

CANDYLAND ON MARS

AN UNCOMPLICATED NOVEL

BY
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CHAPTER 1.

THE ZONE

It has been three years since Anthony Knight awoke from the clone tanks.

Created in a test tube and born into this world in a body that appeared to be 18 years old, he had spent his first three years of life in intense physical training.

Anthony Knight was born to be an Autoduellist.

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Death is real, but humanity has found loopholes. Scientists have learned to upload human memories into computers and the rich now keep their backup files updated at the clone bank – to be downloaded into ripe 18 year-old clones of themselves, which can be activated, when they die.

But Anthony Knight is not rich.

At least, not yet.

He was created from a blond strand of hair cells preserved since before the times of chaos.

The Gene Wars.

Anthony Knight had been a warrior, back in The Age of Oil. He had fought to defend Freedom and he had earned the affection of somebody who proved to be influential through the tapestry of time.

Thus, had Anthony Knight been resurrected from the dead as a reward for his natural integrity, honour, and chivalry.

But Anthony Knight does not have any of the memories from his former life. He knows only that he had been a knight during that previous life, and he was brought back to fulfil that roll. The Warrior's Path.

The year is 2158CE.

Brought back from the dead, at the prime of life, Anthony Knight has been given extensive training in hand weaponry, handguns, vehicular weaponry, and combat driving.

He is formally skilled both in pedestrian combat and in the noble art of Autoduelling.

In the practice arena.

Now, Anthony Knight stands in front of the force field gate, at the entrance to The Free Autoduelling Zone of Australia.

His first adventure on The Freeways of 2168.

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Humans are violent animals.

Through painful tortuosity, human civilization discovered that the repression of the human urge to violence cannot be sustained.

To productively channel this urge without reducing society to a horror land, the government of Australia created The Free Autoduelling Zone, in the vast desert landscape in the centre of the continent.

This proved healthy, as the rest of Australia maintained oppressively strict firearms laws and anybody who couldn't adapt to a peaceful society was free to profitably kill themselves in The Zone.

Hundreds of kilometres in diameter, they built a wall around it.

A tall, black featureless wall, except for the gate towers.

Nobody goes in or out of The Free Autoduelling Zone, except by The Gate Towers.

Australia is a Free Country.

There is no law in The Free Autoduelling Zone.

Any citizen can enter The Zone – but to enter, the individual must sign The Death Waiver.

The Death Waiver is a document absolving every other human from legal responsibility for any and every crime committed against the signatory, while in The Zone.

Everybody in The Zone has signed The Death Waiver.

In The Zone, you can kill, rape, and torture any humanoid you meet – if you can.

But in The Zone, you can be killed, raped, and tortured by any humanoid you meet – and it is completely legal.

The Zone is the number one TV rating event in the history of television.

Every citizen who enters The Zone has television coverage royalties automatically paid into her account, for any action that is found to be TV-worthy.

Mostly, this means freeway duels.

A successful autoduellist can get very rich, very quickly, in The Zone.

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The Zone is a showcase for the arms-dealers of humanity.

Professional high-tech duelling vehicles and guns are innovated and then introduced to the world, in The Zone.

Anthony Knight drives a brand new, shiny red MAGNUM MOTORS *Hotshot*. A wide, low muscle car with only two crew positions, a powerful electric plant, a built-in fire-extinguisher system, and mounting two machine guns front, and a flame thrower left, right and rear.

Fire is painted over the bonnet of his predatory freeway car.

One million dollars awaits Anthony Knight – if he can survive one year, in The Zone.

This is not television money.

This was an inheritance, left to him by the same secret patron who had long ago arranged for Anthony Knight to be resurrected as a clone, from a strand of his hair.

Anthony Knight is a warrior.

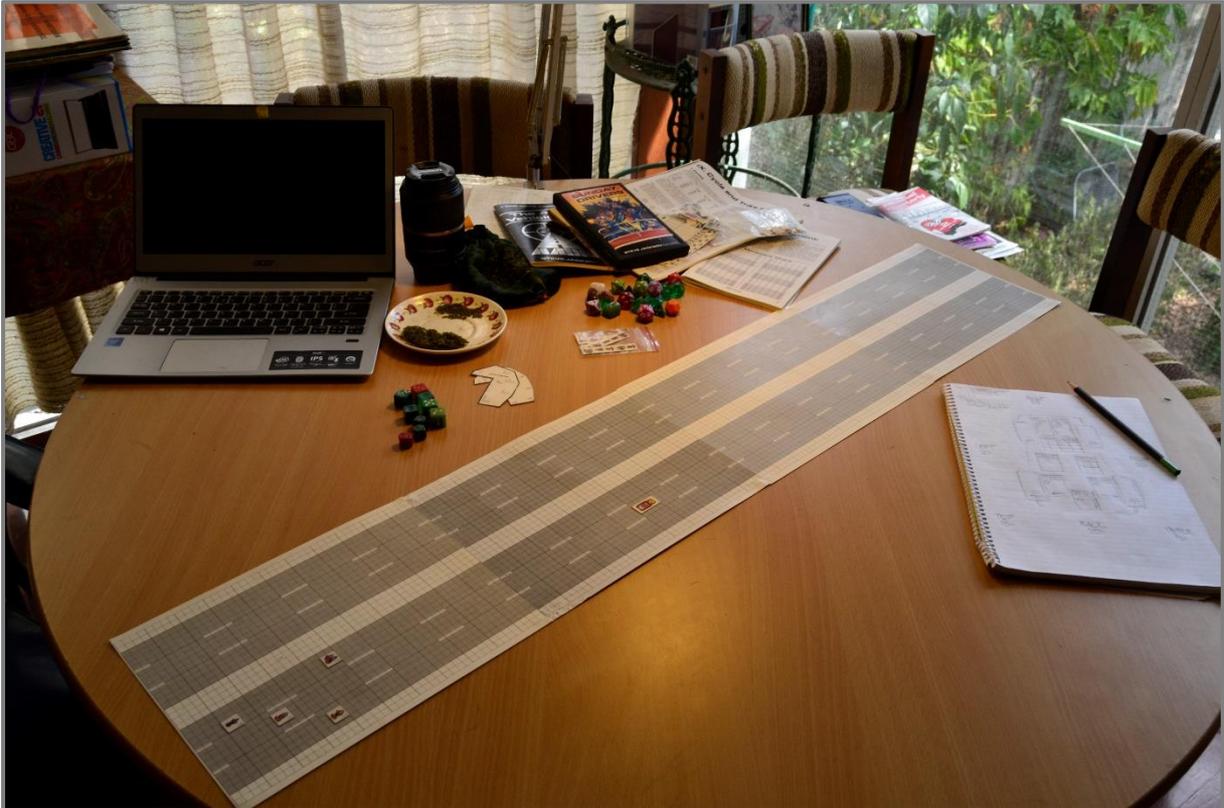
But he must prove himself as a warrior.

He must survive a year in The Zone.

To claim his inheritance.

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THE FREEWAY



Three hours of silence.

The Open Freeway.

