famous Lone Star Louie's Truck Stop by a force of the Anarchist Relief Front. There were no survivors among the militia defending the truck stop.

You abandoned your mission. You are as guilty of those deaths as if you'd pulled the trigger yourself. Your adventure is over.

210 You floor the accelerator and watch your needle climb to 60 . . . 70 . . . 80 . . . but your foes are keeping pace. It doesn't look like you're going to outrun them, but by the time you reach 90 they aren't gaining on you any more. They are still shooting — but they are missing.

If you keep going at 90 (possibly shooting back as well), turn to 337. If you slow down for a duel at more reasonable speeds, turn to 354.

211 While you were finishing off your ARF, the battle moved toward the truck stop. The militia forces don't seem to be doing too well; they are retreating back toward the gates. There are a *lot* of ARFs out here.

If you want to head toward the truck stop and attack the ARFs there, turn to 147.

If you want to get back in the truck stop, and you know a way *other* than the front gate, turn to 380.

If you'd rather just drive away, turn to 258.

212 You go back to your hotel to get a good night's sleep.

Of course you leave all your valuables, like your wallet and the courier package, in the hotel safe. You shower and climb into bed. Just as you begin to relax, you hear a knock at the door. "Room Service!" the voice announces. What do you do?

Shout "Wrong room"? Turn to 399.

Phone the desk and ask who ordered room service? Turn to 302.

Open the door? Turn to 154.

Look through the door viewer? Turn to 270.

Nothing — just wait? Turn to 25.

213 You walk over to the restaurant. Kathy is there, sitting at a window table eating algaeburger. You order the same; the two of you make small talk over your meal.

After eating, you get up to pay. The colonel's note tells the militiaman manning the cash register to charge your meal to the militia. You slip Kathy's ticket in with yours; the cashier scowls, but accepts them both.

What will you do now?

Take Kathy on to Boston? Turn to 129.

Tell Kathy you have to stay here? Turn to 250.

Ask Kathy to wait while you look around the truck stop? Turn to 177.

214 Five of Diamonds is out of it — but another ARF is coming toward you, firing a laser.

If you want to fight this car, turn to 77. If you want to get out of the way, turn to 307.

215 Roll one die against your Gunner skill. If you succeed, turn to 52. If you fail, turn to 310.

216 If you never unloaded your weapons when you came into Boston, turn to 156. If the police peacebonded your ammunition when you came into town, turn to 324.

217 Your opponents are glad to keep running; you knocked the fight out of them. You stop and stay behind the wheel, on guard, while Kathy kills the fire with your portable extinguisher.

You examine the damage to your car. Anybody who sees it will think it's a flamethrower scar, but you know better. Those characters hit you with a genuine Molotov cocktail!

You wonder where they got *that*. Everybody knows about Molotov cocktails — jellied gasoline in a bottle. But gasoline is so expensive that you've never seen it actually wasted this way before. . . .

Worrying about this new development, you get back on the road. You decide to take a minute to drive back and investigate the big box they threw at you. Turn to 68.

218 The store's computer tech shows you a circuit board. He speaks computer jargon rather than English, but you figure out that if you plug this board in between your targeting computer's microprocessor chip and circuit board, you will get a +1 combat bonus every time you shoot using the targeting computer to aim! The cost is \$1,000.

If you want to look over any of the other items, return to 120. If you're ready to check out, turn to 185.

219 Weighing your chance, you make another run. You dive through a garage door, and roll to your feet, gun in hand. But there's no one there.

Quickly, you search through the building. You see no sign of the ARFs. But you *do* find a welded-shut door on the lowest floor. The welding torch is lying right beside it. You waste no time making a flame and cutting the door open. Inside are the hostages. Most of them are alive.

If an ARF told you how the other ARFs escaped, multiply the number of his *card* by 30 and go to that number. If you haven't been told, turn to 253.

220 This car isn't much . . . but maybe you can get a better one. You smear your face with ashes, park Eight of Diamond's cap on your head, and drive back toward the truck stop, honking the horn loudly. The horn plays the first ten bars of "Going Mobile." You wonder if you could get one like it. . . .

The truck stop is a buzz of activity — but no combat. The ARFs seem to be in full control. Four huge trucks, loaded with barrels of gas, are being maneuvered in through the gate. The surviving ARF cars are parked helter-skelter around the garage.

As you join them, you're flagged down by a heavy-set woman in an "Ace of Diamonds" t-shirt. She's jockeying one of the trucks into position. "You can't park there!" she says. "Move it over. That's where the trucks go. Pull that junker down into the garage tunnel if you want to keep it."

You pull out of the way and study the other cars. A couple of them are in much better shape than yours. However, there are ARFs all around. What will you do?

If you will try speed and force to steal a car, turn to 56.

If you will try guile and bravado to steal one, turn to 194.

If you will just try to rescue Louie with the one you have, turn to 345.

221 You pay the bill and leave without incident. Return to 32.

222 "Well, take care of yourself, hear?" she says. "Thanks for the ride." She picks up her backpack and sign and starts down the road.

There's a thoroughfare two blocks north of you; you reach the intersection just as the light turns red. Turn to 32.

223 Well, something's wrong with the computer, all right, but you can't do anything about it. Your new circuit board has turned a funny brown color, and some of the solder is running. Until a mechanic looks over your car, you will get no bonus at all from your computer. Turn to 386.

224 Kathy runs and throws her arms around the huge biker. Standing next to her, he looks even bigger — he must be at least six feet six. With a roar of delight, he gives her a huge bear hug, then kisses her. She grabs his hand and drags him over to where you're waiting. Turn to 184.

225 You pull the revolver out of your travel bag. It's loaded and ready to go. You hear a scraping at the lock; your visitors are coming in. What do you do? Start shooting? Turn to 123.

Dive under the bed? Turn to 391.

Wait to see who comes in the door? Turn to 362.

226 You pull up to the generator and get out of your car. As you do so, a guard appears. "Pardon me, but civilians are not allowed to use the facilities."

If you have a *white* pass, turn to 27. If you do not have this pass, turn to 320.

Home
to
mother



227 The cashier starts to put the money in the till, then takes a look at it. "Hey!" he shouts. "What the #%&!&¢ is this, tryin' to pass Hellrider money on Pulser turf?" He throws the bill back at you. "Take your filthy bill and get out of my diner!"

As you leave, two men in biker garb get up just after you. You get in your car and pull out of the parking lot; as you enter traffic, you see the same two men following on cycles. You are in unfamiliar territory with two presumably unfriendly cyclists after you. What do you do?

If you know a word to use for help, you may multiply the number of letters in that word by 30 and turn to that number.

If you want to try to lose the cyclists, turn to 347. If you want to fight, turn to 216.

228 You shake your head to clear your vision. You're in a hospital room. It's daytime; sunshine is coming through the window.

The doctor tells you that you'll be here for about a month. Soon, Colonel Thelan drops by to visit. He tells you that the goons who attacked you were from the Anarchist Relief Front. They were caught before they could get the package. It was delivered safely, and you will draw combat pay for the mission.

But you're not happy. You'll be eating hospital algae for a month, and you're going to miss the New York Open. . . . Your adventure is over.



229 Kicking your chair away, you dash for the front counter. The cashier flees with a squeal as you grab the phone. You dial 911 and ask for the police; the dispatcher says they'll be right over.

As you hang up, you hear another explosion. You draw your pistol and head for the parking lot — but the would-be thieves are making their escape in the car that trailed you earlier. There's an A in a circle painted on the bumper. You recognize the symbol of the Anarchist Relief Front — the terrorist ARFs!

Examining your car, you are furious to see that the thieves did 2 dice of damage while trying to blast their way in with limpet mines. But your package is intact.

You decide not to wait for the police; there's nothing they could do, and you've already been delayed enough. You hit the road again. Turn to 256.

230 A voice comes over the CB. "Come ON, Millie. You're stalling. We want the cash and we want it now. You got thirty minutes."

Something is very, very wrong. You swing into your car and head back. CB isn't secure; you need to make personal contact with whoever is commanding the militia. Turn to 97.

231 From atop the hill, rockets sweep. One strikes the Bombardier on the roof; another hits the hood. The big black car wobbles slowly off toward the road, fumes trailing from its cratered interior. It's finished.

A half-dozen cycles whine down the hill. "Way to go!" shouts Mother. "You did it!" Although it was Mother who dashed up the hill and organized the counterattack, he credits you with buying the time he needed.

"Your car took some hurt there, bailing us out," says Mother. "We don't have time to fix it again, if you're going to get to Louie's. But there was one ARFmobile we didn't burn. It's yours if you want it." Turn to 189.

232 As you start down the ladder toward the ground, the pilot leans out. "Just got an update on the ARFs," he says. "They're in total control in there. They've brought in some big trucks loaded with gasoline. They're threatening to blow up the whole place — themselves and a bunch of militia hostages."

Wishing you luck, the pilot takes his craft and buzzes away, only a few feet off the ground.

Near the culvert entrance you find an abandoned trike — battered and weaponless, but drivable. It's better than nothing; you take it.

If you want to go back through the culvert and up the trap door, turn to 336. If you'll look for the militia forces outside the walls, turn to 97.

233 You drive past the truck stop. You are on the Massachusetts Turnpike going east. From here it is only fifteen minutes to the Boston checkpoint. Turn to 279.

234 The receptionist laughs. "Got away from the checkpoint, eh? Let me see what they wanted you for." He talks briefly to someone on the telephone.

"All right," he says at length. "It was just a routine check. They're upset, but not *too* upset. If you can cover \$1,000 in fines, and another \$1,000 as a contribution to the Police Benevolent Fund, we can get your papers back."

If you have \$2,000 and want to spend it to get your papers back, turn to 172. If not, turn to 59.

235 "Sorry," you say. "I've got to spend all my time practicing and getting repairs. The New York Open is my big chance."

"You're the best I've got," he replies. "And this has to be hand-delivered. Will you reconsider?"

If you decide you will take the package, turn to 338. If you still don't want to do it, turn to 357.

236 You decide to step out and get some fresh air for a while. You start to walk around the building. As you turn a corner, you see a tarp covering something. From where you're standing it looks vaguely like it might be a car — or it might just be a pile of boxes. It's hard to tell.

“Halt!” you hear, and a militiaman walks up to you. “Excuse me, but all civilians are to leave the truck stop immediately. Colonel Hysham's orders.”

If you have the *white* pass, turn to 70. If not, turn to 320.

237 You pull up to the gate of the truck stop. Oddly enough, there is a militiaman at the gate and there are several Massachusetts Militia vehicles here. In fact, the whole place is full of militia and police.

The guard at the gate stops you and asks your business. You show him your blue pass; then he asks your passenger her business.

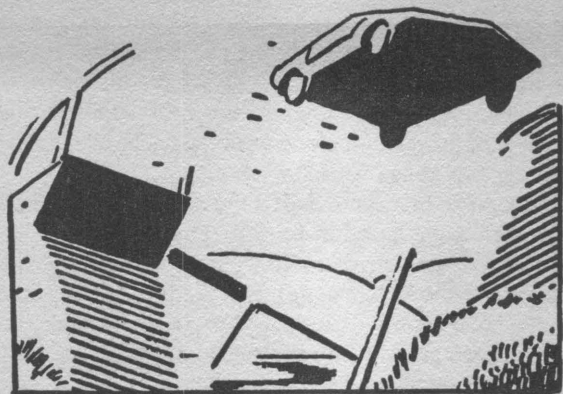
“She's with me,” you say. “She was hitchhiking and two guys started bothering her. I'm going to take her on to Boston when I'm done here.”

