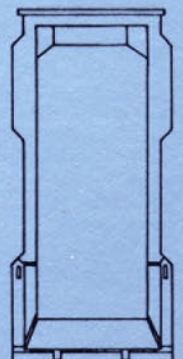
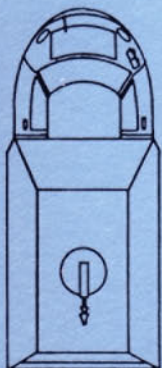
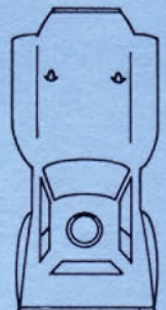
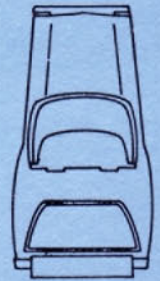
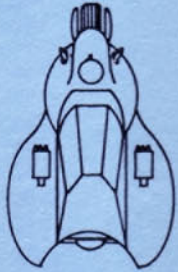


a **CAR WARS**® supplement

The AADA[®] Vehicle Guide

Volume 3



AADATM

STEVE JACKSON GAMES

The Toughest Things on Wheels

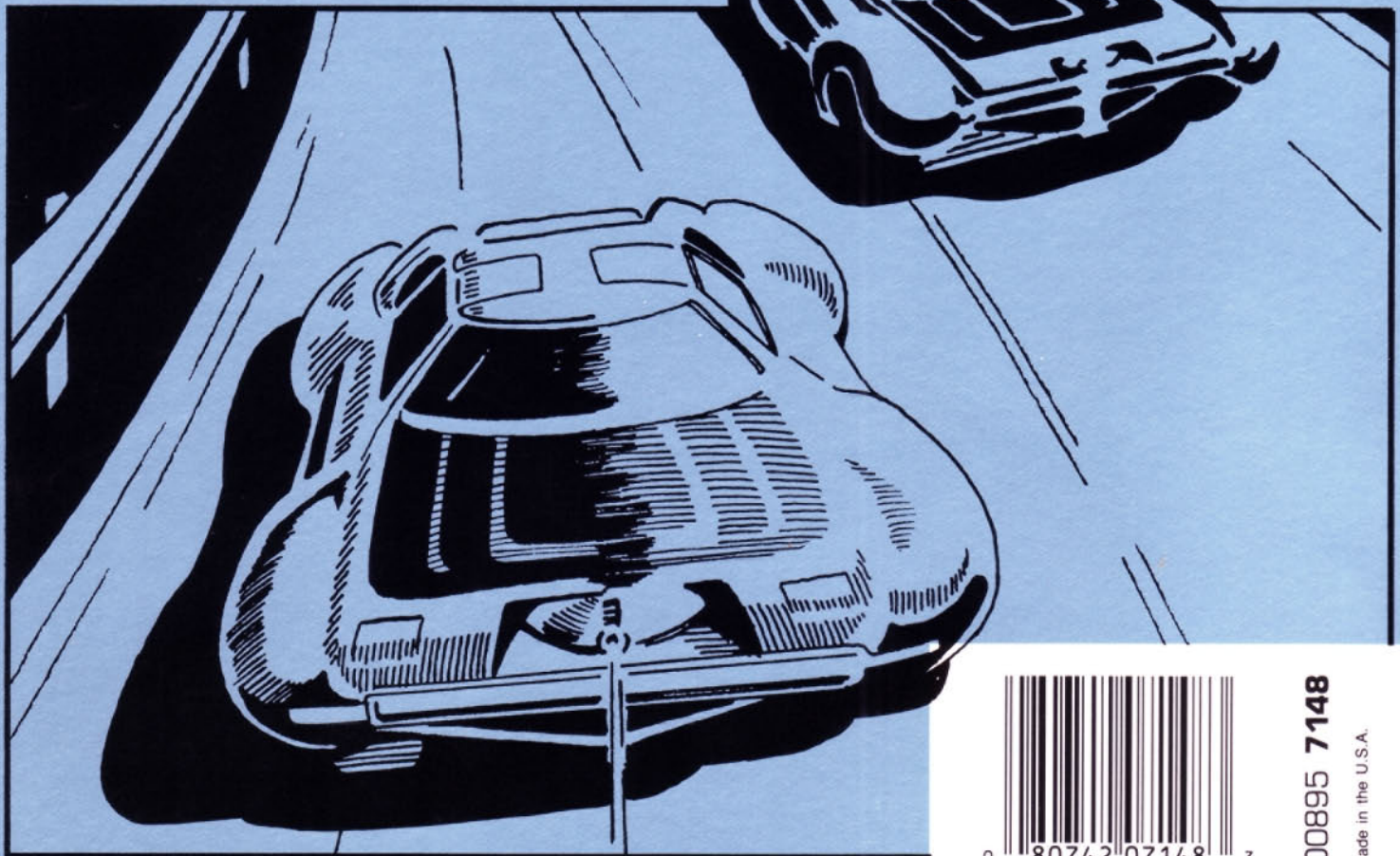
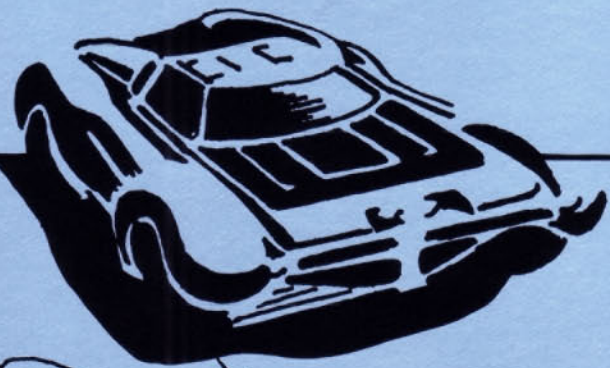
Here they are . . . the AADA's choice for the meanest vehicle designs of the year. From Division 5 to Division 100+, they're all fully armed, completely described and ready to go.