Three hours, into The Zone.

Then, growing in Anthony Knight's rear-view mirror –

Four buzzing wasps.

A Predatory Cycle Gang.

Punk Wasteland Trash.

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As they come within range, Anthony Knight's vehicular comlink crackles and beeps.

Anthony Knight flicks the "receive" switch.

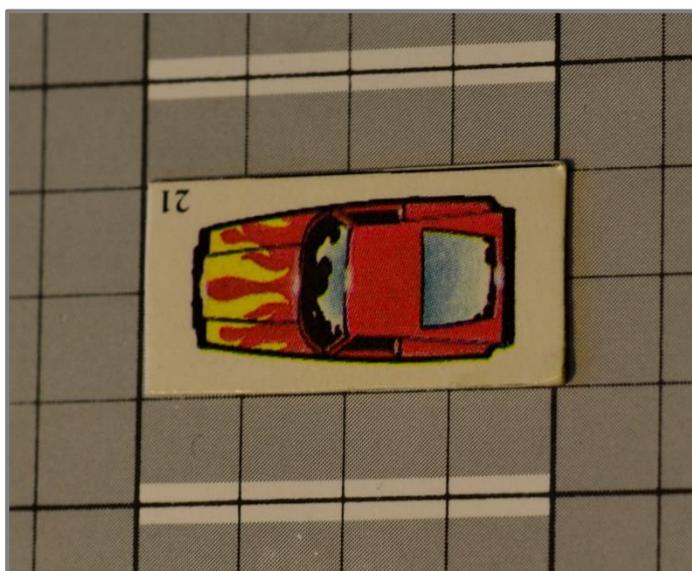
A voice claws through the speakers.

"We're going to eat you, Knight." The voice crackles in mad laughter.
"Black Jesse sent us to say....."

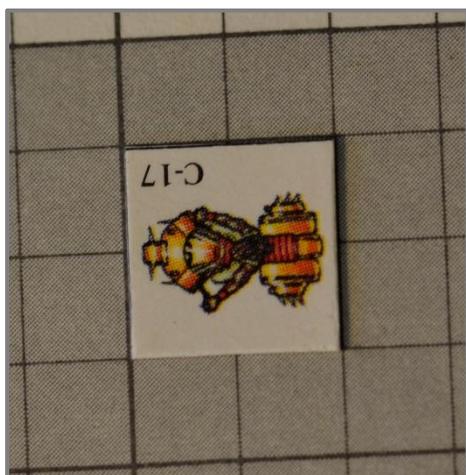
"Welcome to The Wastelands."

And with that, a giant ogrish cyclist in the centre of the pack lifts a huge hand-held rocket launcher, and, grinning, sends the rocket smoking up The Freeway at Anthony Knight's car.

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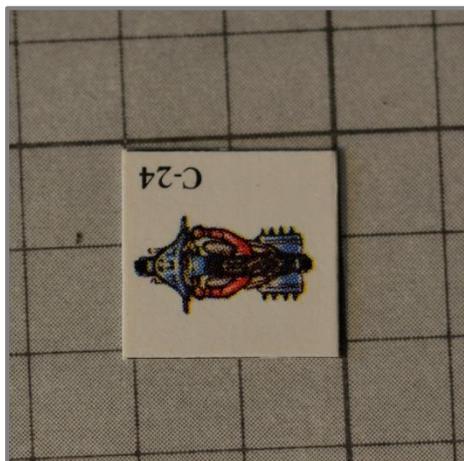


CAR 21-Anthony Knight's (brand spanking new) Freeway Car, a MAGNUM MOTORS, *Hotshot* – fitted with weaponry for survival in The Zone.



C-17 – Lord Screamer the Psycho-Punk Predator has both the most powerful cycle of the gang and he is shaking a futuristic submachine gun in one hand and firing it in the air. Behind him on his bike, sits Birthday Cake the Blond Ornament, she is an expert martial artist and she is aiming a hi-tech automatic rifle over Lord Screamer's shoulder, at Anthony Knight's right tail light.

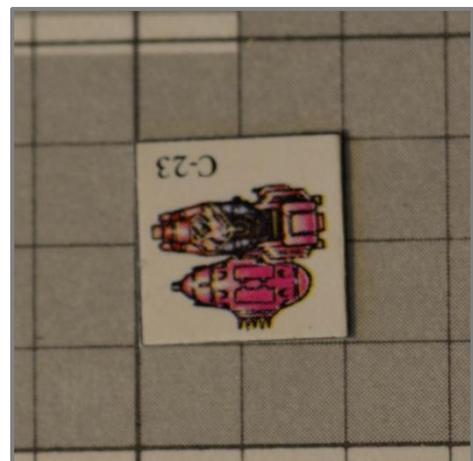
C-2 – Following him is Big Jed the Bulk-Meister, who is probably part-giant or part ogre or some other newly-engineered strain of genetic mutant humanoid. He has muscles, a rocket launcher in his hand, and a second (even larger) rocket launcher on his hand weapon rack. In addition, his cycle mounts only a single weapon ~ a front-mounted rocket with enough explosive power to bring down a small aeroplane. Big Jed likes BOOM!



C-24 – Biscuit is the newbie to the cycle gang, he is young, a bit puny, and a total rat. Biscuit got his gang name from the hazing ritual whereby he spiritually bonded with every man in Black Jesse's gang by virtue of a single biscuit. He is leading this attack, and it is his first opportunity to prove himself. If the pack fails to take out their prey, it will be Biscuit's failure. His cycle is new, and he

doesn't want to scratch it.

C-23 – Betty the Punk Chick is cute and smart and experienced and carries only a pistol, but her cycle is powerful and her sidecar is entirely weaponry – no passenger seat. She is there to give a particularly fun type of support to her pack, during the attack.



The four cyclists (like Anthony Knight) drive electric vehicles with photovoltaic paintwork – they recharge in the sun.

They are screaming up The Freeway at 90mph, behind our hero, Anthony Knight, who is driving at 70mph.

Cycles are notoriously fast.

Anthony Knight cannot outrun this predatory gang of wasteland trash.

Big Jed has fired his hand-held rocket launcher at Anthony Knight, but woefully missed.

The rocket careers past Anthony Knight and blasts a giant crater-like pot hole in the road, up ahead.

He is shaking his empty rocket launcher and laughing with big dumb hiccups, then he throws the depleted hand weapon on the road behind him, and pulls out his second, even bigger rocket launcher!

The Opening Shot!

The rocket has missed Anthony Knight and blown a giant pot hole of the road, up ahead.

Birthday Cake the Blond Ornament, sitting on the back of Lord Screamer's cycle and aiming over his shoulder, fires a series of shots at Anthony Knight's rear, but misses.

Then Lord Screamer leans forward takes aim through his vehicular targeting computer and activates the vehicular machine gun mounted within his cycle.

And he scores a double six hit, blasting into the rear armour of Anthony Knight, who is preparing to avoid the oncoming pothole.

Anthony Knight steps on the accelerator, and his powerful Freeway Car leaps forward, but the tiny screaming cycles are buzzing up behind him.