The guard thinks for a minute. “OK,” he says finally, “go on in. But you'll have to stay in the restaurant,” he says to the hitchhiker as he hands her a pass.

You drop your passenger off at the restaurant; a guard challenges you and reminds you that you can't park here, but you explain the situation and he retreats.

If you go directly to the main building, turn to 92. If you want to charge your power plant first, turn to 107.





238 There seem to be entirely too many of these ARFs — “Kind of like cockroaches,” you think, as you turn to face him.

Here on the open fields, either of you can use any weapon — but because the enemy has one front and one back weapon, the driver and gunner will never *both* be able to fire at you on the same turn.

In the distance, you can see a helicopter approaching the fight. But he doesn't seem inclined to get involved.

NINE OF SPADES

Mid-size, 40 hit points. Defense Class 10; Handling Class 2.

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

Flamethrower to rear (Combat bonus +1, 1 die damage, 2 damage boxes).

Power plant: Medium (5 damage boxes left).

The driver is a Driver-3, Gunner-2. His gunner is a Gunner-3, Driver-1.

If you win the battle, turn to 80. If you lose, turn to 375.

239 You start down the ramp to the parking garage. There are two burly men at the entrance; their pose is nonchalant, but you know they have their eyes on you. As you round the corner to the next level you see several rows of powerful-looking armored and armed cycles. They all carry a winged "H" symbol.

You recognize this symbol. It's the emblem of the Hellriders, a cycle gang based in Boston. They are known as a tough gang. For several years they have been fighting with the Pulsers (another cycle gang) over territory in this area. The police have been looking for them for some time, but have never been able to find their headquarters.

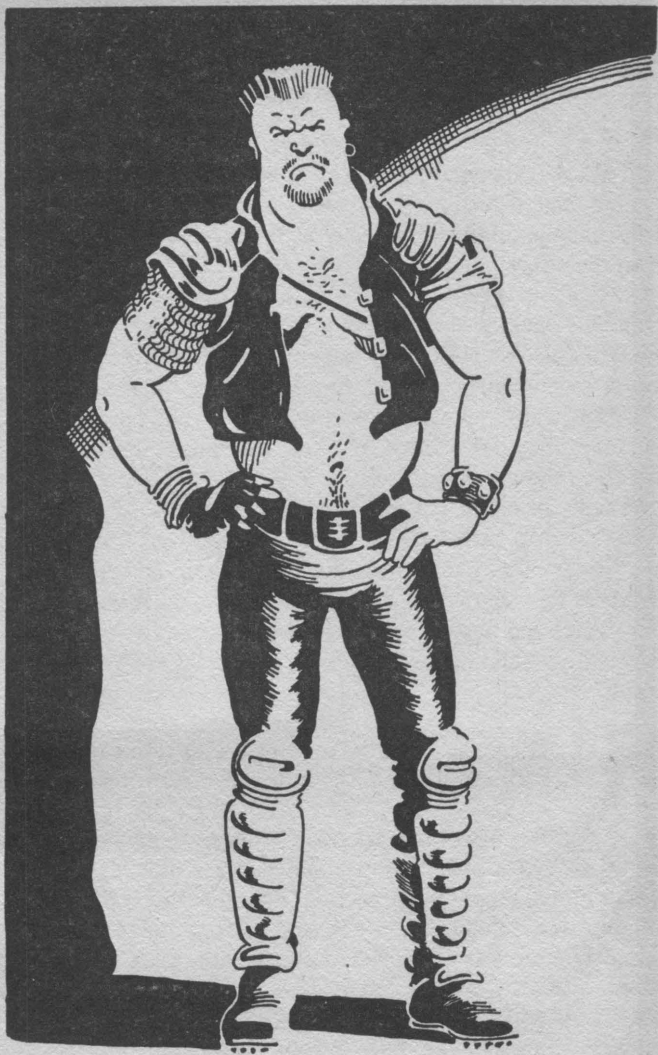
As you turn another corner, you see a group of men, dressed in leather, denim, and body armor. At the center of the group is a huge, scowling fellow with hair that sticks straight up for two inches. He is built like a refrigerator; his vest gaps open over a barrel chest. He glares at you, hands on hips.

"Stop here," Kathy tells you. "I'll be back in just a minute." She jumps out of the car and runs down the ramp, toward the group of bikers.

If you get out of the car, turn to 224.

If you stay in the car, turn to 75.







240 You get on the CB and yell, "AGRONOMY!" As soon as you pass a street sign, you add your location and direction. The two Pulsers start shooting; pedestrians jump out of the way as the three vehicles roar down the street.

After about a mile, you see six other cyclists falling in behind the ones chasing you; they start firing at the Pulsers. The two Pulsers split up and take off into side streets. You stop at a convenient parking space and wait for the other cyclists to catch up with you. Soon, they pull up beside your car; they are Hellriders. You recognize Snake and Sam from the parking garage.

"Looks like you got into a scrape there, ace," Snake says. "Glad to help out, but next time don't go tryin' to pass 'Rider money on Pulser turf, hear?" He doesn't explain how he knew what happened. The bikers get back on their cycles and head down the street.

You are parked in the new downtown section of Boston. Turn to 32.

241 The guard watches as you get into your car and head out the gate. Turn to 31.

242 The patrolman asks you to step into his car. He types your license plate number into his portable terminal. About thirty seconds later the screen fills up with all sorts of things: failure to stop on command, failure to peacebond, excessive speed in a residential area, and on and on.

He reads you your rights and takes you to a holding cell. Your adventure is over. But, if your package has not yet been delivered, your problems are just beginning. . . .

243 “One other thing, ace. Arfsymp is contraband these days in Boston. We’ll have to confiscate it. Everything else appears to be in order.” He returns your documents. “Remember, no duelling in the New City. Enjoy your visit.”

You are allowed to leave the building and go back to your car, which has been towed to the station house. If the tires were wrecked, new ones have been installed — and you have to pay a \$500 fee for them. (If you don’t have it, your adventure is over.)

The police return your driver’s license and other documents. The arfsymp is gone, but your courier package is still intact. Kathy is there at the car, waiting for you. “Hi,” she says. “I did try to tell you, you know.”

If you decide to take Kathy the rest of the way home, turn to 400.

If you decide you want to drop her here, turn to 289.

244 Your nerve breaks. You bolt back into the main building and dive for the closet. Through the false floor you scramble, and into your waiting trike.

As you speed down the culvert, you hear a WHOOSH behind you. Then your trike is enveloped in flames, just as though you’d been driving down the muzzle of a gigantic flamethrower. Your adventure is over.

245 “Forget it,” you say. “I’ll take it as it is. Thanks for trying.” The mechanic is not happy about losing a job, of course, but he is polite about it. “Come back Monday, if you can, and we’ll get right to it.”

Return to 32 to see what else you can do in Boston.



246 You locate Mother, talking into a walkie-talkie. But before you can report on the ARFs in the office, a voice comes crackling. "Mother! This is Paula, watching the road! We've got company!"

"Go on," says the biker chief.

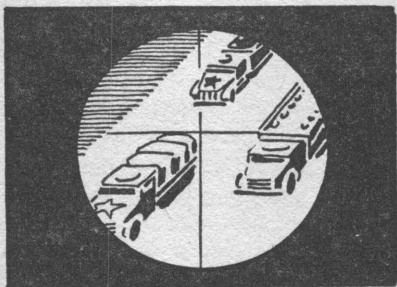
"Just one car," she says. "I put a half-dozen mines in their driveway, just like you said — but this guy didn't turn off at the driveway. He cut across the corner and missed them!"

"Should have figured," says Mother to himself. "We've got trouble now. If that car has any guns at all, the boys will get cut to ribbons." He grabs a bullhorn. "Anybody with rifles, look out for a car coming from the east! Everybody else, back to the bikes!" What will you do?

Get out of there while you can? Turn to 99.

Ambush the attacker? Turn to 335.

Try to lead him away? Turn to 164.



247 "Just a moment, sir," the sergeant says. He goes over to his radio, talks for a moment, then returns and salutes. "Sorry to delay you, sir," he says.

The militiamen remove the roadblock and allow you through. Things are tense here. The militia is finishing preparations for a battle.

Before you do anything else, you want to locate your old friend Louie and tell him you came back. Turn to 88.



248 Within a few hours, the militia have things running again; you've been interviewed on the TV. Then, to your surprise, a militia runner asks you to come to the phone — to talk to Louie!

He's weak, but conscious. The visiphone shows him sitting up in bed, still wearing his cowboy hat. "You pulled me out real good, ace. And they tell me you borrowed my gas-hog and kicked some tails. I just . . . well, thanks, buddy."

He pauses for a second, then adds: "Look, kid, I ain't got much left. I don't know if my insurance covers this. They'll prob'ly declare it an act of war. Course, I've got a salvage claim on all that leftover gasoline . . . might break even after all. . . ." He thinks about it for a minute, and grins. "Could be worse.

"Anyway, about that gasburner you borrowed. I was gonna get back on the duel circuit. Well, I'm too old for that stuff. And I gotta rebuild my place, now. So I'm gonna give her to someone who can use it. Take care of her.

"I hear there's a race next weekend in Manchester," he says, just before the nurse comes in and clicks off his phone.

Manchester, huh? That's a part of the country you've never visited, and it's closer than New York. You and your new toy get on I-495 north and start for Manchester. . . .

You're alive, and you're a hero. Your adventure is over.

249 You can only do this if you have a slug-thrower of some kind (pistol or submachine gun). If you don't, go back to 294 and try again. If you do:

You step back, take careful aim and fire. Several bullets later, you have made a small hole in the window. You reach in and flip the door lock. (If you do get the car started, mark off 2 hits of damage.)

Now what do you do? If you had a key, you could start it; it looks like it works the same as a regular electric-powered car. But if you had a key, you wouldn't have had to smash the window to get in. Quickly, you search the car.

You don't find a key. But there appears to be a single wire leading to the ignition. If you can follow that wire back to its origin, you may be able to hot-wire it. What will you try now?

Hot-wire the car? Turn to 174.

Search outside the car? Turn to 117.

Search inside again? Turn to 72.

250 "Sounds important," Kathy says. "Thanks anyway. I guess I'll have to get to Boston on my own." She goes over to a phone. You won't see her again.

You've got some time to kill before the action starts. Turn to 177.

251 Uncle Albert's carries several lines of body armor, but the one they are obviously pushing this month is Kautz Protektz. There is a big display in the personal protection section of the store, with mannequins displaying the various styles of Protektz. Protektz costs the same as other brands of body armor — \$150 — but it comes in several colors, and there is a coupon with the suit good for either a \$10 rebate or a free pair of genuine leather driving gloves. Mark off \$150 for each set of armor you want.

If you want to look at any of the other items, return to 120. If you want to check out, turn to 185.

252 You step on the gas just a bit and start weaving in and out of traffic. It doesn't work — your shadow stays with you. You try speeding up a bit more, but still the other car stays behind, matching your speed but keeping its distance.

If you want to "put the hammer down" and do your best to outrun him, turn to 166. Otherwise, return to the end of 208 and choose again.



