a *CAR WARS*® supplement

# The AADA® Vehicle Guide

## Volume 3

AADA™

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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STEVE JACKSON GAMES

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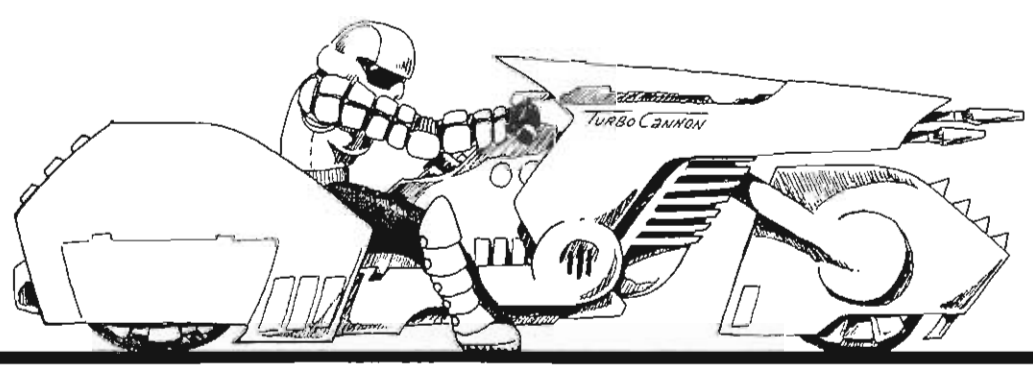
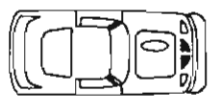


# Omega-5

This is the low end of Sabre Motors' new line of arena ram cars. The Omega-5 packs the patented Durastress™ ramplate for taking full advantage of Force = Mass × Velocity! The underplate shock absorbers minimize the blow to the Omega so much that you may not even know you hit anything! Sabre is dedicated to becoming a major player in the ram-car marketplace, so remember their motto — Driving an Omega is Like Driving a Tank!

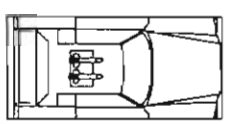
| | |
|---|---|
| **Body:** | Subcompact |
| **Chassis:** | X-Hvy. |
| **Suspension:** | Improved |
| **Plant:** | Medium |
| **Tires:** | 4 PR |
| **Hubs:** | 2 5-pt. |
| **Guards:** | 2 5-pt. |
| **Accessories:** | Spoiler, Ramplate |
| **Armor:** (Sloped) | F30(RP), R15, L15, B19, T6, U6 |
| **Handling Class:** | 2 |
| **Acceleration:** | 10 |
| **Weight:** | 2,760 |
| **Top Speed:** | 120 |
| **Total Cost:** | $4,926 |



# Platypus

A rocket platform in Division 5 is almost as odd a creature as the car's namesake. This compact is a good choice for a defense-minded duellist in an arena where the spikedropper can be used at its fullest. The two light rockets give the Platypus the ability to kill off a wounded opponent, but it will take a lucky break and a skilled shot to actually destroy a fresh opponent. This is a tricky car to master and is best used by experienced duellists!

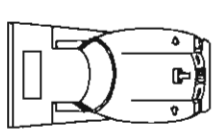
| | |
|---|---|
| **Body:** | Compact |
| **Chassis:** | Std. |
| **Suspension:** | Light |
| **Plant:** | Medium |
| **Tires:** | 4 HD |
| **Hubs:** | 2 10-pt. |
| **Guards:** | 2 10-pt. |
| **Weapons:** | 2 LRs on Mini-rocket platform, 2 SDs (1L, 1R), MFR (F) |
| **Accessories:** | Blow-through port for MFR |
| **Armor:** | F25, R17, L17, B19, T6, U6 |
| **Handling Class:** | 0 |
| **Acceleration:** | 5 |
| **Weight:** | 3,430 |
| **Top Speed:** | 102.5 |
| **Total Cost:** | $4,995 |



# Rock Lobster

This grenade-hurling subcompact got its nickname when a video commentator exclaimed "Look at her lob those rocks!" during a network broadcast of the Texas Summer Nights (TSN) Duelling Circuit. The "rocks" refer to both the grenades shot out of the launcher and the two light rockets that are available for putting in the finishing blow. The Lobster is not as heavily armored as its crustacean namesake, but its 70+ points make it a solid contender in any Division 5 arena.