Lord Screamer and Biscuit and Betty the Punk have machine-guns mounted in their cycles and they are chewing away at Anthony Knight's rear armour and tires.

Then, Big Jed fires his BIG rocket into Anthony Knight's machine gun chewed rear armour.

And hits.

The blast is so big, The Hotshot lurches and shakes and shudders.

Heavy Rockets are terribly imprecise, but with a single shot, Big Jed has stripped away nearly all of The Hotshot's rear armour and messed the rear paintwork.

But Anthony Knight is an autoduellist. He return's fire, activating his rear flame-thrower, he torches the front of Lord Screamer's bike. Lord Screamer checks his mohawk haircut, to make sure it wasn't fried, and then he begins screams zigguratical menu recipes at Anthony Knight!

Then, Betty, who has accelerated to 110mph, by this stage, draws her light pistol and blasts a hole out of Anthony Knight's rear left tire, as she passed.

But, luckily, Anthony has puncture resistant freeway tires that are made of thick, honeycombed rubber, and though a few chunks are blasted off, they hold.

He activates his left side flamethrower, frying the side of Betty's cycle, and only her body armour prevents her from getting fried also.

Anthony Knight's Freeway car is a two-person vehicle with a driver position and a gunner consol. At this moment, he could use a co-pilot operating the vehicle's weapon systems, but he is alone.

He has not yet recruited a co-pilot.

Hopefully he will meet somebody with appropriate skills, somewhere in The Zone.

At the blasting speed of 110mph, Betty speeds past Anthony Knight – and activates her smokescreen!

But Anthony Knight is not afraid of a smokescreen.

He drives straight through it, and.....

CRACKLE!

Her weaponized sidecar has scattered tire spikes, hidden under the smoke!

All of Anthony Knight's tires are seriously damaged, but intact.

Behind Anthony Knight, Lord Screamer howls with animal exultation and blasts his cycle's vehicular machine gun into the fractured rear of *The Hotshot!*

The thundering bullets crack through the final layers of the heaving vehicle's rear, beaching the rear of the car, exploding the rear flamethrower, and two bullets thud through the back of Anthony Knight's driver's seat, into the back plates of his body armour.

But, in order to catch up with their prey, the cycle pack is speeding at over a 100mph, whereas Anthony Knight is moving at only 75mph.

Cycles can usually accelerate far more quickly than cars, but both cycles and cars brake at the same speeds.

To brake more than 15mph per turn results in difficulty modifiers to keep control and avoid skidding – but to brake more than 25mph per turn (at these speeds) means the driver will almost certainly have to roll a dice to keep control of her vehicle.

Anthony Knight slams on the brakes!

The Cyclists respond by slamming on their brakes!

But they can't lower their speeds to match his – and the whole cycle pack shoots past Anthony Knight's freeway car.

Bringing the whole pack out of his vulnerable breeched rear arc.....

And into the crosshair targets of his two linked frontal machine guns.

But Big Jed the Ogre roars with rage, as Anthony Knight slams on the brakes and the pack goes whizzing past him.

And the wasteland ogre has dauntless handgun focus.

As he passed, he points his weapon down and unleashes both barrels of his double-barrelled shotgun into Anthony Knight's torn and near completely-destroyed rear right wheel.

The tire had only a single point left.

The lightest pistol could have shredded it.

The giant's high-tech shotgun blasts the whole wheel off the car, tearing crunching, screaming, and then metallic tumbling on the freeway behind them.

The car screams and grinds and lurches, promising to flip and roll, as the blasted wheel explodes, cracking, and the whole wheel shatters off, splintering onto the road behind!

The car heaves, violently trying to shake off its driver's control.

The situation is desperate, and these wasteland punks are not known for their mercy.

They will rape him and drag him to The Ziggurat, somewhere deep in the wastelands.

Yet, by a stroke of luck, Anthony Knight has been trained through this exact breached rear armour scenario, in battle simulations.

He keeps his cool, and by force of concentration, wrestles the steering wheel to hold the remaining three wheels remains steady.

The vehicle's automatic fire extinguisher system has already burst into life, outgassing the dangerous flamethrower fuel and filling and covering the rear of the car in a cloud of foam, which now trails behind, like fluffy smoke.

Screeching and tearing and shuddering, yet by the most astonishing pair of coincidences in the battle – Anthony Knight clocks both rolls and keeps perfect control of his (now three-wheeled) car!

At 55mph on the open freeway, leaving a trail of debris behind him!

Somehow, he keeps control of the car¹!

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Lord Screamer, laughing like a crazed bird of prey, can't slow enough to remain behind *The Hotshot*. Yet he is unconcerned with giving Anthony Knight a wide berth – because any manoeuvre made by the autoduellist will require an immediate roll on the control table. He is not expecting Anthony Knight to try it.

¹ To lose a whole wheel is not small event. When it occurs, it throws the vehicle onto the lowest column of the handling chart and forces an immediate roll on the crash table.

Anthony Knight might be inexperienced, but he is proving to have a talent as a driver.

Anthony knight sees the riding punk coming up in his driver's side rear-view mirror, and with a grin of grim determination –

The smallest manoeuvre possible.

Anthony Knight swings his rattling three-wheeled Freeway Car, makes his successful control roll AGAIN, and sideswipes the crazed cycle that is tearing up his right and preparing to unload a submachine gun and rifle blast into his spike-torn front right wheel – at point blank range.

Screaming, Lord Screamer tries to keep control of his crunched cycle, but swings off the road, into the wasteland habitat!

Lord Screamer is screaming crazedly!

Anthony Knight triggers his front linked machine guns – blasting into the side of Big Jed's cycle.

Big Jed is sprayed with bullets, but his body armour absorbs them.

His cycle's electric power plant, however, is exposed from the sides, and it crunches and whines and dribbles down to silence as it dies from the blast.

Recognizing he is in trouble without mobility and seeing Lord Screamer is damaged and wobbling off trying to keep control of his cycle, Big Jed turns his cycle off the road and tries to get as far away as he can, before he has to dump his no longer functional cycle and make his escape on foot!

Two of the cyclists are out of action, and Biscuit, having watched the odds change against his favour, affirms his bravery by turning tail and running, despite the fact that his cycle is hardly damaged.

The only cycle remaining is Betty's and she feels quite safe. A cycle is a small target, there are many modifier penalties for targeting them, and Betty is so far ahead of Anthony Knight that it is unlikely he could land a hit on her.

Besides, her rear armour is undamaged.

So, she simply leans forward on her bike, opens up the accelerator, and seeks to leave the shattered three-wheeled car behind.

But Anthony Knight wants one more shot, before they escape.

He targets her rear wheel, and the shot is so distant that he can only hit with a double six. He rolls the dice and...

DOUBLE SIX!

The third Double Six in the game.