253 You lead the hostages upstairs and toward the tunnel where you entered. But your time has run out. The ARFs detonate the gasoline. You die a hero . . . but your adventure is over.

254 You hit your front guns. Two of the bikers fall; the others dive to the sides. As you hit the juice, your car leaps forward. You hear slamming sounds as gunfire screams past you. Some of it hits!

Swerving madly to the right, you clear the parking garage and keep going. The gunfire damaged your car; mark off 3 dice of damage.

Try your Driving skill roll to see if you can remember your way out of the Old City neighborhood and back to the civilized part of Boston. If you make your roll, turn to 32. If you fail, turn to 288.

255 The repairs will be free. But if you let the mechanic work on your car, you won't be able to take Kathy to Boston, and you're committed to helping in the battle. You'll have to decide now.

If you will get the repairs done, turn to 91. If you will pass on the repairs for now, return to 177.

256 You're about two hours away from Lone Star Louie's when you see a woman standing by the side of the road. She doesn't look like a typical hitchhiker; she's wearing a denim jacket and a fashionable skirt-and-pants outfit. But she has her thumb out and is carrying a sign: "HOME TO MOTHER."

If you stop to pick up the hitchhiker, turn to 12. If not, turn to 146.

257 The policeman doesn't even look around your car — just hands you your documents. "Glad to have you visiting us. Remember, no duelling in the New Town and drive carefully." He waves you on. You are inside the Boston city wall. What do you do now?

Take Kathy where she wants to go? Turn to 400.

Drop her off here? Turn to 289.

258 You catch the freeway going west, figuring your job is over, and drive to New York to get ready for the big meet next week.

That night, you stop at a hotel. When you get up, the TV is reporting a pitched battle between the Massachusetts Militia and the Anarchist Relief Front, at the famous Lone Star Louie's Truck Stop. The place was levelled, with heavy casualties on both sides, including Lone Star Louie.

Well, you're still alive, but your conscience tells you you could have done something to help your friend. Your adventure is over.



259 The offices appear to be untouched. The doors are closed and the windows are intact; it looks like no one is in the building.

You eventually get to Louie's office. The light is on, and there is a shadow in the window. It doesn't look like Louie. Good thing you brought along a weapon.

If you want to kick down the door, shoot first and ask questions later, turn to 360.

If you just want to open the door, turn to 96.



260 You rummage through the car, but find nothing that looks useful. What will you try now?

Hot-wire the car? Turn to 174.

Search outside the car? Turn to 117.

Search inside again? Turn to 72.

261 Your car skids off the road and stops. The ARF you were fighting leaves you in order to attack one of your crew. You wait until the battle moves away — then you jump out of your disabled car and dash to the side of the road.

If you know a way into the truck stop *other* than the front gate, turn to 380. If not, turn to 271.

262 A valiant effort — but futile. You're outnumbered and outgunned, and your escape is cut off. Your adventure is over.

263 The mechanic shrugs. "Sure. We're a bit short-handed." You roll up your sleeves and get to work. Try your Mechanic roll. If you make your roll, you can get an extra \$250 of work done at no charge (or save \$250 on the final bill, whichever you like).

If you fail your roll, you made a mistake while you were working, and the garage-man didn't notice. Reduce your car's Handling Class by 1 for the rest of the adventure, unless a *real* mechanic fixes it again.

The job's done. You head for the cashier. Turn to 153.

264 You look around you with a start. You're in a small office off the main corridor of the truck stop. Somehow, you dropped off to sleep while waiting for the action to start! Someone has draped an olive-drab blanket over you and placed another one under your head.

From the bustle you see around you, it's time you got to work. You decide to look up your old friend Lone Star Louie. Turn to 88.

265 How embarrassing! A duellist of your ability, taken out by a smaller, older car. But it's worse than embarrassing; it's fatal. The ARFs in the other car want your package, and they get it . . . over your dead body. Your adventure is over.



266 You still say nothing. If your car's name begins with an H, skip the rest of this paragraph and turn to 396.

Otherwise, the ARFs take you for a civilian or an idiot. Your car looks harmless — hardly armed at all. They ignore you.

As the mob approaches the truck stop, you drop toward the rear. Four vehicles, apparently the deuces, separate from the group and speed toward the truck stop. Suddenly, a shell lobs from inside the walls. It lands near the attackers. Another shell hits — this one from Louie's giant war-surplus mortar. It lands in front of a low-slung car bearing the Four of Clubs insignia. The whole car is thrown into the air, to land a wreck.

The battle is on! Turn to 284.

267 The American Autoduel Association can provide all sorts of services to its members. However, the office is almost deserted today.

"Where is everyone?" you ask.

"Most of the gang are militia members," answers the receptionist. "They're all on duty around the city. ARF trouble."

If you have your AADA membership card, driver's license, etc., turn to 150. If you don't have these papers, turn to 390.

268 You stop your car, and the pilot and his cameraman pull Louie into the helicopter. The cameraman presses at his headset, then turns to you and shouts over the rotor noise. "Sounds like things are heating up at the truck stop," he says. "The ARFs are inside the walls. They've made some kind of bomb and they're asking for ransom."

Sounds like you need to get back to the truck stop. Turn to 16.

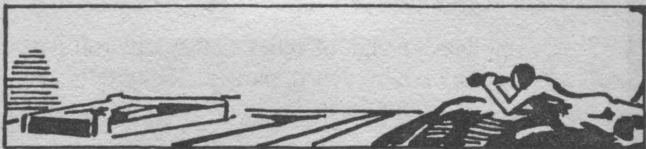
269 “Come on!” she urges you. “You’ll like Mother. I guarantee it. Everybody does! Besides, it looks like you’re low on juice, and we’ve got complete recharge facilities. Won’t cost you a dime.”

You cross your fingers and keep driving. You are now deep in the Old Downtown area. What were once proud office towers and stores are now squalid tenements, with empty faces peering out at you. You concentrate on Kathy’s directions to keep your skin from crawling. Finally she directs you to a parking garage. “This is the place,” she says.

If you will take her into the garage, turn to 239.

If you would rather drop her off outside, turn to 373.

270 You turn to the door to look through the viewer. You can’t tell who’s out there; the viewer is blocked. “Room service!” comes the voice again. “Hey, buddy, are you in there?” Return to 212 and make another choice.



271 You play dead for a few minutes until the fighting moves away. Cautiously, you check some of the wrecked vehicles around you, but all are in worse shape than your own. You can see that the ARFs have pushed the militia back to the truck stop walls. You’re in trouble . . . on foot and surrounded by enemies.

Fortunately, your militia training also included wilderness survival. You decide to fade into the woods for a day or so until things settle down.

Your adventure is over.

272 The attendant looks over the damage to your car and shakes his head. "Quite a bit to fix. Can't get to it before tomorrow."

If you agree that tomorrow will be OK, turn to 339.

If you take your car as is, without repairs, turn to 245.

If you offer a bribe, turn to 170.

If you want to pick \$1,000 worth of damage and have only that repaired, turn to 6.

273 Your room is a shambles. The police question you for several minutes, then leave. The house detective offers to put you in a different room: "I'll keep an eye on it myself!" You collect your scattered property and turn to the new room.

It's been a hard day. You fall asleep almost immediately. Turn to 208.

274 Roll one die. On a 1-3, turn to 393. On a 4-6, turn to 124.

275 You heave a sigh of relief as the cops roll past the alley where you're parked. Kathy tells you to sit tight for a half-hour or so, to make sure you lost the police permanently.

You are now in the middle of Boston somewhere. The police have taken your driver's license, AADA card, and other ID. And your car is slowly running out of power.

Kathy directs you through the New City for a while until you come to the edge of the Old City. "I think you'd like Mother," she says. "Everyone does. Besides, I'm sure we can spring for a charge. Looks like you're going to need one soon." She points to your charge indicator; you're running at about $\frac{1}{4}$ capacity.

If you decide to take Kathy home to Mother, turn to 400.

If you decide to drop her off here, turn to 289.

276 As you come back to the dressing room, you meet a man in militia uniform. You know him well, though you didn't expect to see him here.

"Howdy, Colonel Thelan," you say.

The long-suffering Colonel shakes his head ruefully. "No 'sir'?" he replies.

"I'm off duty, master Colonel sir," you laugh. "Unless you're here to activate me."

"Funny you should mention that," says the Colonel. "I need a volunteer. If you'll take a courier package to Captain Hysham of the Massachusetts Militia, we'll pay you \$5,000. It's about 150 miles, mostly freeway — not too rough. Take you a day — two if you stay over."

If you agree to take the job, turn to 338. If you tell him you are not interested, turn to 235.



277 Jay is very knowledgeable and helpful. He points out some small items you might not have thought of otherwise — indicator lights, fuses, reflective tape — and then he suggests a new product you might be interested in.

"It's a range extender," Jay says. "It lets you go farther on one charge, by about 10%. The only drawback is that it takes about four hours to install. It has to be connected to practically everything in the car's electrical system." The price is \$1,000.

If you are interested in the range extender, you can pay for it along with any other purchases you make.

You tell Jay you'd like to look around a little more. Turn to 120.

278 You'd better check things out in person. You take a fast trike — one of the few surviving militia vehicles — and head for the culvert.

Keeping your headlights off so the ARFs don't see you, you back into the tunnel — so you can leave in a hurry if you need to. You find your way to the trap door and clamber up. Turn to 336.

279 Several minutes later, as you see the first sign telling you to have your documents ready for inspection, Kathy puts her hand on your arm. "Let me help you here," she says. "Take the booth to the right. They know me there."

There are three toll booths built into the wall surrounding Boston. If you take Kathy's advice and go to the booth on the far right, turn to 161.

If you want to go to one of the other booths, turn to 11 for the center one, or 113 for the one on the left.

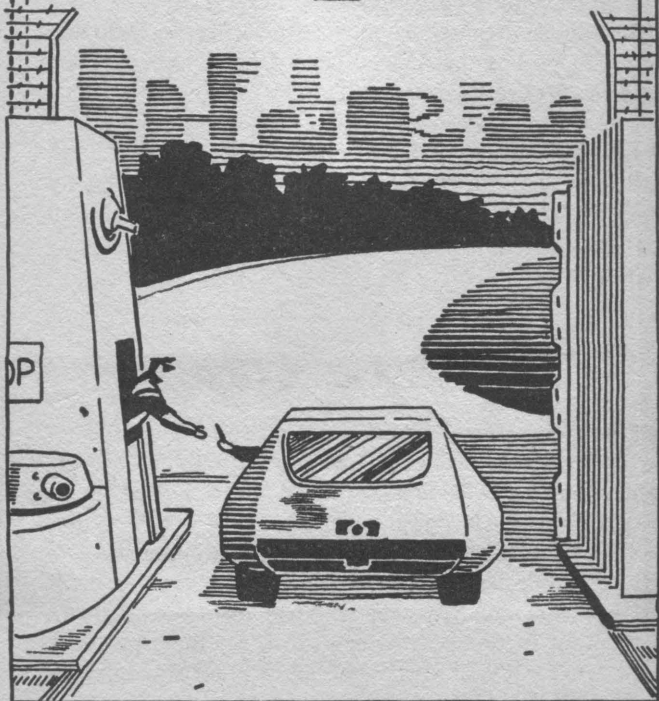
280 Fortunately, you have inside information. You go straight to the detonator on the nearest truck. Turn to 318.

