

6. OTHER SHORT STORYLINES

6.1 Angel's Tears

The man that bumped into you on the street is the local "Angel's Tears" dealer. He asks you to drive him to three places in town for upgrade parts for your car or \$3000 cash.

6.2 Blue Monday

Your credit account has been hit by a Decker. You need to find money quick. I hear the Arena is holding an amateur night with big money sponsors.

6.3 Money Run

You need to get to an ATM station. Apparently, you're the victim of some bank foul-up or "incident," and you won't have access to your cash until you find out what happened.

6.4 Just The Facts Ma'am

Joe Friday is his name. He's an investigator. He doesn't like you. But, in order to get him off your case, you agree to be his informant. He wants the lowdown on the local gang situation, drug trade, whatever. You need to infiltrate or find some criminal interest, inquire as to the local scene and get back to Friday with the information. But Friday isn't a desk guy so you have to find him to give him the report.

6.5 Gun's, Tires, and Gals

She's blonde, 5'9, 110lbs. and wears satin grey body armor. She's looking right at you and at about one foot away she challenges you to a road duel. If you don't accept, you'll lose a lot of prestige points (all CVS numbers are penalized) and you'll be laughed out of town as the wimp you are. Whatever her name is, she obviously gets her kicks challenging people to duels. Road duels are not legal in city-limits, but she doesn't seem to care. If you win, you have bragging rights and your repairs are paid. If she wins, you might as well leave town for good or take on a new personae (character card).

6.6 Convoy

A convoy of vehicles is assembling to travel to the next town. The convoy consists of two cargo trucks, two pickup guard vehicles, a tow truck and two passenger vans. Aerial surveillance will be provided part way out of town but thereafter the convoy's on it's own. Prior to leaving two volunteer escorts will leave a few minutes ahead of the convoy fitted with electronic equipment and front scoops to clear the road of hazards. A volunteer squad of cycles will travel parallel with the convoy and keeping it in sight as an added guard. Police escort will arrive from the destination town within five minutes of reaching it but the composition is unknown or unmarked.



Time Driver **Beta**

On the streets lost in time, only one man can drive through it.. and survive.
Vehicle Racing and Urban Adventure Rules for Miniatures

Scenarios

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5. HOT ASPHALT, HOT CARGO

Hijack On Highway 55

Autodueling within downtown limits is prohibited as bad for business, so we were reminded by the sweet baby blue and her henchmen after our arena-bash. They'd dealt with everyone else. Everyone who wasn't a hoser or who hadn't skipped was pretty much in the slammer. 'Cept for us. The Mafia had muscled on our courier business as a signal and opted for the flatfeet to send us another message. We lucked out and been left out of the Barred Hilton to do a favor. Apparently, one of Jackson's stray shots managed to grease a friend of a cousin of a dutiful bootlicker's toady's pal who wasn't particularly liked, but still owed one of the Mafia's a favor. Nellie's your Uncle, Peter's your Aunt, and the trickle down effect of Chicago's Mafia code meant we got to undertake the favor the lackey guy didn't get to do. That or go swimming with the fishes (if there were any left) in the Lake for offing a Mob finch. Lucky us.

So, the money from the arena fight went to arming up for the mission. Instead of buying silly things like food and toilet paper, we forked over for extra equipment that we could afford and prepped ourselves to go after this scheduled shipment in order to square us with the Big Mean & Angrys'. The only reason we weren't too worried was because Jackson managed to call in a favor or some with a pal at Victory Motors for a special edition or two.

Cars: 1 Semi trailer, 2 cars, escort cars, other traffic

Terrain: Roads to represent I-55, overpasses

4. BLUES TO THE BEAT OF A BULLET

By R. Jeffrey Cabak

Amateur Night At Soldier Field

We were in as filler. We'd only had to wait for a month, might have been two, for a slot in Amateur Night. Low on cash, low on leads, we had to "Go Arena" against our better judgment. The rumor was someone was scaring off our regular business. We'd never done an arena fight, as we are in-burban special couriers, but times got rough, so there we were. Anted up our "Temporarily Closed" sign and put on the body armor. The waiting list was so long for people opting to slaughter their fellow human beings, well, they had to beat them back with sticks. Unless, you were desperate enough to go for a between-marquis-bout. The arena managers like these fights to ramp up the frenzied crowd for the main event. The get inventive, don't ya know? No armor cars with Vulcans. Flamethrowers and fresh wet paint. A bus versus a motorcycle. Death on a stick, roger that, chummer? You can almost hear the gunfire over the unleashed screams for death on wheels...but we needed the cash. Sport and Blood for money. Fortunately for us, the managers were just a tad lenient....