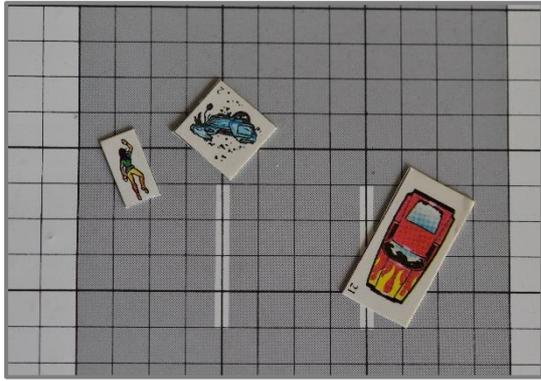
He rolls damage and rolls another SIX!

Betty's rear wheel explodes and is blasted apart. She makes a terrible control roll, on the crash table. Her cycle flips, vaults into the air, and rolls, splintering up The Freeway.

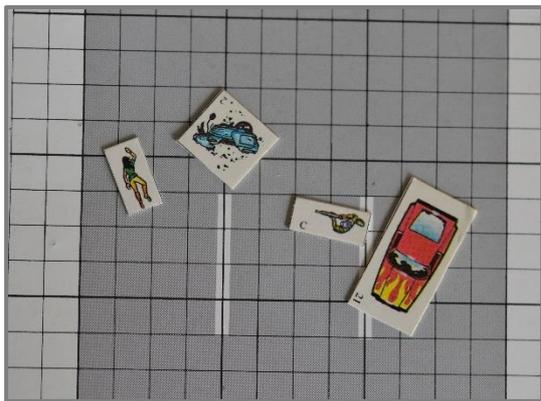
Betty is thrown onto the open road, unconscious and wounded.

The other cyclists have fled and left her to her fate.

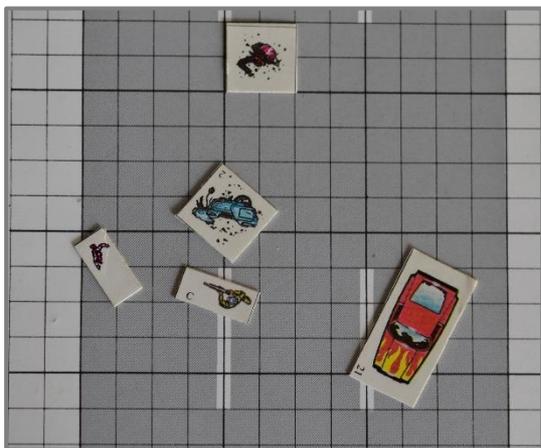
She lays among the smoking ruins.



Anthony Knight pulls up his Freeway Car beside the wreck.



He opens the door and gets out, his own double-barrelled pump shotgun aimed at the unmoving figure on the road – he approaches her.



Seeing she is wounded, he ties her wrists and then tends her wounds with the medkit from his car.

This wasteland scum is probably wanted by the town council of MIDVILLE, the only town in The Zone.

He will take her there and leave her to the mercy of the townspeople. The townspeople will bring her before the council, and then probably make her face a firing squad.

Betty recovers quickly, and seeing the desperate nature of her situation, attempts diplomacy.

Being wasteland scum and a total whore, Betty makes Anthony Knight an offer – in exchange for her life.

Anthony Knight has been given basic biological education, in the three years since he emerged from the clone tanks – but no practical experience.

Contemplating the situation and recognizing his absence of experience, Anthony Knight accepts her offer to spare her life.

Thus, it was that Anthony Knight, straight from the clone tanks, did pop his proverbial cherry, there, in the middle of The Freeway, in the vast open expanse of wasteland moonscape.

Betty got down on her hands and knees like a dog and, straddling the ruins of her smoking cycle, let Anthony Knight sodomize her pretty bottom and then attempt impregnation.

Was he successful?

Tune in to future adventures to discover the answer to that much anticipated question.

Thus, began Anthony Knight's first day in The Free Autoduelling Zone of Australia.

A stretch of shadow and freeway later, Anthony Knight the Autoduellist did roll into the fortress town of MIDVILLE, for the first time. His car had three remaining wheels and two machine gun bullet holes in the back of his driver's seat.

But Anthony Knight had survived his first day on The Freeways of The Zone.

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SCENARIO

PACK ATTACK ON THE OPEN FREEWAY

(Autoduelist = 1 Car at \$15 000 vs. Cyclist = 4 Cycles at \$20 000)

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VICTORY CONDITIONS

Anthony Knight entered his first road combat and survived. He successfully knocked out two cycles, and the salvage crew from MIDVILLE will be on their way to collect up the loot. They will take it back to Bill's Garage in MIDVILLE, where it will await him. They will offer him a price for it, and if he refuses, he will pay a \$500 salvage collection fee and take his trash. Anthony Knight has won his first highway duel. And the television commentators love him.

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AWARDS

SKILL

- 1pt each Driver & Gunner Skills: For enter Freeway Combat
- 1pt each Driver & Gunner Skills: For wasting two cycles (each cycle = a half vehicle kill)
- 1pt Driver Skill: For keeping control when his rear right wheel was blown off the car, at 50mph.
- 1pt General Skill Points: For surviving a Road Duel

Upon gaining 10 skill points in any skill, The Character's Skill then increases one full level, with all attendant benefits.

PRESTIGE (Amateur Duellist = \$1000 per Point)

- 1pt For entering combat.
- 2pt For successfully scoring wasting two cycles (cycles count as a half-vehicle kill)
- 1pt For keeping control when his rear right wheel was blown off the car, at 50mph.

Upon achieving 5 confirmed kills, the character becomes an Ace (Prestige Payment \$ x2), 10 kills makes a Double Ace (Prestige Payment \$ x3).

LOOT

Anthony Knight began play with a credit account containing \$5000. In addition, he had \$20 remaining from his initial equipment fund.

- \$5020 Starting Funds
- \$2500 Salvage Value (undamaged components are sold at half listed value, at Ref's discretion)
- \$2000 Prestige Value (4pts)
- \$2050 (1x FT, 4x PR Tires, 25 Points of Armour)
- \$75 Ammunitions (2 MG Shots, 1 FT Shot)
- \$300 Suit of Body Armour & Duelling Knife
- \$500 Purchase in Advance – One Week accommodation and board at Joe's Bio-Oil Pump
- \$6895 TOTAL**

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GAME STATS

Anthony Knight the Clone, Free Autoduellist of The Zone

PRESTIGE: 4

SKILLS: Runner, Climber, Blade (I), Handgunner, Gunner (II), Driver (III), Mechanic

EQUIPMENT: Red Body Armour & a Shotgun

CREDIT: (Everybody has a barcode tattooed onto the back of their hands, scanning it accesses money and all other personal records – royalties are uploaded into the earner's personal account, as combat occurs, in The Zone) \$6895.

MAGNUM MOTORS *Hotshot*

Anthony Knight's vehicle is a stock-standard *Hotshot* optioned to include a gunner position, beside The Driver. At present, the gunner position is empty, but he intends to get a co-pilot as soon as he finds a suitable candidate. Though brand new and straight from the salesroom floor, this morning, his freeway car has now proven itself in battle.