281 "Great!" Hysham booms. "Glad to have you. Cashman!" One of his aides salutes. "Lieutenant Cashman will draw up the papers. It'll be a few hours before things get interesting, so why don't you take this" — he writes a few lines on a piece of paper — "and get yourself something to eat? You can leave the truck stop if you need to, but be back by evening."

You sign the papers Lieutenant Cashman offers; he gives you — yes! — another pass! This one is white. You take the *white* pass and the note Colonel Hysham gave you and set out for the cafeteria.

If you left someone waiting at the cafeteria, turn to 213. If not, turn to 196.

WELCOME TO BOSTON
PLEASE HAVE PAPERS READY
FOR INSPECTION
DUELLING CONTROL LAWS
STRICTLY ENFORCED



282 The officer is tired of your nonsense. He takes you out, has you booked, and hauls you off to a holding cell. You will be there long enough to miss the deadline on your courier package. Your adventure is over.

283 The old Hokkaido skids to a stop at the side of the road. By the time you can turn around and get back, a figure is standing outside the car. He seems to be pouring something into it. As you get closer, he tosses down a can and sprints for the underbrush. You let him go.

Cautiously, you watch. A few moments later, the car is literally ripped apart by a series of explosions. Dynamite . . . and something else, something fiery.

The explosion threw fragments everywhere — including a big wooden box that landed not far from your car. You take a moment to investigate. Turn to 68.

284 As Four of Clubs crashes to the ground, you start firing at Five of Diamonds. He's totally surprised. You get three free rounds of fire before he can shoot back.

Turn to 145.



285 Fortunately, there's a small convenience center at the next exit. Unfortunately, the owner has heard about the ARF invasion, and is barricaded in his security bunker. He doesn't want to come out. It'll take \$1,000 (!!) in cash to get your power plant charged.

If you don't have that much, your adventure is over. If you've got the money, you can get recharged and continue. If you want to proceed to New York for the New York Open, turn to 209. If you are going to Lone Star Louie's, turn to 112.



286 Uh oh. You cautiously peer around the side of the truck; the detonator is on the end, facing the ARF lookout. To get to this detonator and keep from being seen, you're going to have to crawl under the truck. Spend an extra 30 seconds to get to the detonator — then work on it as before.

If 15 minutes have passed, turn to 35.

If you defuse the detonator before 15 minutes pass, turn to 87.

287 You swing your car around and head back down the road. Sure enough, two men are playing cat-and-mouse with the hitchhiker. She is putting up a fight, but they are a lot bigger than she is.

Your tires screech as you slam to a halt twenty feet from their car. This surprises them enough for the hitchhiker to get away. "Get in," you tell her. As she slams the door behind her, you aim your machine-guns, fire twice, and blow out the other car's front tires. You speed past the furious muggers and head toward Lone Star Louie's . . . and Boston.

"So where did you say you wanted to go?" you ask.

She smiles and points to the sign. HOME TO MOTHER. "Boston," she says.

You chat with her as you drive. She is very friendly and talkative, but doesn't volunteer a lot of information. Her name is Kathy.

You can take her all the way to Boston or drop her off at Lone Star Louie's. You have about an hour and a half to decide before you get to Louie's. Turn to 382.

288 You speed madly down the dingy street, dodging debris. Behind you, you can see the flash of headlights. The Hellriders are after you!

For a minute, you think you've lost them. But they know the town, and you don't. Soon you're trapped in a cul-de-sac by four furious bikers.

HELLRIDER CYCLES

Hellrider #1: Heavy cycle. 17 hit points, Defense Class 10, 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.

Hellrider #2: Heavy cycle. 14 hit points, Defense Class 10, Handling Class 2. Mounts one machine-gun in front (Combat bonus 0, 1 die damage, 3 damage boxes). The power plant has 3 damage boxes. The rider has Gunner skill 3 and a Control Roll of 4.

Hellrider #3: Heavy cycle. 13 hit points, Defense Class 11, Handling Class 3. Mounts rocket launcher front (Combat bonus -1, 2 dice damage, 3 damage boxes). The power plant has 4 damage boxes. The rider has Gunner skill 4 and a Control Roll of 4.

Hellrider #4: Heavy cycle. 15 hit points, Defense Class 9, Handling Class 3. Mounts one paint-sprayer in rear (Combat bonus 0, 1 die damage, 4 damage boxes). The power plant has 3 damage boxes. The rider has Gunner skill 3 and a Control Roll of 5.

Note: Hellrider #4 will drive in front of you and try to spray your windshield with paint. If he hits, your Driver and Gunner skills will go to 0 until your windshield wipers can remove the paint (three turns). If he hits your windshield again, you have to start removing the paint all over again!



If you defeat the Hellriders, you eventually find your way out of the Old City and back into the safer parts of Boston. Turn to 32. If you lose, your adventure is over.

289 “Sorry, Kathy,” you say. “I’ve got a job to do. Got to get back to Lone Star Louie’s.”

“Aw, come on in town and meet Mother,” she says. “I’m sure Mother would like to pay you for your trouble if you take me the rest of the way home.”

If you take her the rest of the way, turn to 400. If you decline, turn to 222.

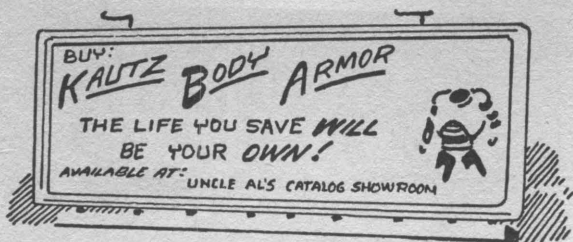
290 You let your own car coast to a stop. You did it. The ARFs are broken.

That may not have been the last of the ARFs — but the others aren’t likely to show their faces for a while. And there’s the matter of this gasburner you’re in. . . .

You cruise back within the truck stop walls, park the battered gas-hog beside one of the trucks, and close your eyes. Eventually, it occurs to you that there are still a lot of people trapped down in the basement of the garage. You go down and let them out, but you’re really too tired to accept their thanks.

If Lone Star Louie is still alive, turn to 248.

If he is dead, turn to 376.



291 "All right!" you say. "It's locked in my car." As Revolver grins, you add, "It's voice-coded. Better keep me healthy, or you won't be able to get in." They buy your story.

"Let's go," he says, gesturing for you to walk in front. You leave your room, and head down the hall and to the stairwell. It's a *long* walk down.

After about twenty stories of walking, you hear the gunmen beginning to pant behind you. "Should have taken the elevator," says one.

"You're nuts. Somebody would have seen," says the other. Fortunately, you're not tired; you're in better shape. You smile.

You walk down another ten flights, as the gunmen continue to wheeze. "Just a second," says one, and sits down. The other turns to argue — and you take your chance! You race down the stairs. Behind you is a roar of gunfire, cut off by a strangled yell. In the concrete stairwell, the ricochets and flying chips are as dangerous to your foes as to you.

Roll one die. On a 1-3, you take 1 hit of damage from a grazing shot. (If you are already wounded, this is enough to stun you. Turn immediately to 228. Otherwise, keep reading.)

On a 4-6, you are unhurt.

You run desperately, taking the concrete steps three at a time. Soon you are in the lobby, telling your story to the hotel detective. He calls the police. When they arrive, you all head back up to your room. Turn to 273.

292 You charge down the stairs and out the front door — into a madhouse. *Dozens* of ARF-mobiles are swarming through the emergency gate, opened by the imposter. The militia are fighting gamely, but they're outnumbered, outflanked, and losing ground. As you watch, an ARF bullhorn broadcasts a demand for surrender.

If you join the fight, turn to 346. If you go back upstairs to try to get Louie out through the tunnel, turn to 43.

293 It's about time to leave Boston. You've done about all you can here. The Boston authorities are more concerned about people coming in than leaving, so there are few formalities at the exit checkpoint. They pass you through quickly.

There's a small parking area just outside the walls, where travelers can reload their weapons. You pull into it (if your weapons are already loaded, you don't want to call attention to that fact!).

If you bought the computer-enhancing circuit board from Uncle Al's, turn to 122. If not, turn to 386.

294 You try to open the gasburner's door, but it's locked. What do you do?

Search the outside of the car further? Turn to 117.

Smash a window with your fist? Turn to 365.

Shoot out a window? Turn to 249.

295 You grab the wire as firmly as you can, yank — yank again — and it comes free in your hands. This took precious seconds; *count it as two paragraphs read* the first time you try it.

Now you can try to hot-wire the car. You touch the wire to a convenient piece of metal. Turn to 201.

296 You slam the door and dash down the hall. Behind you, gunfire is tearing the door to shreds. You hide in a laundry room, but there is no pursuit. You find a house phone and call the hotel detective. "This time, stay put!" he tells you. "I'll come and get you." Turn to 273.

297 "Well, can I get a ride in that general direction? Anything to get out of this heat."

If you decide to let her come along, turn to 60. If you don't want to pick her up at all, turn to 24.

298 The mechanic looks at the stack of bills. "Yes, I think that will do just fine. Come back in a couple of hours and we'll see if we can't have this finished."

If you want to catch up on the latest news, turn to 379.

If you want to look around the neighborhood, turn to 98.

If you offer to pitch in and help, turn to 263.

299 Not quite fast enough. Ace of Diamonds shrieks as you get into the car — then floors the accelerator of the truck she's driving. It lumbers into your path. You swerve to avoid it — and bounce off another car. Before you can regain control, the ARFs are all over you. Your adventure is over.

300 If you have any injuries at the moment, turn to 202. If not, turn to 199.

WHEN IN BOSTON VISIT:

UNCLE AL'S CATALOG SHOWROOM

BEST PRICES ANYWHERE!!!

FOR ALL YOUR
DUELLING NEEDS



301 Time to go! You slam the door in their faces. The ARFs curse and try to follow you — but you're leaning against the door, holding it closed. The 'Riders laugh and haul a huge water tank over, blocking the exit. You head back for your car, parked by the truck. Turn to 246.



302 You call and quietly ask the desk clerk who ordered room service to your room. The desk has no record of any such thing. The knocking comes again . . . louder. "Room service! Hey, buddy, are you in there?" Return to 212 and choose again.

303 "Wait a minute," says the receptionist, "and I'll see what I can do." The minute stretches into ten, as the receptionist types at his console. Then two policemen enter the office.

"There he is," says the receptionist. The officers handcuff you and take you away. You have failed in your mission; your adventure is over.

304 You dash for the nearest truck and swing into the cab. But, to your chagrin, the key isn't in the ignition. You realize that you won't be able to hot-wire the truck while remaining hidden. Return to 336 and choose again — but if you choose to work on the detonators, you have lost one minute of your time.

305 You maneuver your car down the side of the road, and back it into the culvert so you can drive straight out if you need to. It's a long way to the truck stop. Eventually, by your backup lights, you see a wall in the rear-view mirror.

You climb out of your car; the trap door leading into Louie's is high in the ceiling of the culvert, but you can reach it easily by standing on the roof of your car. You open the trap door and find yourself in a storage closet. From what Louie told you, you are in the main building.

If you want to go straight to Louie's office, turn to 96.
If you want to look around, turn to 259.

306 The other car is a battered old Joseph Special; it has no business provoking you unless its driver is looking for trouble. You oblige. You get the first shot. Turn to 176 and fight.

307 You swerve out of the way as the laser-armed ARF approaches you. As he passes, one of your teammates fires a burst and moves in to take him on.