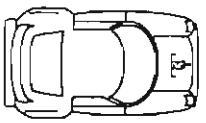
| | |
|---|---|
| **Body:** | Subcompact |
| **Chassis:** | Std. |
| **Suspension:** | Improved |
| **Plant:** | 50 cid |
| **Tires:** | 4 HD |
| **Weapons:** | 2 LRs (1R, 1L), GL (F w/9 explosive grenades) |
| **Accessories:** | 4-gal. Economy tank, Link (LRs), BT (F), Tire chains |
| **Armor:** | F20, L13, R13, B19, T3, U5 |
| **Handling Class:** | 3 |
| **Acceleration:** | 5 |
| **Weight:** | 2,099 |
| **Top Speed:** | 60 |
| **Total Cost:** | $4,966 |



# Sprocket

If the Sprocket was an ice-cream flavor, it'd be vanilla. There's nothing flashy about this low-priced workhorse — just load up the Vulcan and you're ready to take on all comers. The heavy firepower of the VMG makes this a real stopper in most Division 5 arenas, and the good top speed helps make up for the poor handling class. The Sprocket is a great investment for AADA newcomers, and it has over 200 pounds and one space available if you need to beef it up for an out-of-the-arena trip!

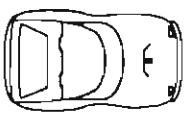
| | | | |
|---|---|---|---|
| **Body:** | Compact | **Armor:** (Sloped) | F20, L12, R12, B16, T4, U4 |
| **Chassis:** | Light | **Handling Class:** | 1 |
| **Suspension:** | Light | **Acceleration:** | 5 |
| **Plant:** | Medium | **Weight:** | 3,118 |
| **Tires:** | 4 HD | **Top Speed:** | 110 |
| **Weapons:** | VMG (F) | **Total Cost:** | $4,994 |



# Lo-Beam

You'll never forget your opponent's fearful gaze at the laser port on a Division 5 car! Sabre Motor's Lo-Beam was created specifically to allow the fast-track duellists to start with the very best in equipment. When it's time to move up to Division 10 or higher, you can pop the laser right out and mount it in any other Sabre Motors car (Sabre does not warranty laser performance when mounted in a vehicle constructed by companies other than Sabre Motors. See your dealer for details.)

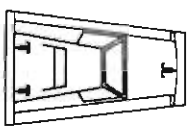
| | | | |
|---|---|---|---|
| **Body:** | Subcompact | **Armor:** (Sloped) | F20, R15, L15, B16, T4, U4 |
| **Chassis:** | Heavy | **Handling Class:** | 2 |
| **Suspension:** | Light | **Acceleration:** | 5 |
| **Plant:** | Small | **Weight:** | 2,340 |
| **Tires:** | 4 Std. | **Top Speed:** | 90 |
| **Weapons:** | LL (F) | **Total Cost:** | $4,994 |



# Zipper

Eventually, every parent has to face it — your little boy or girl has grown up. When it's time to buy your child that first car, *you* want something that is practical, affordable and will keep him alive. *He* wants something red and flashy, preferably with an X-ray laser! The Zipper is the perfect car for both of you. Its 87 points of armor keep your baby safe inside, and the two fake machine guns give that "intimidating" look that helps keep him out of fights. Meanwhile its CA frame and sloped armor give it that "hot" look that all teenagers strive for. Available in red, black, white and blue.

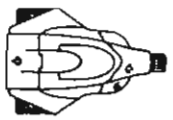
| | | | |
|---|---|---|---|
| **Body:** | Subcompact (CA-frame) | **Armor:** (Sloped) | F25, R15, L15, B17, T5, U10 |
| **Chassis:** | Standard | **Handling Class:** | 1 |
| **Suspension:** | Light | **Acceleration:** | 5 |
| **Plant:** | Small | **Weight:** | 2,050 |
| **Tires:** | 4 HD | **Top Speed:** | 100 |
| **Hubs:** | 2 5-pt. | **Total Cost:** | $4,987 |
| **Guards:** | 2 5-pt. | | |
| **Weapons:** | MG (F), 2 fake MGs (B) | | |



# Tri-Rock

The Tri-Rock is a heavily-armored (for Division 5) light trike that will keep your opponents guessing. Your three rocket ports loom ominously beneath your sloped armor as you take to the track or arena, drawing respect from even the most hardened Div-5 duellist. The sloped armor is thick enough to withstand *any* Division 5 weapon fire for several seconds, a real lifesaver given the tricky handling of the Tri-Rock. And tinkerers can go to town mixing and matching rocket types for the two MMLs!