Luxury Car, X-Heavy Chassis, Heavy Suspension, Super Power Plant front, Driver & Gunner, Fire Extinguisher System, 4 Puncture-Resistant Tires, 2 linked Machine Guns front, Flame Thrower left, Flame Thrower right, Flame Thrower back. Armour: Front 25, Left 20, Right 20, Back 20, Top 15, Under 15. Handling Class 3, Acceleration 5mph/turn, Top Speed 110mph.

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THE NIGHT RACES



Johnny Speed rules The Night Races, in MIDVILLE.

He is unbeaten, on the roads around MIDVILLE.

Johnny Speed is the local bad boy.

He is not a local boy, but he has become one. He is a greaser, and the local boys are all tough farmboys. They are different. The locals know that Johnny can be dangerous, and they give him a wide berth, treating him with respect, when they interact. Sometimes, local boys go to The Night Races. But wasteland trash also go there. Johnny made his name there, and the cycle gangs respect him. The Night Races can be a dangerous place, unless you are tough and you can race.

Johnny has been a professional autoduellist, but only for a single season. He made it to the annual championships arena. But then he was banned from The Professional Circuit – for knifing an opponent, in the changing rooms.

He said the fellow competitor disrespected him.

Johnny is known to have friends among Black Jesse's Gang. When Black Jesse's Gang comes to town and trouble goes down between Black Jesse and The MIDVILLE Pedestrian Militia (called The MONDOs), Johnny and his boys don't get involved. There is some local tension about that, but most locals leave the matter alone. Johnny lives in MIDVILLE and is a resident, and that suits him. He has been useful to the residents to calm down problems with Black Jesse's Gang, on past occasions.

And Johnny Speed is King of The Night Races.

The Night Races are illegal within The MIDVILLE Jurisdiction – an area called The Radius, a 5-mile radius around the town and patrolled by The MIDVILLE Freeway Patrol.

But Johnny holds The Night Races in The Wasteland, immediately outside of The Radius of MIDVILLE.

Mostly, nobody goes over The Line.

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Anthony Knight has been staying in MIDVILLE, for a week.

He is staying at a fortified tavern/motel building called The Bunker" Small Arms Motel, overlooking Lake Midville, and owned by Bomber the Barman.

He has been frequenting a nearby drinking hole called Joe's Oil Pump - sooner or later, every autoduellist in The Zone finds her way to that establishment.

Anthony Knight had seen it on television and decided that he will set up his quarters and live there, for his year in The Zone.

Anthony Knight's car is being repaired at Bill's Garage, and the town has spent the week admiring it, on TV.

His spectacular entry into The Zone earned him some attention, and on Friday night, a pretty bottle-blond (not a local type, more whorish) showed up in the bar. He bought the girl a drink, at her suggestion, and she took a liking to him.

She went back to his room with him, unzipped his body armour jumpsuit all the way down the front, and then suckled his member as if it were a popsicle, drinking up his nectar, and licking him clean with professional shamelessness.

She then pushed the happily bewildered autoduellist onto his back, and with historic cheesiness, pressed the play button on "Big Spender" and proceed to loom over him, as she peeled off her clothes in an exceptionally cheap and whorish cabaret dance.

With her mouth, she then rolled a bright sparkly pink ribbed condom over his member, and proceeded to mount upon him and ride him with overly enthusiastic and fake and loud ejaculations of sound, as she whipped his shocked and overwhelmed breasts with a horse crop.

And poor little Anthony, straight from the clone tanks, lost consciousness in the fizzing bliss of wetness and shock and confusion.

Shudderingly.

He woke up the following morning with a big grin on his face.

And, as she was putting on her make-up in the motel room mirror, she suggested he drive his car in The Night Races, that night.

He could make \$5000 in a single race, and television royalties.

She could set it up for him.

She would come back over, later that night, at around 7pm, and he could be her date.

She told him.

As he sat nodding in bewilderment.

Lucky Anthony Knight?

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ZONAL NEWS FLASH

Intelligence from our contacts in The Wasteland reveals that Black Jesse was observed how Biscuit performed, during The Pack Attack upon The Autoduellist, Anthony Knight .

But Biscuit has proved himself to be a cowardly low hyena of The Wasteland, unworthy of being a member of Black Jesse's gang!

Journalists from our station have learned from our contacts in The Wasteland that Biscuit has been ordered to "take out" Anthony Knight, or he will be expelled from the gang.

That means he will be in trouble.

Biscuit has to regain lost Prestige, or he is a dead biscuit.

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Anthony Knight may be naïve, but he knows cars.

He has been receiving continuous training in every aspect of cars, since awakening from the clone tanks.

This afternoon, Anthony Knight goes to Bill's Garage to pick up his car.

He has spent all of his money to have his freeway car's giant powerful power plant... and the pretty red shiny bonnet of his car.... modified.

Anthony Knight's sponsor had provided him with \$15000 worth of autoduelling equipment. This included a shiny red fine new Freeway Car, a suit of stylish red Body Armour, and a fantastic hit-tech Shotgun, that could operate single- or double-barrelled, pump or automatic, highly accurate, compact, can be fired with one hand or two, held a total of ten shots, and its rounds are among the most common types of ammunition to be found in The Zone.

In addition to this equipment, he was given an electronic bank account (linked to the bar code on the back of his hand) with \$5000 – enough to sustain him through his first month in The Zone, should he face initial difficulties.

Life in The Free Autoduelling Zone costs approximately \$1600 per month, for his room at The Bunker (a single bedroom, and there is a shared bathroom, for the floor), and comfortable dining around MIDVILLE is estimated at around \$400 per month, for the not-overly indulgent autoduellist.

Anthony Knight has also generated some new funds through television royalties from his first battle, though they were not enough to pay for the repairs on his car.

Then, in a single act, Anthony Knight has now spent a large chunk of his funds to engage the famous autoduellists' icon, Bill's Garage to install hot-rod modifications, into his car.

He must now earn some funds, quickly, for when he has paid Bill, he will no longer have enough monies to pay for his food and lodgings, for his first month in The Zone.

Bill's Garage is a fortified building over a vast underground commercial vehicular engineering workshop, where 12 vehicles are being worked upon, at any time.

Business is booming for Bill's Garage.

MIDVILLE is one of three places where high-tech weapons, mechanic shops, and vehicular engineering work can be purchased, in The Zone.

The raw metal workshop lift descends underground, and its gates slide open to the view of the vast underground car workshop.

Bill steps out of the lift, beside Anthony Knight.

Bill likes to personally get to know each new autoduellist who enters The Zone and chooses to head first for MIDVILLE.

Many of the autoduellists in The Zone won't go anywhere except Bill's Garage, and Bill and his mechanics pride themselves on their perfectionism and attention to detail.

When you are putting your life in your vehicle, the professional autoduellist needs The Best Engineering.

And that's Bill's Garage.

Anthony Knight spots his car in a far workbay, whilst Bill is talking about the advancements in technology that have occurred in his factory-like workshop, over the past three years since Anthony Knight was born.