If you want to look for more action outside the truck stop, turn to 147.

If you want to get into the truck stop, and you know a way other than the front gate, turn to 380.



308 Soon your chance comes. One of the thugs goes into the bathroom to search it; the other follows to cover him, but can't resist craning his neck to look for himself. You bolt for the door and slam it behind you. Gunfire follows you. Roll a die; on a 1-3, you take 1 hit of damage. Otherwise you are unhurt.

Down the corridor you dash, and into the stairwell. Then you go *up* two flights of stairs, figuring these goons would expect you to go straight down.

Panting a bit, you turn to a house phone and call the hotel detective. He tells you to meet him downstairs; he will call the police.

If you go down to the lobby to meet the detective, turn to 105. If you go back to your room instead, turn to 387.



309 You empty your ammunition into the box. A policeman comes out to okay your weapons; he checks your weapons' ready lights, sees that they are all red, and makes a mark on a clipboard. He then takes a roll of tape and seals the box your ammunition is in. The tape is very sticky and marked with the Boston city seal.

Try your Prestige roll. If you make it, turn to 257. If you fail, turn to 148.

310 You start to jump at Revolver, but you're too slow. He shifts his aim from your forehead to your elbow. BLAM! The pain is incredible. "Never knew a duellist who could drive with one arm," he sneers. Then you black out.

When you come to, you're in a hospital with your arm in a cast. Turn to 228.

311 Louie has an apartment over the garage. It's not big, but it's cozy. You knock on the door; he answers, embraces you like he hasn't seen you in months (which he hasn't) and invites you in.

Louie is something of a celebrity. He was originally from Lubbock, Texas. When autoduelling began to catch on, he developed a stunt-driving "clown" act which became popular. He toured for several years and then retired, buying this truck stop. Louie was one of the people who helped you get started in autoduelling; he's been a close friend ever since.

You notice he is laying out a set of body armor. "Yeah," he says. "Going to be a good fight."

"What's it all about?" you ask. "Why are the ARFs picking on this place?"

"Well, I'll tell you what I know," Louie says. "About two days ago a New York infantryman working for Intelligence intercepted the message you took to Hysham. Aw, don't look so surprised. This is my place and I know a lot about what goes on around here.

"The ARFs have something they call Operation Phoenix. Some of it is a big attack on Boston, but we don't know all the details. They've got crazies from all over the country, and a lot of explosives. And they found an old gasoline dump in New Hampshire. Apparently it was an Army stockpile that just got left when some unit or another left for the Free Oil Wars.

"The militia is posted on all the approaches to Boston. We don't know for sure where the push will come from, but Hysham is pretty sure that the ARFs will come right through here. Or try to, anyway. Sometime tonight.

"So, are you going to stick around for the action?"

If you told the Colonel you'd stay and help the militia, turn to 142.

If you don't plan to stay, turn to 394.

312 Roll one die. On a 5 or a 6, turn to 137. Otherwise, turn to 363.

313 You pull onto the road again, heading toward Lone Star Louie's. It's only a half-hour until you sight the gaudy sign:

**LONE STAR LOUIE'S LITTLE BIT O' LUBBOCK
TRUCK STOP AND GRILL**

**ONLY MESQUITE BROILED STEAKS
EAST OF THE HUDSON**

**OPEN 24 HOURS — FREE JALAPENO ICE CREAM
FOR THE KIDS**

TAKE THE NEXT EXIT. YOU CAN'T MISS IT!

This is the decision point. You need to decide whether you are going to turn to the truck stop and deliver your package, or whether you want to take Kathy on to Boston.

If you decide to stop at the truck stop, turn to 237. If you decide to take the girl to Boston, turn to 233.

314 You scramble through the car, but you don't find anything you can use, except for a piece of insulated wire in the back seat. What will you try now?

Hot-wire the car? Turn to 174.

Search outside the car? Turn to 117.

Search inside again? Turn to 72.

315 You tell the officer about your courier mission. He is understandably curious as to why you overshot Lone Star Louie's and ended up in Boston; you tell him about the hitchhiker. "Just a minute," he says, and leaves the room.

After a few minutes he returns. "We contacted the New York Militia," he says. "They confirm your courier assignment. You're free to go."

Turn to 243.

316 What will you try now?
Try to hot-wire the car again? Turn to 201.
Take a moment to look things over? Turn to 72.
Go back outside and search some more? Turn to 117.

317 You managed to lose the policeman — but you are in an unfamiliar part of town, and by now there is probably a police alert out for you.

If you want to head for the city exit right now, turn to 293. If you want to stay in Boston, turn to 32 to see what else you can do here.

318 You may make one attempt to defuse a detonator every 30 seconds. Keep track of the time you spend. Every half-minute, add the number of half-minutes you've spent on the detonator so far to your Mechanic skill. If you roll this number or less on *two* dice, you have managed to defuse the detonator.

Example: If your Mechanic skill is 3, your target number is 4 after the first half-minute, 5 after the second half-minute, and so on. Remember that, unlike ordinary Mechanic skill rolls, you are rolling on *two dice*. When you roll a number less than or equal to your target, that detonator is removed; you must spend 30 seconds getting to the next truck.

If you roll a 12, turn to 178.

If 15 minutes pass, turn to 35.

If you get to the fourth detonator, turn to 286.

If you give up and run, turn to 149.

319 Your options are:
Examine the gasburner. Turn to 44.

Open the door and get in the gasburner. Turn to 294.

Crawl out and look around. Turn to 155.

320 The guard pulls back the bolt on his gun. "All personnel are to leave the area immediately. My orders are to shoot looters on sight, sir; I'm glad I didn't see you try to take anything."

He escorts you back to the main building. If you have changed your mind and want to find the Colonel and volunteer, turn to 281. If not, turn to 241.

321 Quickly and methodically, the Hellriders finish the mission. The surviving ARFs are dragged to safety and tied to trees, where they can have a ringside seat for the last act. Then, with flamethrowers and the ARFs' own dynamite, the bikers level the base.

With their loot loaded, the Hellriders convoy back to their base. They're especially jubilant — though a little puzzled — about several dozen 55-gallon drums marked GASOLINE. "It's a fortune!" says Snake, a little awed. "Junior tapped one of the barrels and checked. It's still good!"

When you get back, it's party time at the Hellriders' place! They wiped out the ARFs' armory and didn't lose a single man. Mother and Kathy are leading a snake dance around the garage. You aren't drinking anything; you need to be driving. And you're not sure the Hellriders should be celebrating so soon. That was almost *too* easy.

"Sorry you have to leave, ace," Mother says. "You're fast on your feet and fast in your head. I like that. You sure you have to go? We could use another good man."

"From you, that's a compliment," you reply. "Maybe someday. Right now, I've got a promise to keep."

You don't have time to do anything else in Boston. With a Hellrider honor guard, you leave the Old Town and cross the city checkpoints, unmolested. The bikers peel off as you hit the interstate, headed for the truck stop. Turn to 112.

322 It was a good chase, but the police were better. You pull to the side of the road. Police cruisers bracket you, one in front of you and one behind. Four of Boston's finest get out with weapons drawn. "Out of the car with your hands up!"

Of course, you comply; so does Kathy. You are both both handcuffed, loaded into the squad car, and driven back to the checkpoint. Along the way, the officers read you your rights. Turn to 34.

323 You're trying to steer, dodge bullets, and stay on the road — and it's a bit more than you can handle. Too late, you see the 18-wheeler crossing the intersection in front of you. You don't have time to do anything but try to swerve . . . and scream, as you run headlong into the truck.

You wake up in a hospital room. Fortunately, you were wearing a safety harness in an armored car, so you weren't killed. But your leg is in traction. Your adventure is over.

324 Your ammunition is stored in cartons and sealed with tape that reads:

CITY OF BOSTON PEACEBOND SEAL
NOT TO BE OPENED INSIDE CITY OF BOSTON
\$5000 PENALTY OR 5 YEAR PRISON TERM FOR
VIOLATION OF THIS PROVISION
C. O. B. CODE 1481-08.12(d)

You're very familiar with this seal. You've seen many unsealed cartons in trash bins at the roadside highway stops leading out of Boston.

But you figure it's worth the risk of a prison term to shoot back at these thugs. You tear open the seal and start loading ammunition, while you're driving and watching the two cyclists in your rear-view mirror.

This is no mean feat. Try your Control Roll. If you make it, turn to 187. If you miss, turn to 42.

325 Before the Bombardier can finish you off, the Hellriders finish *him* off with rockets. They just needed a minute to get organized.

Unfortunately, that minute cost you your car. You're upset — but Kathy is laughing. "No problem!" she says. "We didn't burn all the ARF cars. One looked worth keeping. It's yours." Turn to 189.

326 Using a loudspeaker, the pursuing officer orders you to pull over. His turret swivels to track you; its recoilless rifle looks as big as a railroad tunnel.

If you pull over, turn to 163.

If you shoot first, turn to 20.

If you try to outrun him again, turn to 188.

327 "All right. In that case, I'll have to ask you to leave the area as soon as possible."

You leave the office and head down the stairs. Turn to 177.

328 As you turn your car around, the men behind you move to block your path. If you will open fire, turn to 254. If you will halt your car, turn to 71.

329 You're in luck! Uncle Al has his machine-gun ammo on sale this week! It's regularly \$500 a box, but this week Al is selling it for \$450. Each box is 20 shots worth. You can buy as much as you want.

Other ammo is at regular price: \$35 per shot for rocket launcher or recoilless rifle ammo, and \$200 each for replacement heavy rockets.

If you want to look over any of the other items, return to 120. If you're ready to check out, turn to 185.

330 "Great," she says. "Thanks a million. Standing out here in the heat, with crazy people driving by, gets to you after a while." She climbs into the car, stowing her backpack and sign at her feet.

Now, you have to deliver the courier package to Lone Star Louie's, but you told your passenger you would take her on to Boston! You have to decide what to do before you get to Lone Star Louie's. In the meantime, turn to 367.

331 *Home free!*, you think. You pull your car to a stop under the roadblock's guns. The police cruiser pulls up beside you. "Halt that man!" the officer announces over his loudhailer.

If you have a *white* pass from Colonel Hysham, turn to 204.

If you have a *blue* pass, turn to 19.

If you have neither, turn to 57.

332 The house detective listens to you, then calls the police. "That's a pretty wild story," he says. "Hard to tell who started this. I think the cops are gonna want to talk to you."

He walks over to where the intruders are lying. Suddenly, a hand reaches out and grabs him by the leg, tripping him and sending him sprawling. The goons jump to their feet and stagger through the door. But they're both hurt — and you're armed. You chase them into the hall and order them back. Sullenly, they comply. Increase your Prestige by 1 for your quick action.

The police arrive and take your story; the goons won't talk, so the police haul them away. The hotel detective apologizes for the incident. After all this excitement you climb into bed and are soon asleep. Turn to 208.

333 You realize that you need to go back and tell the Colonel that you changed your mind. You'll stay and help defend the truck stop. Turn to 281.

334 They're both unconscious. If you want to search the thugs, turn to 29. If you call the house detective immediately, turn to 58.



335 You leap into your car. Those Hellriders that couldn't make it up the hill have taken refuge in the warehouse. You move your car into the parking lot, putting the burning cars between yourself and the intruder. He's got his lights on; you can see him clearly.