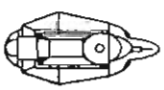
| | | | |
|---|---|---|---|
| **Body:** | Light Trike | **Accessories:** | Link (MMLs) |
| **Chassis:** | Standard | **Armor:** (Sloped) | F17, R25, L6, B17, T4, U6 |
| **Suspension:** | Improved | **Handling Class:** | 1 |
| **Plant:** | Medium Cycle | **Acceleration:** | 5 |
| **Tires:** | 3 HD | **Weight:** | 1,345 |
| **Weapons:** | 2 MMLs (R), MR (B) | **Top Speed:** | 110 |
| | | **Total Cost:** | $4,990 |



# Slingshot

The Slingshot is Imperial Motors (Cycle Division) bestselling entry into the Division 5 arena. The straightforward design of the Slingshot makes it easy to service, and its windshell protects the driver from those nasty stray rocks that fly around *any* good arena. You don't have to be subtle with this baby — the recoilless rifle is loaded for bear with Uncle Albert's top-of-the-line HESH ammunition, giving you that little edge on penetration that makes the difference between first and dead in the lightly armored world of Div-5 duelling!

| | | | |
|---|---|---|---|
| **Body:** | Medium Cycle | **Armor:** | F12, B11 (w/windshell) |
| **Suspension:** | Improved | **Handling Class:** | 1 |
| **Plant:** | Small Cycle | **Acceleration:** | 5 |
| **Tires:** | 2 Std. | **Weight:** | 1,100 |
| **Guards:** | 2 5-pt. | **Top Speed:** | 105 |
| **Weapons:** | RR (F w/9 loads HESH ammo) | **Total Cost:** | $4,922 |
| **Accessories:** | Cycle windshell, SWC | | |



# Fire Imp

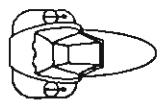
Shogun Cycles of Tokyo is winning over the gutsy duellists of Division 5 with this gas-burning little gem. Since most Div-5 vehicles can't afford fireproof armor, the Fire Imp's light flamethrower can heat things up quickly in an arena. The Imp's sloped armor is thick enough to withstand at least two rounds of machine gun fire on any side, an important factor to consider because of its low acceleration. If you take the Imp out on the road, its four-gallon tank provides a cruising range of over 225 miles without refueling!

| | | | |
|---|---|---|---|
| **Body:** | Heavy Cycle | **Accessories:** | 4-gal. Economy tank, SWC |
| **Suspension:** | Heavy | **Armor:** | (Sloped) F21, B20, 10-pts. CA around Cyclist |
| **Plant:** | 50 cid | | |
| **Mods:** | Carburetor | **Handling Class:** | 3 |
| **Tires:** | 2 HD | **Acceleration:** | 5 |
| **Guards:** | 2 10-pt. | **Weight:** | 1,298 |
| **Weapons:** | LFT (B w/9 rounds HT ammo & 1 std. load) | **Top Speed:** | 75 |
| | | **Total Cost:** | $4,993 |

# Flare

When you're ready to get out and light up the night sky, Imperial Motors has just the cycle for you! The Flare packs a whopping 100 points of armor around a 50 cid gasburner, and off you go! The firing arcs of the two light flamethrowers allow you to give front and side opponents a hotfoot, while the oil jet mounted in the rear makes following you a slippery proposition. Flare is perfect for those arenas where firepower, not speed or maneuverability, is the goal.

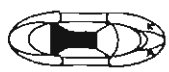
| | | | |
|---|---|---|---|
| **Body:** | Medium Trike | **Armor:** (Sloped) | F20, R25, L25, B15, T5, U10, 10-pts. CA around Driver |
| **Chassis:** | Standard | | |
| **Suspension:** | Light | **Handling Class:** | 0 |
| **Plant:** | 50 cid | **Acceleration:** | 5 |
| **Tires:** | 3 HD | **Weight:** | 2,093 |
| **Weapons:** | 2 LFTs (1R, 1L), OJ (B) | **Top Speed:** | 60 |
| **Accessories:** | 4-gal. Economy tank, Link (LFTs) | **Total Cost:** | $4,998 |



# Speedball

The Speedball is a great street or arena bike for an offense-minded cyclist. While it is light on defense, its linked machine guns give it a powerful punch when on the attack, and a skilled gunner is almost guaranteed a hit with the Maxintosh I single-weapon computer from Banana! In trouble? No problem! Speedball has a top speed of over 110 mph — among the best in its class!