As they approach it, Anthony Knight feels a warm glow as he sees his new hot-rod power plant modification, poking out of the shiny red bonnet of his MAGNUM MOTORS *Hotshot*.

Rising from the centre of the bonnet is an air scoop, set above an electric lunacy of hot-rod technology with a hollow horizontal cylindrical turbine forming an empty tube the whole way through the centre of the device.

A lightning-winder.

When Anthony Knight flicks a new switch that has been installed on his gear-stick, that turbine will begin to spin, and fill with twisting lightning, and scream, as it blasts power in the wheels of his vehicle.

Massive boost to acceleration and top speed – but it drinks up energy.

He could not engage that device for more than fifteen minutes, before completely depleting his power plant batteries.

His car's red paintwork is photovoltaic – it harvests energy from sunlight.

Its batteries would recharge, merely by sitting in the sun, for a day.

But that is not helpful if there are wasteland punks in the rear-view mirror, when the batteries go dry.

A lightning-winder is a hungry, but powerful plant modification.

The technical name for a lightning winder is an Electro-Turbine Capacitor, or ETC.

Anthony Knight's *Hotshot* has no wasted space, under the bonnet. But he wanted a lightning-winder – an ETC. So, he has taken the risky move of installing an ETC, “poking out of the bonnet” of his car.

To mitigate this risk, he has engaged the workshop to fit The ETC with component armour.

Nevertheless, a blast from anything heavier than a machine gun could blow apart the entire component – shatter The ETC.

But Anthony Knight knows cars, and he feels that this new modification will dramatically improve his Hotshot's freeway performance.

He has also chosen to install a second modification, again in regard to his power plant's performance.

He has had Bill's Garage install an Overdrive Gear, into his car.

Again, modifying his gear stick, in the cockpit of his car.

When he engages The Overdrive Gear, his acceleration is reduced, but his Top Speed increases, until he disengages The Overdrive.

Combining The ETC and The Overdrive, Bill's Garage have calculated that his freeway car could potentially reach a top speed of 160mph!

That is theoretical, of course.

It would take a crazy driver to actually test their mathematics.

Yet for some reason, Anthony Knight has installed this seemingly reckless combination of plant modifications.

And spent nearly every dollar he owns, paying for it.

Anthony Knight gets into the driver's seat of his modified freeway car.

The driver's seat has been sewn up neatly to leave two small bullet scars in the upholstery.

The internal weaponry has been repaired and his new rear flamethrower is a different brand. "Uncle Albert's Auto-Stop'n'Gunnery Shop" brand. It is made in America and claims to be

the best quality flamethrower on the market, whilst his left and right flamethrowers are the original Australian-made MAGNUM MOTORS flamethrowers, stock standard from the factory.

The chassis damage to the rear of his freeway car has been completely repaired, and the new paintwork is a perfect rendition of the original.

Anthony Knight feels that the vehicle looks slightly better than it originally did.

And with his new power plant modifications, his *Hotshot* Freeway Car is ready to autoduel!

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Anarchy Way is a three lane, bi-directional strip of liquorice stretching from one side of The Radius to the other and crossing the main street of MIDVILLE.

For 5 miles either side of MIDVILLE, Anarchy Way is patrolled by The Freeway Pursuit Vehicles of The MIDVILLE Freeway Patrol.

MIDVILLE is only allowed to maintain five Freeway Pursuit Cars.

Those are The Rules of The Zone.

Three of these exceptionally-dangerous, high-speed, yellow and black Freeway Pursuit Vehicles are on the road, 24 hours.

The other two remain in the town, ready to scramble.

These five vehicles are charged with protecting MIDVILLE and all of the farms within a five-mile radius.

The Speed Limit is 55mph, within The Radius.

These protectors patrol Anarchy Way.

Holding back The Chaos.

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HOT ROD PLANT MODS

(HOUSE RULES OR RULE UPDATES?)

Electrum Volt Rod – No weight or space, \$1000 + \$1 per additional Power Factor (½ these costs for cycle plants). Increases Power Factors by 5% and Acceleration by 5, but only after one turn at full acceleration. Plant with Volt Capacitor uses x1.5 power units. May not be used in addition to a Twin Volt Capacitor. No power plant may mount more than one Volt or Twin Volt Capacitor. An ETC may be used in addition to a Electro-Turbine Capacitor, but not a Twin Volt Capacitor.

Twin Electrum Volt Rods – No weight or space, \$2000 + \$1 per additional Power Factor. Increases Power Factors by 10% and Acceleration by 5, and acceleration effects are immediate and without the one turn volt rod lag. Plant with Volt Capacitor uses x2 power units (cumulative). May not be used in addition to a Volt Capacitor. *Twin Electrum Volt Rods* for Cycle Plants cost half the listed prices.

Electro-Turbine Capacitor – 1 space, 10% of the power plant weight, \$3000 + \$1 per additional Power Factor. Increases Power Factors by 100% and Acceleration by 5, but uses x5 power units, whilst engaged (not cumulative).

Improved Supercharger Capacitors (ISC) – \$500, 1 space, 75lbs., adds 1DP to Plant. Each ISC will raise acceleration by 5mph and Top Speed by 20% for 3 turns. Triggering an ISC is a firing action, taken The Acceleration Phase. The ISC cannot be used again, until recharged (2 minutes & \$10). Up to 3 ISC Units can be linked to gain cumulative results. A vehicle above maximum speed when ISC is discharged will deceleration at 10mph per turn until within its standard speed range. ISCs cause no damage to The Power Plant.

Regarding Hot Rod Plant Modifications “Poking out of The Bonnet”

Vehicles who can't fit an ETC (or other plant modification) under their hood, can mount these “poking out of the bonnet” of their car. All car body types except vans can mount 1 space of plant modifications “poking out of the bonnet, whilst luxury and larger body types can mount up to two spaces, with the exception of vans, which cannot mount any external plant mods. Component armour can be fitted to external plant mods, but it counts toward the total amount of mod space the vehicle can mount. Externally mounted plant mods can be targeted within the 180° front arc at the same adjustment as targeting a tire from the side.

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At both ends of The Radius, a bright red line is painted across Anarchy Way.

Legend has it those lines were painted in blood by Black Jesse when he made The Anarchy Way Run and took out every Freeway Pursuit Vehicle that tried to stop him.

At the far edge of The Radius, he got out of his car and dragged a mutilated cop's corpse across the road to make The Red Line and then hung it by its neck, from The Big Tree at The Crossroads.

That's when people started calling that tree, The Hangman's Tree.

There were no Freeway Pursuit Patrols left to stop Black Jesse, as he walked across The Line - dragging behind him the (unrecognizable, but mostly complete) cop's corpse, like a wet pile of laundry.

After that, the television stations made a new name for The Anarchy Way Crossroad.

The Devil's Crucifix.

The whole thing was filmed.