Then he's into the base area. He obviously knows that something is wrong; he's got ARF markings, but he's shooting at the buildings. The 'Riders are returning fire, but they can't get to their cycles — they're outgunned!

You fire from ambush, catching the ARF by surprise — he hadn't noticed you. You get the first shot. Then it's a dogfight. You can both use any weapons. It's a real battle; this is the first ARFmobile you have seen that wasn't a piece of junk!

BOMBARDIER

Luxury car. 55 hit points. Defense Class 12; Handling Class 3.

Weapon: Anti-tank gun to front (Combat bonus 0; 3 dice damage; 5 damage boxes).

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

The driver has a Gunner skill of 3 and a Control Roll of 5. There is no gunner.

If you knock out the Bomb, turn to 39. If he cripples your vehicle, turn to 325.

Keep track of the number of rounds you fight. If both cars are still capable of fighting after 15 rounds, turn to 231.

336 Parking the trike below the trap door, you climb up and into the storage closet. Stealthily you emerge and look through the office, then the building. You see no one — you don't even *hear* anyone.

Looking out a front window, you see the trucks are parked around the garage — the building next door. Each is a huge flatbed, loaded with 55-gallon drums of gasoline. You're sure they are real; you can smell the fumes already. The ARFS have stacked them like logs, held down with chains; if something happens to the trucks, the barrels will roll everywhere.

As you reach for the front door, you draw back. You saw something in the distance — a flash of light, like sunset reflecting off a pair of binoculars. You watch for a minute and see the flash again. Someone is watching the trucks. Is it the ARFs? You realize you can't let yourself be seen.

At the back of the office is a service door. You look cautiously through its window for a minute; no one seems to be guarding the back of the building. You open the door and leave the building; the door shuts behind you. You test it and find it locked. Great.

You crouch and move along the side of the building. No one's seen you yet, as far as you know. There is a 20-foot gap between you and the first truck.

You see the binoculars flash again. Crouching, you run the twenty feet to the truck. You stop for a moment, then stand up. You are in the truck's shadow here, so you won't be seen.

There's no sign of *any* ARFs inside the compound. They must mean to set off the trucks by remote control.

If you want to get into the nearest truck and drive it away from the building, turn to 304.

If you want to find the detonators and keep the gasoline from exploding, turn to 54.

If you want to dash for the garage to free the hostages, turn to 219.



337 Your pursuer is a skilled driver in a shabby car. You are both speeding along at over 90 miles an hour. Road markers and trees whip past almost too quickly to see.

HOKKAIDO

Mid-size, 36 hit points left. Defense Class 11; Handling Class 2.

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

Recoilless rifle to rear (Combat bonus 0, 2 dice damage, 4 damage boxes)

Power plant: Large (8 damage boxes left).

The driver has Gunner skill 3; his Control Roll is 4. His passenger does not know how to drive or shoot.

Try alternating Control Rolls — first one for yourself, then one for your foe. Because the road is straight and empty, *add* 1 to each driver's Control Roll for this encounter only.

On every turn your foe makes his Control Roll, he gets a chance to shoot at you with his front machine-gun. His Gunner Skill is 3 . . . but, because of your speed, your car's Defense Class is increased by 3!

Every time you make *your* Control Roll, you get a chance to return fire — but his Defense Class is likewise increased by 3.

If you lose, or if you miss a Control Roll, turn to 37.

If you slow down for a "normal" autoduel, turn to 83. The information on the enemy car is repeated there.

If your foe loses, or misses a Control Roll, turn to 283.

338 Thelan tells you the package needs to be delivered by 8 p.m. tomorrow. You are to report to the militia office at Fort Caswell and pick up the package. You will also get a voucher made out to you for \$5,000; once it is validated by Captain Hysham it will be your paycheck for the job.

Thelan gives you a pass to get into the base, then leaves. Now you have to decide: what car should you use?

Your "street car" is a Hussar — a fairly inexpensive yet powerful car with room for passengers and cargo. You've used it for courier work before. It has more armor than the Hauberk you used in the arena, but its weaponry is inferior. If you want, you can use it. Or you can get your damaged Hauberk out of the shop. If you do, all ammo and heavy rockets will have been replaced, but no other damage will have been fixed. It's up to you.

HUSSAR

Luxury car. 60 hit points. Defense Class 11; Handling Class 3.

Weapons: Linked machine-guns in turret (Combat bonus 0; 1 die damage each; 3 damage boxes each).

6 heavy rockets: 2 linked in front, 2 linked in back, 1 each right and left. (Combat bonus -1; 3 dice damage each; 1 damage box each).

Power plant: Large (10 damage boxes).

As you decide which car to take, you consider your situation. You didn't actually contract to take the job. If you take the courier job you will lose a lot of practice time . . . and if anything goes wrong, you might miss the New York Open! Which do you want to do? Choose your car and then decide:

If you go to Fort Caswell, turn to 371. If you want to duck out and head for New York, turn to 139.

339 Keep in mind that if you decide to leave the car overnight, you will not be able to finish your courier mission on time.

If you still think you want to leave the car overnight, turn to 40. If you think bribing the mechanic will help, turn to 170.

340 You feel the bullet slam into your body; you fall back in pain. Revolver positions himself to finish the job. "No!" his partner says. "Don't waste a slug." They leave the room.

You manage to drag yourself to the phone and call the desk. Then you black out. When you wake up, you're in a hospital room. Turn to 228.

341 Aha! On the car's underbody is a small metal box with a magnet attached. Inside is a key. You crawl from under the car, try the key in the door — and it works! You get into the car, slam the door and turn the key in the ignition. Turn to 106.

342 "Alf? Snake?" He nods to two of the Hellriders. "Why don't you escort our friend back to New Town? Take Mike and Slade with you."

If you accept the offered escort, turn to 374. If you decline, turn to 4.

343 Forcing yourself to be thorough, you examine the nearest truck. It takes precious minutes — but you find the detonator. From the way it's wired, you're sure the others will be in the same place.

Turn to 318 to try to remove them — but you have already used up 3 minutes.

344 You step on the accelerator — and as you pull away, sharp spikes rise from the pavement. Its tires shredded, your car comes to a grinding halt.

Four policemen come up behind you, their weapons drawn. “Out of the car with your hands up,” you hear. It looks as if you don’t have much of a choice. Turn to 34.

345 “Too risky,” you think. You pull back out of the lot and head for the culvert. Ace of Diamonds stares after you curiously as you leave, but no one seems to be following. Turn to 370.

346 Crouching low, you dash toward an abandoned machine-gun nest. Along with the other militia, you fight bravely — but it’s hopeless. Colonel Hysham is wounded and unconscious; eventually, his adjutant surrenders what’s left of the force.

As you are herded into the garage, several huge trucks loaded with gasoline enter the compound. The ARFs take you all downstairs and lock you into a basement room. After they close the door, it glows red — they’re welding it shut. For a while, you can hear furious activity outside; then everything becomes quiet. Whatever the ARFs have in mind, you don’t think you’ll like it.

Your adventure is over.

347 You step on the power, trying to lose the cyclists. You are in unfamiliar territory, speeding through the middle of a city, trying to lose two foes who are probably familiar with the neighborhood.

Try a Control Roll as you swerve down the street. You need skill *and* blind luck to live through this scrape. . . .

If you make your roll *exactly*, turn to 366.

If you roll *better* than you needed, turn to 130.

If you miss your roll by *only one* (for instance, you rolled a 5 when you needed a 4 or less), turn to 121.

If you miss your roll by *two* or more, turn to 323.

348 You drive along, keeping radio silence. "Hey, back there," comes an ARF voice. "Report in if you're in."

If you found a playing card in the course of this adventure, you can use it as your ID. Multiply the number of the card by the number of letters in the name of the suit, and turn to that paragraph.

If you still want to stay silent, turn to 266.

If you want to make up something, turn to 384.

349 Well, it almost worked. The ARF stands back as you get into the car — but before you can make your break, he realizes something is wrong. He shouts and points. You hit the turret guns and cut him down — but now a hail of gunfire is directed at you.

You have the satisfaction of taking out several ARFs before you go — and they shoot up several more of their own cars while trying to get you — but too soon, your armor splinters.

Your adventure is over.



350 Obviously you can't do much good out here . . . or can you?

If you spin around and attack the ARFs as they approach you, turn to 262.

If you want to get back into the truck stop, and you know a way *other* than the front gate, turn to 380.

If you stay on the highway and leave the area, turn to 258.

351 The officer listens patiently, thinks for a moment, then sits down.

“Look, ace,” he says, “I don’t think you understand. We hold all the cards here, and your documents too. I’ve been a cop for nine years and I know a phony story when I hear one. Now if you don’t cooperate, you may be here for a very long time. What’ll it be?”

If you tell the officer about your battle, turn to 195.

If you tell the officer about the courier mission, turn to 315.

If you still won’t talk, turn to 282.



352 Smoking, the other car topples into a ditch. You slow to investigate . . . and a fireball blossoms from inside it. In a second, the entire car is ablaze. No salvage here!

Puzzled, you drive on. You never saw anything go up that way except a flamethrower . . . and you’re pretty sure this fellow didn’t have any such thing. “So what exploded like that?” you wonder.

You decide that you’ll probably never know, and turn your attention back to the road. Turn to 256.

353 It’s hard, but you manage to lower Louie from the top of your car, down to the floor of the culvert, and finally into your car. You head down the culvert, park short of the opening, and get out to look around. Nothing in sight but a few wrecks. Maybe you can pull this off. . . .

Turn to 175.

354 You step on your brakes and swerve into the other lane. The other driver wasn't prepared for this maneuver, so he goes roaring by. You fall in behind him. You are now fighting, but you are behind him rather than in front.

Now you can fight — but you can use only front or turret weapons, and he can use only his rear weapon. Turn to 83.

355 You don't want to stop, but you can't crash a friendly roadblock. So you do the only thing you can think of. You swerve down into the median strip. There is no traffic on the other side of the road, so you come up the other side and head for the truck stop. Your car takes 2 hits of damage from the rough treatment.

You can see that back at the roadblock there's plenty of activity. The policeman who was following you tried to go into the median and got stuck. The militiaman in charge of the roadblock is on the radio. Another militiaman is getting into a car.

The gate to the truck stop is closed; like most such gates, it is solid steel and several inches thick. Soon you are surrounded by militia from the roadblock.

If you have a *white* pass, turn to 94.

If you have a *blue* pass, turn to 19.

If you have neither, turn to 57.

356 Your nerve breaks. You bolt back into the main building and dive for the closet. Through the false floor you scramble, and into your waiting trike.

As you speed down the culvert, you hear a WHOOSH behind you. You accelerate further. You burst onto the highway just ahead of a tongue of flame.

You escaped with your life — but you failed to rescue the hostages or save the truck stop. Your adventure is over.

357 "Sorry," you say. "Can't do it."
"I'm sorry, too," says the colonel. "But I've got to have an ace driver to get this package through. If I can't get a volunteer, I'll have to activate my best militia driver." He looks meaningfully at you. "In fact, I ought to do that anyway. If I had an active-duty driver, it would save the militia a lot of money."

You get the message. If you don't volunteer, Thelan can call you to active duty; then you would *have* to deliver the package. And instead of the \$5,000, you'd get one day of first lieutenant's pay — about a hundred dollars.

Bowing to the inevitable, you agree to run Thelan's errand. Turn to 338.