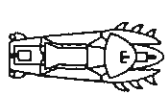
| | | | |
|---|---|---|---|
| **Body:** | Medium Cycle | **Accessories:** | Link (MGs), Cycle windshell, SWC |
| **Suspension:** | Light | **Armor:** | F13, B12 (w/windshell) |
| **Plant:** | Small Cycle | **Handling Class:** | 1 |
| **Mods:** | SCs | **Acceleration:** | 5 |
| **Tires:** | 2 Std. | **Weight:** | 1,097 |
| **Guards:** | 2 3-pt. | **Top Speed:** | 112.5 |
| **Weapons:** | 2 MGs (F) | **Total Cost:** | $4,991 |



# Riotmaster

You're tired, scared and surrounded by an angry mob. Police and professional security guards know this feeling well. Now you don't have to rely on your gyroslugger to get you out of a potentially dangerous ped situation! The Riotmaster packs 40 flechettes into two guns to give you that quick exit hole that you need. Worried about the crowd charging your bike? No problem! They'll back off quickly after they meet your razor-sharp, tempered-steel cycle blades! And the Riotmaster's 250-mile cruising range make it the perfect inner-city courier vehicle.

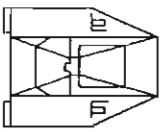
| | | | |
|---|---|---|---|
| **Body:** | Heavy Cycle | **Armor:** (Sloped) | F18, B17 (w/windshell), 10-pts. CA around Cyclist |
| **Suspension:** | Light | | |
| **Plant:** | 30 cid | **Handling Class:** | 1 |
| **Mods:** | Carburetor, Tubular headers | **Acceleration:** | 5 |
| **Tires:** | 2 HD | **Weight:** | 1,289 |
| **Guards:** | 2 10-pt. | **Top Speed:** | 67.5 |
| **Weapons:** | 2 FGs (1F, 1B) | **Total Cost:** | $4,993 |
| **Accessories:** | Cycle blades, Overdrive, Cycle windshell, 4-gal. Economy tank | | |



# Overkill

When you're serious about destruction, you need Overkill. Specially designed for those who don't like the "cooped up" feeling of being inside a car, this heavy trike is just what the doctor ordered. Its high-quality CA frame allows you to pack more onto a trike than your opponents would have believed possible! Overkill is armed to the teeth with a pair of Resnick Anti-Tank guns — Resnick, because your life *does* depend on it!

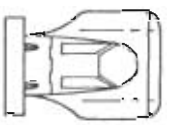
| | | | |
|---|---|---|---|
| **Body:** | Heavy Trike (CA-frame) | **Accessories:** | 4-gal. Economy tank |
| **Chassis:** | Standard | **Armor:** | F20, R19, L19, B17, T6, U6 |
| **Suspension:** | Light | **Handling Class:** | 0 |
| **Plant:** | 100 cid | **Acceleration:** | 5 |
| **Mods:** | Carburetor | **Weight:** | 2,715 |
| **Tires:** | 3 Std. | **Top Speed:** | 67.5 |
| **Guards:** | 1 3-pt. cycle and 2 fake back | **Total Cost:** | $9,995 |
| **Weapons:** | 2 ATGs (1L, 1R w/7 rounds each) | | |



# Omega-10

This is Sabre Motors' second tier ram-car, the "big brother" of the Omega-5. They've taken the Durastress™ technology and applied it to a trike! In addition to beefing up the armor, the Omega-10 incorporates a ranged attack with linked recoilless rifles and added a few surprises on defense with a spikedropper and a last-ditch point-defense grenade. Remember — Driving an Omega is Like Driving a Tank.

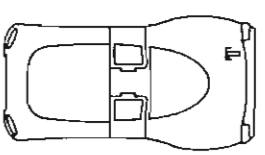
| | | | |
|---|---|---|---|
| **Body:** | Reverse Heavy Trike | **Armor:** (Sloped) | F30, R20, L20, B25, T5, U6 |
| **Chassis:** | Standard | **Handling Class:** | 1 |
| **Suspension:** | Light | **Acceleration:** | 5 |
| **Plant:** | Super Cycle | **Weight:** | 2,797 |
| **Tires:** | 3 PR | **Top Speed:** | 92.5 |
| **Weapons:** | 2 RRs (F), PDG (B), SD (B) | **Total Cost:** | $9,874 |
| **Accessories:** | Link (RRs) | | |



# Guardian

The Guardian is a featured player in Fnord Motors' traveling duelling club. While it would not fare well if it went into an arena alone, it is the *perfect* car for team duelling events where you may have to get a buddy out of trouble. The Guardian works best when it follows a more offensive vehicle (of the same team) closely, then uses its spikedropper and oil gun to seal off important areas of the arena after its teammate has left. It also makes a good courier vehicle!