Later on an eco-terrorist group, named The Plant Liberation Front, or BGN ("Big Guns for Nature"), escaped The Freeway Pursuit, after setting all the animals free and blowing up The MIDVILLE Pet Shop, and being chased off down the freeway by the surprised MIDVILLE Pursuit Cars, the blasted van successfully crossed the line into Freedom, but was so wrecked that The Greenies rolled it off the road, into a grove of trees, and there threw a party, untouchable to The Freeway Pursuit Officers, who stood at The Line, fuming.

But unable to enter....

The Devil's Crucifix.

The BGN Van's power plant couldn't be restarted, later, so they left it there, abandoning the wreck. It has stayed there, ever since, becoming a camping shelter for crazies, vagrants, and wasteland trash. And it is popular as a meeting place for clandestine happenings.

The Anarchy Way Crossroad is approximately 100 metres outside of The Radius.

Every Saturday Night, The Night Races are held at The Anarchy Road Crossroad.

The Devil's Crucifix.

The Freeway Patrol can stand at the line that defines The Radius, but they are powerless to stop rape, murder, torture and crucifixion, over the other side of that line.

Black Jesse drew a line where civilization ends and madness begins.

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"The race is one lap of The Lunar Crescent, and back to The Crucifix."

Said Johnny Speed, The Organizer of The Night Races.

"First back through The Crossroad is The Winner."

Johnny finished.

"Or The Survivor." One of Johnny's boys added.

The girl, whom Anthony Knight had seduced at Joe's Bio-Oil Pump, was as good as her word.

She had directed him on the roads outside of MIDVILLE to a gathering of autoduellists, racers, and wasteland trash, at a crossroad, over the edge of The Radius.

No speed limit.

She had talked to Johnny for a few minutes and they had called over an ogre named GRUNK.

They claimed his car has equal acceleration and monetary value to Anthony Knight, and it will be interesting to see who is the faster driver.

Anthony Knight looks up at the tough giantly-muscled red-skinned ogre.

It growled down at him menacingly, it has a military-like flat top haircut and, as with all ogres, its two giant lower canines teeth rise up above its lips. In its hand, it carries a huge, hi-tech automatic Rifle that appeared to fire very large bullets.

Anthony Night grins politely up at the ogre.

It is common knowledge that ogres are genetically pre-disposed to rape nearly anything, but they reproduce using clone tanks, and are not fertile.

Grunk the Ogre is an autoduellist who is starting make a name for himself in The Zone. He blasts cars apart. Anthony Knight had seen GRUNK on television footage. The ogre favours rockets.

Anthony Knight looks over at Grunk's car.

The ogre drives a high-speed, custom-designed streamlined van, low to the road and build more like a race-car than a van – very dangerous, very fast. The car has a powerful plant and an internal ETC and it tears up freeway. The car mounts a two giant rockets front (the same sort that tore apart The Hotshot's rear, in his previous combat) in addition to a Rocket Launcher front and another Rocket Launcher rear, and a smaller Micro-Missile Launchers, both on the left and right of the van!

But the sadness doesn't end there, Anthony contemplates – for the ogre's van, also has an extensive dropped weapon system.

Anthony notices also that the van has radial tires, which means its handling is equal to Anthony's own *Hotshot*.

Anthony has two primary advantages – the accuracy of his own weapons & the lack of accuracy in his opponent's extensive weapon systems.

Rockets deal terrible damage, but have difficulty landing hits, as guidance systems that are more complex than manual targeting are not released into The Zone.

"Each autoduellist puts up \$5000 as prize money. The Winner takes home the prize money." Johnny put out his hand to receive the hand-held credit-scanner, and typed in the amount.

The ogre put out his hand. The bar code tattooed onto the back of his hand is scanned.

"Grunk's \$5000 has been transferred to The Night Races." He turns to look at Anthony Knight, waiting for him to put out his hand to be scanned to make the financial transfer.

Anthony Knight grins worriedly.

"I haven't got \$5000." He reveals.

A murmur of disquiet moves through the gang, and some of Johnny's boy finger their guns or knives.

"What'ya wasting our time for!" one of the greasers barks, but Johnny silences him.

"You can put up your car as stakes, in lieu of coin."

He pauses, and then adds.

"Or we can take it." He lingers. "To cover the cost of the trouble you've put us to."

Contemplating the alternatives, Anthony Knight grins agreeably.

"I'll put up my car as stakes."

He agrees.

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"Have you tried The Candy, yet?"

There is a brightly-dressed girl with dark ponytails and roller-skates talking to him.

She is The Flag Girl – She starts The Race.

And she is leaning in his window, admiring the control console of his *Hotshot*.

"You're new to The Zone, aren't you?"

She asked.

Anthony Knight nodded.

"Have you tried The Candy, yet?"

She repeats her question.

The Horn of The Night Races BEEPS loudly!

The Flag Girl smiles at him and pulls her head out of the window.

She turns a circle, in stripey socks, and rolls on her roller skates, back into the middle of the road, between the two cars.

She lifts her two Black & White Flags up high into The Air.

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The two autoduellists are seated in their cars.

Anthony Knight wears an open-faced red racing helmet with a three white racing stripes, matching his armour.

He checks his vehicle's system.

The Hotshot is in great condition and ready to roll.

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The pretty girl in a halter top and tight denim pants (so small they are nearly not present) stands between the two freeway cars, holding her twin black & white flags high.

The night is bright, beneath The Full Moon.

Side by side and separated only by three barrels, Anthony Knight's *Hotshot* and Grunk's *Speed Van* mirror each other at The Starting Line, waiting for The Sign to RACE.

And the girl brings down The Flags!

Anthony Knight flicks on his Lightning-Winder and drops into gear – his world is screaming, his foot is flat on the floor, and his *Hotshot* is tearing forward.

The two autoduellists have galloped from 0 to 75mph in the first five seconds of the straight before them!

They have matched acceleration and are holding neck and neck, on the straight – the duel will be a test of skill and wit and decision.

The first turn is to the right.

Lunar Crescent follows a circle out to connect The North Road and East Anarchy Way.

The two duelling cars leave The Crossroad heading North and return from The East.

This is a relatively short strip of freeway race track, but nearly the whole of the run is visible from The Old Turret at The Anarchy Way Crossroad, so it a popular betting run at The Night Races.

And its straights allow hot rod cars to reach dangerously high speeds.

This is a Duel defined by Speed – The Winner is the first past the finish line, though Grunk's armaments make it apparent that he intends for only one car to finish the race.

No weaponry fire is permitted before the two cars pass out of The Crossroad (i.e. leave The Crossroad Map).

The Lunar Crescent Track includes nine turns.

Though we only need follow the track, until one of the two cars is blasted out of the game.

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The two speeding cars are approaching the first corner at 90mph, when Grunk, grinning meanly ceases to accelerate, holds his speed, and lets Anthony Knight pull in front of him.

And then Grunk unleashes a linked pair of Heavy Rockets, into *The Hotshot's* rear!

But Anthony Knight has experience with heavy rockets in his rear, he slams, brakes, shifts, throwing his car aside, as the two rockets careen up the road into an old, half-shattered concrete road wall, ahead.

Road Walls occur at road side locations that have statistically high ordinance reception rates, their purpose is to protect trees and other highly flammable objects, in the few forests areas of The Zone.