358 Thanks to the special frequencies on your long-distance radio, you can make contact with the helicopter. It belongs to a Boston TV station. The pilot is shocked to hear that Louie is dead, and is more than willing to come back and pick up the body.

In the distance you see the helicopter swing around. Soon it lands near your car, and the pilot and cameraman get out to help. After a moment of respectful silence, the cameraman steps back to get a shot of you and the pilot loading Louie's body into the chopper.

Then the cameraman's headset starts squawking. Turn to 179.

359 Nothing happens for almost an hour; then a series of explosions rips the air inside the truck stop. The buildings — and everyone and everything inside — vanish in flames.

There's nobody left for you to fight . . . or to rescue. Your adventure is over.

360 You kick open the door, pull the trigger on your weapon, and put four rounds into the man casting the shadow before you realize he's wearing militia fatigues. You saw him when you were at the truck stop earlier today. You stare in horror as he drops his submachine gun and falls to the floor.

"Good shooting, ace," you hear. You turn to see Louie on the floor, clutching his stomach. "The guy was an ARF. I tell you, they'll let anybody into the militia these days." He grins, then coughs.

You try to quiet Louie, but he motions you to silence. "He opened the emergency gates . . . blasted the controls. Caught him . . . too late. ARF . . . tunnel layout . . ." Then he collapses.

Louie isn't dead, but he's unconscious and won't live much longer without medical attention. If you want to take him back out through the tunnel, turn to 43. If you want to look for a militia medic to help, turn to 292.

361 Well, it was a good try, but you lost. Since you came in second, your car will be repaired for free and resupplied with ammo. But you only won \$1,000, so you're still short on cash. You may not be able to make the New York Open now — unless you can find a way to earn some more money.

As you think these cheery thoughts, you head back to your dressing room. Turn to 276.

362 You watch the door open. Two men come in, one carrying a submachine gun and the other brandishing a revolver. "Drop the gun, buddy," Revolver says.

If you drop the gun, turn to 95. If you start shooting, turn to 55.

363 You are on the Massachusetts Thruway, going west. You reach the I-495 interchange with no problem. As you do so, you glance at your charge indicator.

If you have gotten your power plant charged during this adventure, turn to 36. If not, turn to 285.

364 You dash outside and see three people running away from your car. They don't appear to be carrying anything. They jump into an old Joseph Special and roar away.

You recognize the car that trailed you earlier. Oddly, it has no license plate — just an A in a circle, painted on the bumper. It's the symbol of the Anarchist Relief Front — the crazy terrorist ARFs!

Examining your car, you are furious to see that the thieves did 1 die of damage while trying to blast their way in with a limpet mine. But your package is intact. You hit the road again. Turn to 256.

365 You wrap your fist in your jacket, take aim, hit the window — and step back in pain. The window is not glass, but heavy-duty plastic like that of any modern duel-car.

If you will try to search the outside of the car further, turn to 117. If you would rather try to shoot out a window, turn to 249.

366 In front of you is a patrol car — coming toward you. Thinking quickly, you turn in front of it, down a side street. The bikers make the same illegal turn. Sirens howling, the patrol car starts after you all. The bikers split, one going to the left and one to the right. The patrol car also turns to the left.

You drive for a few minutes, but there is no pursuit. Apparently the policeman was more interested in catching the bikers than he was in you. You slow down and blend in with the traffic. Go back to 32 for a list of your options.

367 "So where did you say you wanted to go?" you ask.

The hitchhiker smiles and points to the sign. HOME TO MOTHER. "Boston," she says. That's not too far out of your way.

You chat with her as you drive. She is very friendly and talkative, but doesn't volunteer a lot of information. Her name is Kathy.

About an hour down the road, you notice a shape growing in your mirror. A car is gaining on you. Almost as soon as you notice it, you see flashes from its front weapons. There's a thud-thud-thud-thud as machine-gun fire hits your car, doing 4 hits of damage.

Your passenger is unafraid; if anything, she seems angry. "You a gunner?" you ask.

"Sorry," she replies. "I can drop grenades for you, though."

You shake your head. "Rather save them for a real emergency."

If you want to try to outrun these foes, turn to 210. If you prefer to fight, turn to 83.

368 The ARF is ragged-looking, but defiant. On a hunch, you order your men to search him. In one pocket is a card . . . Ace of Clubs! You've caught a big fish. "I'll tell you nothing!" he says.

You shake your head, glaring at him coldly. "I think you will," you reply. "Torture is illegal, of course. But there are no laws on the battlefield." You laugh. "You should enjoy it. It's anarchy."

The ARF gazes at you fearfully. In your battered armor, with your visor down, you are a frightening figure. "Who are you?" he asks. You tell him your name. His jaw clenches.

Try a Prestige roll. If you succeed, turn to 165. If you fail, turn to 33.



369 “Wonderful!” Mother says. “Glad to have you. Stick around and talk to some of the boys for a while. Now if you’ll excuse me . . .” He looks at Kathy. “We’ve got some catchin’ up to do.”

Mother and Kathy head over to the ramp, leaving you with the guards. Turn to 300.

370 You drive back to the culvert, and back to where Louie is lying. He’s no better, but at least he’s breathing. You bundle him into the car as gently as you can and drive back toward the surface.

Parking short of the opening, you get out to look around. Nothing seems to be moving. Maybe you can pull this off. . . .

Turn to 175.

371 You drive to Fort Caswell and show your pass to the guard at the gate. He takes your pass, gives you a different pass, and directs you to Building 10. The guard there takes your pass, gives you a *different* pass — this one is *red* — and ushers you into the building.

The clerk gives you a pay voucher for \$5,000, a sealed briefcase, and a packet of orders. Reading them, you see that you are to take the package to Militia Captain Hysham, who is currently at Lone Star Louie’s, a truck stop on the Massachusetts Thruway. He also gives you yet another pass. You now have two. One is necessary to leave the fort; the other — a *blue* one — is your identification to Captain Hysham. (Whenever you get a colored pass, make a specific note of its color. It will be important.)

He also gives you a form to sign, affirming that you have received the courier package and that you are responsible for its safe delivery. This is a fairly long, involved contract. If you just sign (standard militia procedure), turn to 10. If you want to take the time to read what you’re signing, turn to 45.

372 Ouch! You pull back. That was a nasty shock. Do you want to try this again? If so, turn to 201. If you want to try something else, turn to 316.

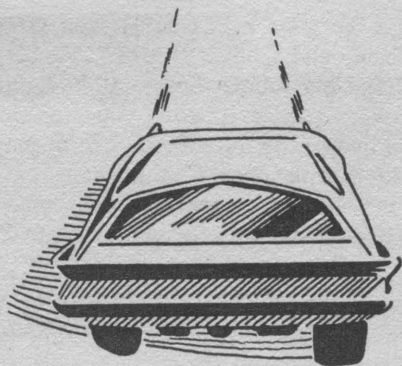
373 "Well, thanks anyway," she says. "Take care of yourself, OK?" She hops out of the car, shoves some bills into your hand, and hurries down the ramp.

She has given you \$25 in six bills: one \$20 and five ones. Each note is rubber-stamped with a winged "H" and the name "KATHY."

The girl is gone; there is nobody in sight, but you sense that eyes are on you. You pocket the money and leave the neighborhood as quickly as you can. Turn to 32.

374 The four bikers fall in, two in front of you and two behind. The five of you go up the ramp, out of the garage and into the streets. You follow Snake and Mike through the twists and turns of Old Boston until you are in sight of New Town; then the bikers peel off and head back the way they came.

There is a main thoroughfare just ahead of you. You pull up to a traffic light just as it turns red. Turn to 32.



375 Your car drifts to a stop, totaled. The battle was too much for Louie; he is dead. You play dead, too, as the ARF turns back toward the truck stop. The helicopter circles once and then buzzes off without attacking.

If you want to try to hail the helicopter, turn to 358. (You may do this *only* if your car has a long-distance CB installed.)

Otherwise, you check your gun, put a blanket over your old friend, and start hiking back toward the battle. You owe them something for Louie now. Turn to 97.

376 You're depressed about all the deaths — especially Louie's. But the militia are pulling things back together, and you've been interviewed on TV. And it looks like you'll be entitled to part of the "salvage rights" on all those barrels of gasoline. You're going to be rich.

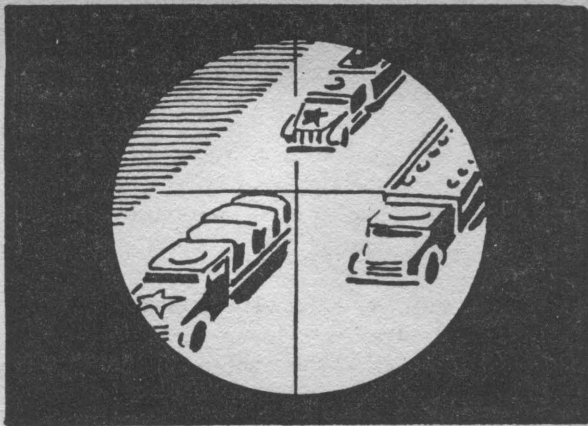
You've lost some friends . . . but you stopped the ARFs and picked up more money than you've ever seen before. And to the TV, you're a hero. Not a bad day's work, in this imperfect world. . . .

Your adventure is over.

377 As the goon bends down, you grab his nose firmly and shout, "HONK!" He bleats in surprise, and drops his submachine gun! You release him, pushing backwards; as he sprawls, you grab the gun and fire a random burst. The intruders flee in dismay.

You call down to the desk. Two policemen arrive soon, followed by the house detective. The policemen take your statement — and the submachine gun. Turn to 273.

378 A red light appears on the detonator. You barely have time to realize that your time is up. Your adventure is over.



379 There is a complimentary NANS ticker in the garage's lounge, so you decide to spend some time reading it to see what the North American News Service considers news today. There doesn't seem to be much of interest going on in the world: the civil war is still raging in Brazil, China is accusing Algeria of dumping low-priced steel into their market, the foreign ministers of several North American nations (including Cuba, Texas, Quebec, and the Deseret Autonomous Region) are meeting to discuss common interests.

Locally, the top story is a strange one. A farmer in central New Hampshire burned to death yesterday under mysterious circumstances. His son said the farmer found a metal barrel on his land and decided to investigate. The farmer punched a hole in the barrel while smoking a cigarette and the lit cigarette ignited the contents of the barrel. The medical examiner's office said the barrel was full of gasoline. Police were unable to explain why there was a barrel of gasoline, worth \$2,500, on the farmer's land.

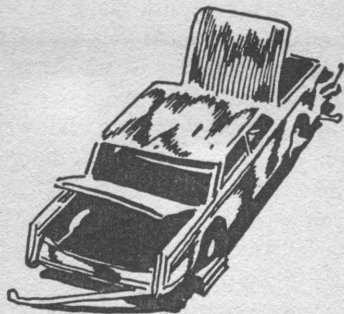
Eventually, the mechanic comes in and tells you your car is ready. Turn to 153.

380 Readying your submachine gun, you drop to the side of the road. You watch quietly for a minute, but apparently you were unobserved. At any rate, nobody is shooting at you!

Soon you find the culvert that Louie told you about; just as he said, there's a grate over it. You grab the grate with both hands, twist to the right as hard as you can, and it turns. You step back and let it fall — it must weigh a hundred pounds. Then you drag it to the side and examine the culvert.