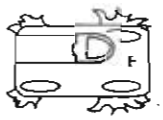
| | | | |
|---|---|---|---|
| **Body:** | Compact | **Armor:** | Metal/Plastic F15/5, R12/0, L12/0, B10/5, T0/6, U0/6 |
| **Chassis:** | X-Hvy. | | |
| **Suspension:** | Heavy | **Handling Class:** | 1 |
| **Plant:** | 150 cid | **Acceleration:** | 5 |
| **Mods:** | Carburetor | **Weight:** | 4,195 |
| **Tires:** | 4 SB PR | **Top Speed:** | 65 |
| **Weapons:** | OG (F), SD (B) | **Total Cost:** | $9,996 |
| **Accessories:** | Link (OG-SD), Spoiler (plastic) | | |



# Desert Wind

This powerful subcompact is a well-balanced duelling car for *any* Division 10 arena. Its 105 points of high-grade plastic armor let it stay standing long after most subs would have been destroyed, and the medium laser will turn an opponent's tire into a melted slag in an instant! And for those times when company gets a little *too* close, a pair of flame-cloud dischargers will make the victims feel like they're trapped in a burning desert wind!

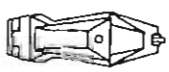
| | | | |
|---|---|---|---|
| **Body:** | Subcompact | **Armor:** | F30, R20, L20, B20, T6, U9 |
| **Chassis:** | X-Hvy. | **Handling Class:** | 4 |
| **Suspension:** | Heavy | **Acceleration:** | 5 |
| **Plant:** | Small | **Weight:** | 2,760 |
| **Mods:** | PCs, SCs | **Top Speed:** | 87.5 |
| **Tires:** | 4 PR | **Total Cost:** | $9,938 |
| **Weapons:** | ML (F), 2 FCDs (1R, 1L) | | |
| **Accessories:** | Body blades | | |



# Granite

Solid as a rock, this heavy cycle will carry you in (and back out!) of the nastiest road or arena situations. Its windshell and armor keep you safe and secure within your cocoon, while your variable-fire rocket pod lets *you* decide who needs killing and who doesn't. In addition to state-of-the-art sloped armor, Granite also features the best in Phoenix high-resolution targeting computers! Granite — it's Solid as a Rock!

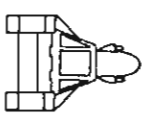
| | | | |
|---|---|---|---|
| **Body:** | Heavy Cycle | **Armor:** | (Sloped) F18, B17 (w/windshell) |
| **Suspension:** | Improved | **Handling Class:** | 2 |
| **Plant:** | 30 cid | **Acceleration:** | 5 |
| **Mods:** | Turbocharger | **Weight:** | 1,295 |
| **Tires:** | 2 HD | **Top Speed:** | 85 |
| **Weapons:** | VFRP (F) | **Total Cost:** | $9,689 |
| **Accessories:** | HRSWC, Cycle windshell, 3-gal. Economy tank | | |

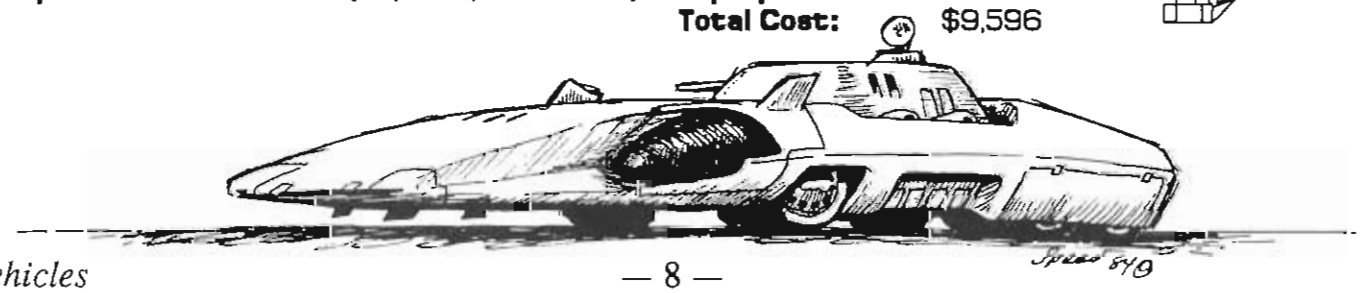


# The Hatchet

Lighting fast from start to finish, the Hatchet chops the opposition in half as it blazes through. Its acceleration of 15 makes sure that it can get where it needs to be ahead of the next guy. This can make the difference between a win and a no-show on todays' fast-paced duelling circuit. A Big Blue TC/2 targeting computer is included to help aim the Chrysalis micromissile launchers. This trike may look like a lightweight, but it can hold its own both in the arena and on the track!