This book brings you 78 brand-new designs, all compatible with the *Car Wars Compendium* rules and legal for AADA World Championship competition. From cycles to campers, from the tough little Fire Imp to the monstrous Polaris, every one is a highway warrior's dream.

Vehicles designed by David Searle and Loyd Blankenship

And every one of these 78 new vehicles is represented by *four* counters, included with this book . . . a full-color vehicle, a full-color wreck, and black-and-white versions of both the new and wrecked car, to let you fly your own colors in the arena.

So fasten your seat belt, check out all vehicle systems, and hit the road for more *Car Wars* action. And never forget . . . no matter where you go . . . *drive offensively!*



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STEVE JACKSON GAMES

a **CAR WARS**® supplement

The AADA Vehicle Guide ***Volume 3***

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Introduction

This is the third in a series of Vehicle Guides for *Car Wars*, but there are a number of changes between Volume 3 and the previous two versions.

First, the format has changed from digest-sized to full 8½" × 11". This let us give the car designs in a more readable format than before, as well as allowing a much larger counter sheet.

Second, the vehicles were all designed as duelling or racing vehicles — they are broken into the official classes, and there are no "slightly overpriced" vehicles that have to be modified down to play in an arena. When using "stock" vehicles from this book in arena play, we suggest that the only legal modifications allowed before the duel should be rearrangements of armor. As long as the vehicle doesn't have a ramplate, armor can be moved between sides without affecting the final price or weight, providing the total number of armor points remains the same.

Each vehicle design includes 160 lbs. worth of body-armored driver, and a full tank if the car is a gasburner. When wheel hubs and guards are listed without a specific location, it is presumed that the hubs are located in the front and the guards in the back. All weapons are fully loaded; all ammunition is standard type unless stated otherwise.

We will be doing more Vehicle Guides in the future, and welcome your contributions for them and for *Autoduel Quarterly*. All submissions become the property of Steve Jackson Games Incorporated, and none can be returned. Any designs used for a Vehicle Guide will earn \$10 and a free copy of the book. Any designs used for *ADQ* will be purchased at standard publication rates. Send all submissions to:

Vehicle Designs
c/o Steve Jackson Games
PO Box 18957
Austin, TX 78760

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