Arena Random Moves (print on cards, draw for random move):

1. Driver goes right at speed, fires/drops on closest target.
2. Driver goes left at speed, fires/drops on closest target.
3. Driver goes straight at speed, fires/drops on closest target.
4. Driver goes straight accelerating at best, fires/drops on closest target.
5. Driver attempts a ram.
6. Driver goes right accelerating at best, fires/drops on closest target.
7. Driver goes left accelerating at best, fires/drops on closest target.
8. Driver attempts 180 reverse and runs for nearest exit; if he makes it, he's out of the game.
9. Driver attempts 180 reverse and lays dropped weapons.
10. Driver moves to attack target already engaged.
11. Driver will not fire unless fired upon – He's a waiter. He moves wherever he is least likely to be fired on.
12. Driver is controlled by drawing player for one move/fire.
13. Driver goes completely insane, screams over the Arena radio about the Devil's Legion following him, attempts ram on nearest target while firing all weapons without aiming. Roll a CNC. If red, this behavior continues for the entire length of the fight (he's gone – the guy/gal is pathological from the pressure/fear of autodueling). If blue, the driver calms down and may draw for his move as normal.
14. Driver has tactics. He fires on a medium or long range target and looks for an opportunity to get on someone's rear nearby – this guy is looking to take everyone down a notch at the same time.

Cars: 5 cars

Terrain: Arena, Arena platform, Arena obstacles. Flame markers.

1. BACKGROUND STORY ELEMENTS

By Jeff and Terry Cabak

Much of the state of the world in this system has a background extrapolated from conclusions from the book "Report to President James Carter" released in 1977.

The year is sometime after 2012.

Recovering economies are threatened by organized crime and international syndicates that have infiltrated the remains of major corporations, gangs and vigilantism, and mercenary computer "deckers:" network hackers that cause instability in an infrastructure heavy with back-up routines in a communication system struggling to come back from the brink of total collapse.

While the world is generally electronic rather than cash, the networks are threatened by general lawlessness, terrorists and everyone essentially out for themselves. There is little, if any, infrastructure support outside the cities, so roads and plumbing have basically been left to their own local repairs. Most towns selfprotect their communication networks and network reliability at long range is limited thanks to higher thermoelectric activity in the atmosphere resulting from global warming.

Pharmaceuticals are a serious industry and have an ironic active interest in world events as they attempt to save what is left of the world's forests –with fewer members in the gene pool, germs and viruses get stronger targeting the fewer members of the pool; mutation is frequent.

World population is estimated at 7 billion because high deaths caused higher births due to widespread medical advances that enabled more family members to be born so as to maintain struggling farms, while wolves and other pack hunting animals are common; wildlife between towns is fairly unchecked. In addition to these issues, the frequency of paranormal activity is reported to be rising and there is gaining attention for research into the causes of certain "anomalies" in the population. Some persons are claiming to have more frequent incidents of precognition and remote sensing.

Weather patterns are horrendous. Few seasons are predictable as storms no longer require long periods of thermal differential exploitation to generate – as a result of so much fresh water in the world oceans, they require less energy to become active. Summers are hot, winters are brutal, but the great snows are limited to the far north of Canada and Siberia. Rains are common though ironically poison rain has dropped off due to the collapse of so many large industries.

All the nations within 200 miles of the equator are essentially gone or are wastelands and inhabited by the worst the world has to offer.

Pollution controls are largely a thing of the past outside the controlled environments of the corporations that banded together to keep towns working. The "fishing" industry is largely limited to controlled pools and lakes. Algae, lichen, and the soybean are the staple of mankind with beef making a limited comeback as wild grasses are replaced with lichen by artificial means.

Vehicle Power plants are still an interesting mix of electric motors with gasoline engines. If anything, vehicles are both more and less complicated at the same time. The engines are ceramic, meaning they are lighter. One plus is wheels are even more hardy thanks to all the structural support. Tires are generally not single tubular in form and are actually cellulose-base flex plastic that in cross section looks like corrugated cardboard.

End of overview

2. CYCLE RAID IN FUTUREVILLE

2.1 Cycles and Cycle Gangs

Cycle riders are the ultimate insurgent force. Cycle gangs need to operate like pack hunters and they are hard to catch because cycles can accelerate two spaces in a pulse, are better at hard turns because they have a higher handling value, and their tactics are usually hit and run. Cycles won't be heavily armed or armored but cycles (not trikes) are a -1 Combat Penalty when fired at, except at automatic range.

2.1.1 SCENARIO DESCRIPTION

On a Sunday morning in Futureville, a cycle gang that has been watching the town makes their move; their objective: nothing short of two valuable trucks and their cargo, but the occasional kidnapping might also yield beneficial results.

2.1.2 SCENARIO TYPE

Gang incursion into a town.

2.1.3 OBJECTIVES

- A. fuel truck: 250 points
- B. cargo truck: 150 points.
- C. kidnapping: 80 points. A prominent person should be identified and located.