| | | | |
|---|---|---|---|
| **Body:** | Light Trike | **Accessories:** | Link (MMLs), Spoiler (plastic), SWC, 5-gal. Racing tank |
| **Chassis:** | Standard | | |
| **Suspension:** | Heavy | **Armor:** (Sloped) | F22, R18, L18, B17, T5, U6 |
| **Plant:** | 100 cid | **Handling Class:** | 2 |
| **Mods:** | Turbocharger | **Acceleration:** | 15 |
| **Tires:** | 3 HD | **Weight:** | 1,600 |
| **Weapons:** | 2 MMLs (1R, 1L w/inc. rounds) | **Top Speed:** | 120 |
| | | **Total Cost:** | $9,596 |



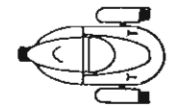


# Matilda

The Australian Motor Group spent three years developing this trike — and it's now available in the states so you too can go "Waltzing Matilda." Matilda strikes an almost-perfect balance between offense and defense. When it's time to attack, linked RRs and a ramplate let you strike from a distance, or up-close and personal. And when you need to get a bogey off your tail, a high-performance Talon spikedropper will take his mind off your rear and onto his wheels.

**Body:** Reverse Heavy Trike
**Chassis:** Standard
**Suspension:** Light
**Plant:** Super Cycle
**Tires:** 3 PR
**Guards:** 1 3-pt. cycle, and 2 fake
**Weapons:** 2 RRs (F), PDG (B), SD (8 w/5 loads)

**Accessories:** Link (RRs), SWC, 4-gal. Economy tank
**Armor:** (Sloped) F20(RP), R20, L20, B20, T6, U6
**Handling Class:** 1
**Acceleration:** 5
**Weight:** 2,640
**Top Speed:** 97.5
**Total Cost:** $10,000



# Cheetah

There are duelling cars, and then there are racing cars. Blackhawk makes no bones about the fact that the Cheetah is intended for the track, and the track alone. From the anti-lock brakes to the overdrive, from the high-quality, aerodynamic spoiler to the nitrous-oxide injector, this is a machine meant to race. Although Cheetah's top speed isn't as high as some racing vehicles, its superior handling and tough composite metal/plastic armor make it a survivor in races that last more than one or two laps, as was seen on international television during the Enduro 50, where the Cheetah was lapped three times, then came back to win the race!

**Body:** Subcompact
**Chassis:** X-Hvy.
**Suspension:** Heavy
**Plant:** 150 cid
**Tires:** 4 PR
**Accessories:** Nitrous Oxide, Overdrive, Spoiler (plastic), 5-gal. racing tank, ABS

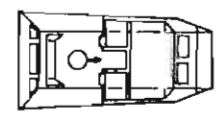
**Armor:** Metal/Plastic F11/5, R7/0, L7/0, B9/0, T0/5, U2/5
**Handling Class:** 4
**Acceleration:** 10
**Weight:** 2,760
**Top Speed:** 97.5
**Total Cost:** $9,905

# Dragon-10

Flame clouds, flaming oil, and a flamethrower to boot — this is a car that truly lives up to its fantasy namesake. And the beast has scales too! One hundred twenty-seven points of the finest Free Oil States plastic! You'll get a satisfying feeling deep inside as you watch your opponent begin to smolder as round after round from his machine guns ping harmlessly off of your hood. And the turret puts an end to the endless turning and circling required to bring a weapon to bear on a fast-moving opponent. Finally, the Dragon-10 is *fast* — you'll probably never need to get to 140 mph in an arena, but isn't it nice to know that you could?

**Body:** Compact
**Chassis:** Heavy
**Suspension:** Heavy
**Plant:** Super
**Mods:** PCs
**Tires:** 4 PR
**Weapons:** Turreted LFT (w/HT ammo), FCD (T), FOJ (B)

**Accessories:** Spoiler (plastic)
**Armor:** (Sloped) F35, R20, L20, B25, T20, U7
**Handling Class:** 3
**Acceleration:** 10
**Weight:** 4,067
**Top Speed:** 142.5
**Total Cost:** $9,991

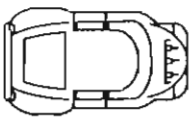


# MG3

This is another of Imperial's no-nonsense entries for the beginning Division-10 duellist. It's packing a whopping 165 points of armor, more than *double* the Division-10 average, and has linked three of Uncle Al's finest machine guns up front so you *see* your opponents' armor chipping away as your slugs chew him up. The MG3 was voted "Best Division-10 Duelling Car of 2039" by Trans-Global Insurance. "We hardly ever have to make good a Gold Cross contract on someone driving an MG3," explains a company representative. "A six-year-old will live through an average arena or road duel in this baby."