The Rockets have missed Anthony Knight's car.

He flips over to his rear targeting screen and triggers his rear flamethrower, into the left side of Grunk's *Speed Van* – torching it, gratifyingly.

Anthony Knight flips his targeting screen to his side flamethrower, as he swings his freeway car to the right and brakes hard.

Triggering his side flamethrower for a second gratifying torch of *The Speed Van's* left side.

Zunk again triggers his side rocket launcher, and again misses!

We are beginning to learn the statistical problem of The Rocket Launcher.

They are big and non-burdensome to install and cheap – but they rarely hit, unless backed up with expensive targeting computers.

Anthony Knight stamps on his accelerator and refuses to let *The Speed Van* get ahead and in front of him.

And he triggers his side-articulated flamethrower a third time, scoring a third gratifying hit.

And *The Speed Van* catches fire.

Putting off another veering missile that misses Anthony Knight's low red muscle car.

Anthony Knight, relentless, triggers his fourth flamethrower shot, at the side of the van – but misses!

Grunk is yelling and pushing buttons, within the cockpit of his van.

But he has no fire extinguisher system.

Burning, *The Speed Van's* charred side cracks, splinters open, and Anthony Knight notices a comfortable looking double sleeping space and crew leisure lounge, in the back of *The Speed Van*.

If Grunk has his own portable accommodation, that would explain why he is not staying in MIDVILLE.

But it is a bit charred, now.

Poor old Grunk is going to be hoping there is no rain, tonight.

Grunk accelerates, trying to put out the fire with speed.

The Speed Van takes the corner at 140mph and is fighting to maintain control!

Anthony Knight enters the corner at 120mph and pushes his screaming power plant up to 135mph!

His Lightning Winder is twisting a purple-blue thread of raw energy through the spinning cylinder on the bonnet of his car, and the plant is roaring with fantastic power.

Caught in the wind of the corner, Grunk's vehicular fire ends its duration and goes out, but the ogre unleashes his first successful rocket, into Anthony Knight's undamaged left side, as he pulls out of the corner.

Two points damage.

Awestruck, Anthony Knight's car shakes with the hit, but he manages to hold her steady.

Yelling with triumphant laughter, Grunk swings in front of Anthony Knight, protecting his breached right side, and he activates his rear oil-jet!

With his safe routes cut off, Anthony Knight, grips his steering wheel, and his *Hotshot* slides into and through and out of the bio-muck!

Luckily, all oil slicks in The Zone are biodegradable bio-oil.

Some animals eat it, but mostly it naturally disintegrates on its own.

Nobody needs to clean the roads.

By a roll on the control table, Anthony Knight does not so much as skid, as he passes through The Oil Slick.

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Desperate to get out from behind his opponent, and unable to cut underneath him on the bends, Anthony Knight tries a very risky manoeuvre.

The two cars are pushing their speeds far faster than is safe on these curving roads.

Grunk drops off his relentless acceleration as the next corner approaches, but Anthony Knight won't lower the pressure on his accelerator.

He pushes his car up to 150mph!

Successfully making a dangerous control roll.

And he sling-shots around the outside of *The Speed Van*, on the corner.

As they pull onto the straight, Grunk thunders his foot down upon the accelerator, but he can't catch to Anthony Knight, who won't let off the pressure.

The two screaming freeway duelling cars are tearing up to the next corner at 150mph, and Grunk pushes to 160mph, in an attempt to catch up.

Both drivers make their escalating control rolls, as they round the corner.

But despite the escalating risk, Anthony Knight won't let off the pressure.

If he loses, he loses his car!

He MUST Win.

He rolls the dice!

Screaming tires, tearing at the road!

The Speed Van, behind him, fails the final control roll - a minor skid, but it is so close to the edge of the road that it skids into the curb, forcing another control roll!

Shattering twisting failure!

The Speed Van tears off the road, into a full spin out, tearing up the grass, and catapulting to a stop, over 200 meters away.

Anthony Knight makes his control roll – and holds the corner at 150mph!

He eases off the pedal.

And he realizes....

There is no way *The Speed Van* can catch up!

He puts his foot down, and takes the final corners safely at 120mph

The Crossroad approaches.

The Devil's Crucifix.

And Anthony Knight zooms into Victory Lane at 150mph.

The spectators are cheering.

And, as he passes through The Crossroad, a message appears on his driver console, telling him that \$5000 has been transferred into his account from The Night Races and another \$1500 Royalties for television coverage of the event.

Anthony Knight has won his first Road Duel.

He is a Winner!

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Every luxury is abundant, in The Zone.

The Zone generates massive amounts of coin, and autoduellists earn massive amounts of coin, merely by killing and slaughtering and having fun.

Every luxury is abundant, in The Zone.

Apples, the blond girl with the glittery pink condom, is waiting and cheering.

She has The Winner's Bottle of Bubbles!

Giggling with excitement in the cheering crowd, she pops the bottle as she embraces The Winner of The Race.

"Anthony Knight, you are a real Autoduellist, now!" She declares.
"Pour it on the bonnet of your car!"

Anthony Knight grins – he has seen the ritual on video reruns, so many times.

He holds up the bottle and the crowd goes silent.

"To Victory!" He proclaims and pours the bubbles into his mouth and over the bonnet of his car and over the front of the giggling Apple's abundantly full blouse!

Her wet nipples peak.

As he scoops her up and kisses her.

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SCENARIO

THE ROAD DUEL

(2 Cars at \$15 000 each)

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VICTORY CONDITIONS

Anthony Knight won The Duel by Speed, and demonstrated exceptional talent, at high speed – he has a future, in The Night Races, if he wants it.

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AWARDS

SKILL

- +1pt (Driver & Gunner Skill) for entering and surviving Combat
- +1pt (Driver Skill) for an exceptional series of control rolls at High Speed
- +1pt (General Skill Points) for winning a Road Duel

PRESTIGE (Amateur Duellist = \$1000 per Point)

- +1pt for entering Combat
- +1pt for exceptional driving at High Speed
- +1pt for winning a Road Duel

LOOT

\$6895	TOTAL Starting Funds
-\$6100	Electro Turbine Capacitor & Overdrive
\$795	TOTAL Initial Account Balance
\$5000	Prize Money for winning The Race
\$1500	Television Royalties (\$500 per Prestige Point earned)
\$6 295	TOTAL Loot
-\$400	Repairs (20 points of Armour)
-\$575	Ammo (12 MG Shots, 11 FT Shots)
-\$500	Purchases in Advance one week accommodation & board at Joe's Bio-Oil Pump
-\$1475	TOTAL Expenditure
\$5 180	Current Account Balance

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OUTCOME GAME STATS

Anthony Knight the Clone, Free Autoduellist of The Zone

PRESTIGE: 7

SKILLS: Runner, Climber, Blade (II), Handgunner, Driver (IIII), Gunner (III), Mechanic

EQUIPMENT: Red Body Armour & Shotgun & Duelling Knife

ACCOUNT: \$5180.

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