2.1.4 TACTICS FOR CYCLE GANGS

- The following are suggested operations for a gang.
- mingle with the population, bribing or forcing favors where possible.
 - observe/neutralize town guard tower, weapons and sentry points.
 - observe/neutralize guards at objectives.
 - rendezvous at objective points.
 - reconnaissance/report.
 - set a trap for security forces or a targeted kidnap victim.
 - monitor and guard escape routes.
 - create a diversion.
 - Determine value of disabling power station/guards.
 - position gang members, ahead of the strike date.

3. HOW WE DO THINGS DOWNTOWN

By R. Jeffrey Cabak

The rain still permeated the air in that misty, freakish, water-in-your-nostrils-wet-concrete way. It was polluted, of course. Nice and tangy. Take your pick of any number of industrial chemicals – carbons, ethanol's, ethylene's, hydrates, ammonia, and rubber, it was all there. The air was rank with it. Mix in a bit of Lake Michigan reek, swirl it around in the Noose a few days, add just a touch of stillborn ash from the Sears Tower disaster and that was Chi-town, God's own Midwest sweet armpit. Not that anyone would have noticed though. People were always high on some other chemical...weed, popular cleaner mixes, blood, each other. Walking down Chicago's streets, you got an eyeful of whatever floated your brand. Dueling? Yeah. The Mafia thinks it's bad for business though and they attempt to strongarm anyone who flouts the rules. One night the Mobs must have been on break, 'cause Jackson and me were chilling on the local brew, listening to 'Floyd, when the whole night broke out. A bar fight went large-bore and synthrubber squealed next, then came the pretty blinking lights. Not like we could stay out of it, you understand, salvage goes to anyone willing to rip it off...but if I had known it would lead to dragging us all over Autodueler America...well, I like to think I would have made the intelligent choice...

Cars: 4 cars, 2+ police cars, 1 Police helicopter, people, city traffic,

Terrain: building line, roads, city layout with roads as needed, roadblock,

2.8 Point/Cash Award

Incident by your action/shot	Arena Bonus	Urban Bonus
Cause damage to a target vehicle	\$100	+1 health
Eliminate one vehicle weapon	200	-1 to your tactical value
Ram a vehicle/pedestrian	500	none
Cause a vehicle or opponent to be eliminated	1000	-1 to your tactical value
Cause a vehicle to leave the roadway	2000	Coupon (for notoriety)
Cause a vehicle or opponent to fall	3000	Coupon (for notoriety)
Eliminate/apprehend criminal character	-	\$2000
Defeat an apprehend attempt	-	\$3000 and -1 to your tactical value

2.2 Setup

The setup of the game can be changed from the initial objectives of the trucks mentioned here, so that defending forces will not be aware of the intended objectives.

2.2.1 TRUCKS AND MONITORING OBJECTIVES

Position the trucks at two locations in the town, as far apart as possible. Gang members will need to report and monitor the trucks and their driver/passengers to the gang boss; if monitoring of these objectives and others does not occur or is broken, chances of success are reduced and may need to be determined by the CnC die roll according to the judge's discretion. Both sides and all players in the game should collaborate to fill out the Objective Identification Table in this supplement to establish the plans.

2.2.2 TOWN GUARDS AND DEFENSES

Security units as well as town defenses must be monitored and if need be neutralized prior to the attack; this includes warning devices such as sirens (usually located on building tops).

2.2.3 GANG MEMBERS

Most of the gang will arrive into town mounted on their bikes. Lookouts and spies already in the town at a hotel, house or safe house, must be moved to be in view to monitor objectives if they cannot do so from their hotel or house location. In order for the gang leadership to coordinate the attack observations must be maintained during the game or the objectives neutralized in order to free-up personnel for other uses.

As well as designating two exit points for the gang to escape on, of which either one must be maintained in order to win, the gang must choose one building to be the safe house from which their plan is coordinated. If this safe house is discovered the gang cannot use the location for stores, ammo, taking prisoners etc. and these items can only be done at the exit point(s).

2.2.4 CAPTURING

In order to capture an opposing figure, melee or "hand-to-hand" fighting must ensue without the opponent being killed. This is checked after one player has suffered a hit: both players roll again and if both roll Red, the player with the most hits is subdued and captured. Once captured the opponent figure is removed into a vehicle in use or escorted to the gang safe house.

2.3 Starting the Scenario

Players should elect a leader and establish their plan using the tables provided and discussion with the judge.

Once pieces are in place, the game begins. In this scenario, the judge and players will have private conferences to determine the results of decisions and/or die rolls.

Once the word is given to act and initial actions conducted, the cycle gang then enters the town as the leader desires, moving to intercept by speed and/or stealth the intended targets and make good their getaway.

The judge monitors moves and situations and determines actions by townsfolk and security personnel.

2.4 Winning

The Gang wins the scenario if they capture both trucks and get them off the game table. The town wins if they stop the gang and get bonuses if they capture gang members.