It is wide, dark, and dry. The ground here is hard enough, and the culvert is wide enough, for you to drive your car underground. If you want to do that (and if you still have your car), turn to 305.

If you just want to walk down the culvert, turn to 181.



381 The targeting laser improves weapon accuracy. It will link to any forward or turreted weapon and help you aim (a red dot will show where your shots will go). This gives you a +1 combat bonus. The laser costs \$2,000.

If you want to look over any of the other items, return to 120. If you're ready to check out, turn to 185.

382 About an hour down the road, you notice a shape growing in your mirror. A car is gaining on you. It looks familiar; in fact, it's the car whose two front tires you shot out not long ago. You feel a thud-thud-thud-thud as machine-gun fire hits your car, doing 4 hits of damage.

Your passenger is unafraid; if anything, she seems angry. "You a gunner?" you ask.

"Sorry," she replies. "I can drop grenades for you, though."

You shake your head. "Rather save them for a real emergency."

If you want to try to outrun these foes, turn to 210. If you prefer to fight, turn to 83.



383 The Hokkaido's window pops down, and something comes flying out. It looks a bit like a grenade — but then you see it's just an empty bottle. It's followed by other bottles, assorted trash, and a heavy wooden box, flying from every window at once. You swerve to miss the junk, but one bottle takes a lucky bounce and breaks across the front of your car. Kathy gasps — and suddenly you realize that you're on fire!

On second glance, it's the liquid in the bottle that's burning. Your plastic armor is flammable, though . . . and it's beginning to catch, even as you watch — discoloring, bubbling, and steaming. Mark off 2 hits of damage.

If you want to slow down and deal with the fire, turn to 217. If you will continue the fight and hope to put the fire out later, turn to 3.

384 “Bucket of lizards,” you announce.
“Pretty good,” a voice replies over the radio.
“Yeah, that guy’s got the anarchist spirit,” another voice says.

The countdown continues, but now it’s totally disorganized. Several of the ARFs copy your joke. A couple are clever; most are just obscene.

“OK, listen up,” the first voice says. “We’re stopping at the truck stop up here to charge. Go on in by numbers, deuces first, then up to aces. Bucket of Lizards, you and the other dingbats are the jokers in the deck. You go in last.”

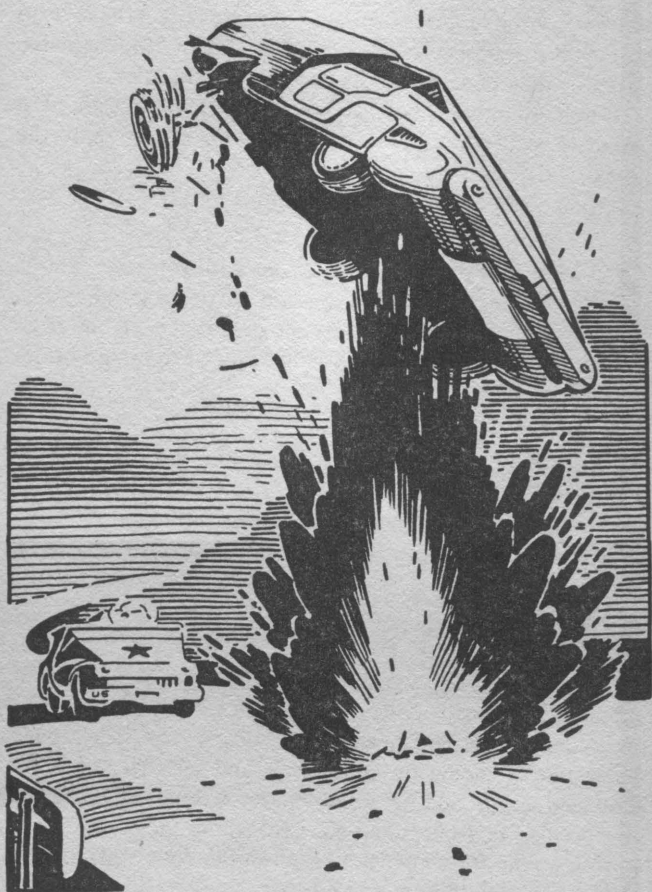
You wait at the back of the group. Four vehicles, apparently the deuces, pull away and speed toward the truck stop. Suddenly, a shell lobs from inside the walls. It lands near the attackers. Another shell hits — this one from Louie’s giant war-surplus mortar. It lands in front of a low-slung car bearing the Four of Clubs insignia. The whole car is thrown into the air, to land a wreck.

The battle is on! Turn to 284.

385 As you round a curve, your tires squeal and smoke. With a sinking feeling, you realize you’ve lost control! Fighting the wheel, you sideswipe a huge truck. The driver doesn’t fire on you — he just hits the brakes and lets you go by, cursing you over the CB. Roll 2 dice and take that many hits of damage from the collision.

But your pursuer is taking advantage. He pulls to within easy range and fires at you. Turn to 176 and fight — but your enemy is behind you, and gets *two* shots before you can return fire.

386 Backing out of your parking space, you prepare to get back onto the highway. If you have been fighting with the police, or if you “crashed the gate” and don’t have your documents, turn to 312. If you entered legally and have stayed out of trouble, turn to 363.



387 You open the door cautiously — and hear a click, like the bolt on a submachine gun. If you have already picked up your revolver, turn to 152. If you are still unarmed, turn to 23.

388 DeBeck Medical Center is an imposing edifice, the largest hospital in the area. If you have been hurt, you can be healed here quickly. This is an expensive hospital; they charge heavily for duelling injuries.

If you are injured, you can pay \$1,000 and be restored to health (it will take about an hour, and you can spare the time).

When you are through here, return to 32.

389 You don't want to argue with someone who is bigger than you are and carries a gun besides. You move your car. Apparently the only place anyone from "outside" is allowed to park is in front of the main building. Turn to 92.

390 When the receptionist asks for your ID, you are forced to admit that you have none. You explain the problem you had at the police checkpoint.

Try your Prestige roll. If you succeed, turn to 234. If you fail, turn to 59. If you roll a 6 and this is a failure, turn to 303.

391 Quickly, you hit the floor and roll underneath the bed. A key clicks in the lock; then you see two pairs of feet and hear rough voices. You risk a peek when they're facing the other way, and see that one has a submachine gun and the other carries a revolver. They see the rumpled bedsheets and start searching the room.

If you wait for a chance to run out the door, turn to 308. If you just hide quietly, turn to 62.

392 You get out and take him the documents. After a few minutes, he comes back and returns your documents. "You've just paid a \$425 fine by electronic fund transfer," he tells you. "You should be hearing from your bonding company soon. Thanks for visiting Boston and drive carefully."

Well, it could have been worse. At least you didn't have to pay the fine in cash. Return to 32.

393 Your visitor is obviously fishing for an answer; he doesn't know whether you are in the room or not. You gather up the blankets from the bed, hide behind the door, and wait.

Soon you hear a rattling in the lock. Then the door slams open and two men rush in. You throw the blanket over them both. They fall to the floor, cursing and thrashing.

You tackle the blanketful of thugs, punching everything that moves. Soon nothing is moving. You pull the blanket off; they look like they'll be out for a while.

If you want to search them, turn to 29. If you decide to call the house detective immediately, turn to 58.



394 Louie sighs. "I'm sorry to hear that, ace, but I guess you gotta go with what you feel is right." He turns away from you. "Now, if you don't mind, I gotta start getting ready for the fight." You let yourself out of the room.

Return to 177; however, if you change your mind about helping Louie out while you're still at the truck stop, turn to 158. You may want to make a note of that paragraph number so you can use it if you need to.

395 As you pull up to the window, two rows of sharp, tire-shredding spikes appear in the pavement in front of you. Apparently this guard is going to keep you here until he's finished with you.

You hand him your driver's license, registration, and AADA bond card. He looks them over, types the information into his computer, and hands them back to you. He then asks you to unload all your car's weapons. Since you can't leave until you do, you comply.

When the guard is satisfied that all your ammo indicators are on red, he lowers the tire spikes and lets you pass. Your ammo is returned to you in a sealed box; it is illegal to reload your weapons until you leave Boston.

You are now inside the Boston wall. Turn to 32.

396 You're not answering, and your car is displaying obvious weaponry. The ARFs aren't sure about you, but they're not taking chances. Ace of Hearts uses another CB channel to order a "hit."

Five cars attack at once. You never know what hits you. Your adventure is over.

397 The Hellriders don't like the ARFs in the least. "They're bringing the property values down," a Hellrider named Cosmo says; everyone laughs.

About a month ago the ARFs started putting together a base on the fringe of Hellrider turf. The 'Riders managed to plant a bug in the base; apparently the ARFs are bringing in some heavy firepower in small pieces from outside and assembling it here. They plan to destroy Boston from the inside. They seem to be waiting for a shipment of something, but no one is saying what.

The 'Riders are afraid the ARFs will start their campaign on Hellrider turf, and they feel an obligation to do something first. Return to 141.

398 The militia mechanics get right on your car. With their available crew, they can put in 10 man-hours of work. Each man-hour can do one of the following:

- (a) Repair up to 5 hits of general damage.
- (b) Repair 2 damage boxes on a weapon or power plant.
- (c) Improve the car's Handling Class by 1, if it was reduced by combat.
- (d) Increase the car's Defense Class by 1, if it was reduced by combat.
- (e) Replace the computer, if it was broken.

You may decide how the time will be spent. While they are working, you may return to 177. You can do anything else you want to *except* leave the truck stop. When the fighting starts, the repairs will have been made and the car resupplied with ammo.

399 "You've got the wrong room," you shout. "I didn't order room service." You hear a key click in the lock, and two men come into your room. Turn to 111.

400 She directs you through the streets and alleys of various parts of the city; affluent suburbs first, then comfortable lower middle-class neighborhoods, then down-and-out inner-city areas. Eventually you end up at the edge of the Old Downtown area. This area was devastated during the Food Riots and has never been rebuilt; nobody would live here if they had anywhere else to go.

You've been in lots of tight spots, but this place makes you *very* nervous. The few people that you see look ragged, tough, and hostile. You wonder to yourself why Kathy and her mother would choose to live here.

You grit your teeth and proceed. Turn to 269.

FUEL'S GOLD

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.

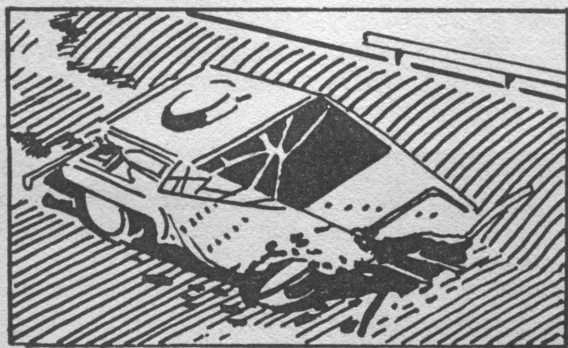
Special Damage. Damage from lucky shots that directly affect certain important parts of the car. Each hit of Special Damage is shown by marking off a "damage box" on your Record Sheet. An item with three damage boxes can withstand 3 hits; it then stops working until at least one damage box is repaired.

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.

Crippling. A vehicle is *crippled* when it can no longer drive — either because the power plant is lost or because it has no hit points left.



FUEL'S GOLD

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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POB 756
Lake Geneva,
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TSR UK Ltd.
The Mill, Rathmore Road
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