**Body:** Compact
**Chassis:** Heavy
**Suspension:** Heavy
**Plant:** Medium
**Tires:** 4 HD
**Hubs:** 2 10-pt.
**Guards:** 2 10-pt.
**Weapons:** 3 MGs (F)

**Accessories:** Link (MGs)
**Armor:** (Sloped) F46, R30, L30, B35, T12, U12
**Handling Class:** 2
**Acceleration:** 5
**Weight:** 4,070
**Top Speed:** 90
**Total Cost:** $9,985

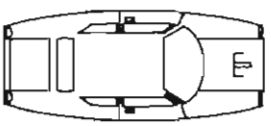


# Boomer

As the saying goes, "Speak softly, but carry a big gun." The Boomer does just that, packing a Hendricks Blast Cannon up front. But Boomer isn't all offense — 106 points of sloped armor and heavy wheelguards make this one of the safer Division 10 cars. Boomer also has a big surprise waiting for anyone going for a head-on collision — a bumper trigger will immediately unleash a lethal shot from the blast cannon on impact, giving the rammer something *other* than a dented fender to remember you by!

**Body:** Mid-sized
**Chassis:** Light
**Suspension:** Light
**Plant:** Medium
**Mode:** PC
**Tires:** 2 HD (F), 2 Std. (B)
**Hubs:** 2 fake (B), 2 5-pt. (F)
**Guards:** 2 5-pt. (B)
**Weapons:** BC (F w/8 rounds)

**Accessories:** Bumper trigger (F), Spoiler (plastic)
**Armor:** (Sloped) F:26 R:20 L:20 B:25 T:5 U:10
**Handling Class:** 0
**Acceleration:** 5
**Weight:** 4,210
**Top Speed:** 92.5
**Total Cost:** $9,990

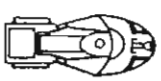


# Bubba

Bubba is a bike for the confident duellist who doesn't like to mess around. Face it, it takes guts to go into an arena with only five rounds of ammo — but you're the type of duellist who doesn't fire until you see the whites of their eyes. And their eyes will get wide as you unload a HESH-armed Blast Cannon through what they *thought* was good armor! Bubba works best in team duels, as its 33 points of armor can be quickly eaten up if it gets cornered by a medium- or heavily-armed vehicle.

**Body:** Heavy Cycle (CA Frame)
**Suspension:** Light
**Plant:** 30 cid
**Tires:** 2 Std.
**Guards:** 2 10-pt.
**Weapons:** BC (F w/5 rounds HESH ammo)
**Accessories:** Cycle windshell, Fake cycle blades, SWC, 3-gal. Economy tank

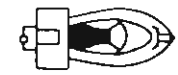
**Armor:** F20, B17 (w/windshell)
**Handling Class:** 1
**Acceleration:** 5
**Weight:** 1,299
**Top Speed:** 72.5
**Total Cost:** $9,692



# Cyclops

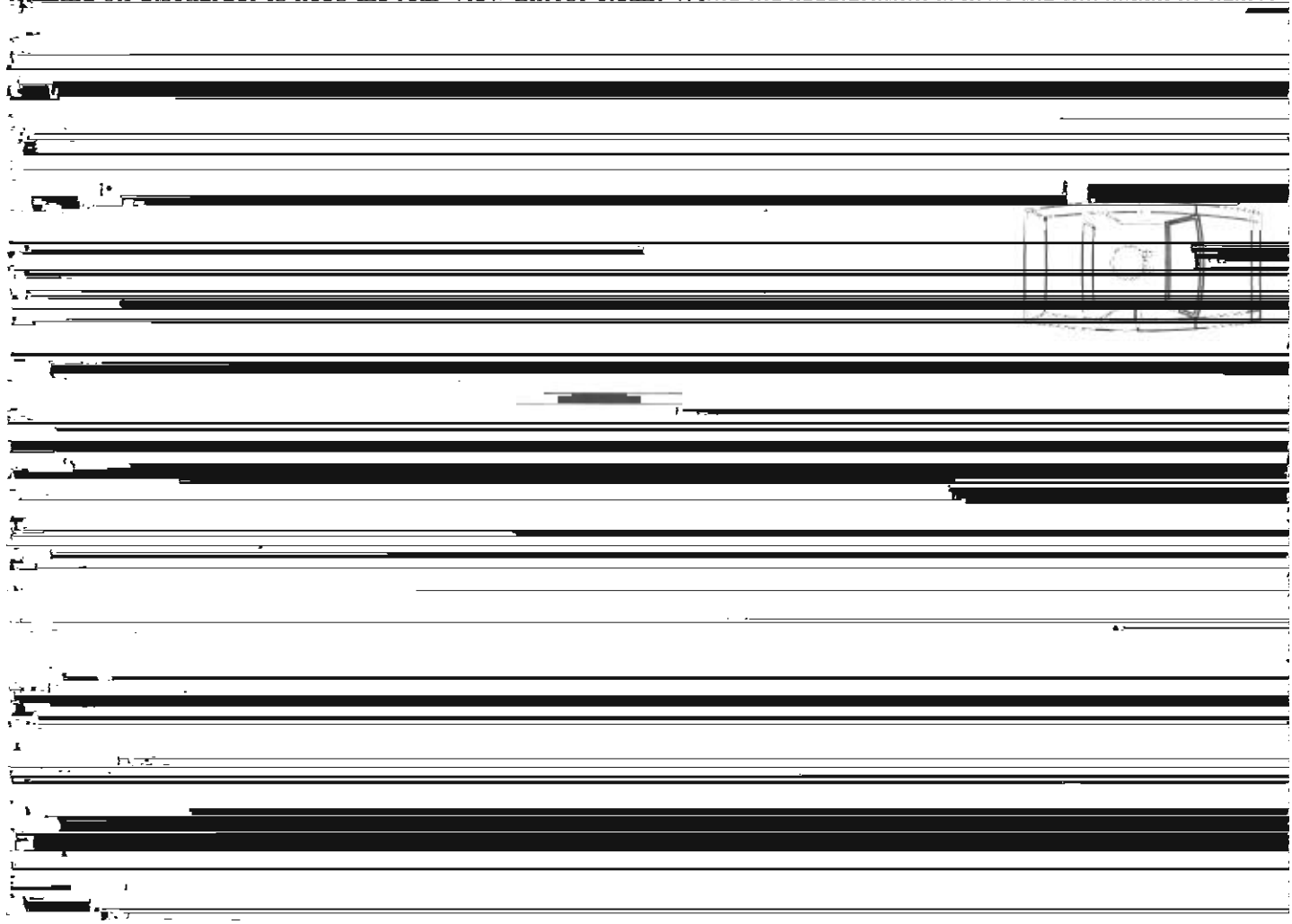
When Sinbad sailed across the seas, he came upon a deadly monster with one baleful eye. Your opponents will relive this experience as they look down the barrel of your anti-tank gun. Not only has Imperial Motors provided you with one of the largest bore weapons available on the open market, but they've stocked it with eight high-explosive warheads that will slice through metal *or* plastic armor like a hot knife through butter. Also included is a fake flamethrower that can't be distinguished from the real thing!

| | | | |
|---|---|---|---|
| **Body:** | Heavy Cycle (CA-frame) | | Overdrive, No-paint windshield, |
| **Suspension:** | Heavy | | 3-gal. Economy tank |
| **Plant:** | 30 cid | **Armor:** | F14, B14 (w/windshell) |
| **Mods:** | Tubular headers | **Handling Class:** | 3 |
| **Tires:** | 2 FP | **Acceleration:** | 5 |
| **Weapons:** | ATG (F w/8 rounds HESH ammo), fake FT (B), FCD (B) | **Weight:** | 1,300 |
| | | **Top Speed:** | 75 |
| **Accessories:** | Cycle windshell, HRSWC, HD-brakes, | **Total Cost:** | $14,902 |



# Micromid

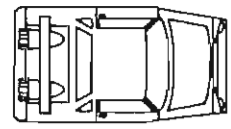
This mid-size should be incorporated into mechanical engineering textbooks around the world. It is a near-perfect example of combat vehicle design. On the offensive end it has two micromissile launchers, each with an extra magazine. One is loaded with standard ammo, while the other allows you to take advantage of non-fireproof armor by packing incendiary loads. The missiles are guided by a targeting laser, and are mounted in a turret for full 360° arc of fire. Defensively, the Micromid sports almost 200 points of sloped armor, plus a flaming oil discharger to keep the rear-view mirror clean. While the acceleration is low, the top speed of nearly



# Bodyguard

In team duelling, you don't want to wait around for help. With the Bodyguard on your team, you won't have to. This subcompact has great acceleration and top handling class that allows it to come to your rescue *before* the bad guys take you out. You say the Bodyguard is all the way across the arena? No problem! It kicks in the rocket boosters and is there in a split-second! And the boosters are even mounted on external weapon pods for easy ejection after use, cutting down the drag on the vehicle! Next time you're looking for a good car in a fight, remember the Bodyguard!

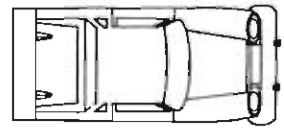
**Body:** Subcompact (CA-frame)
**Chassis:** Heavy
**Suspension:** Heavy
**Plant:** 100 cid
**Tires:** 4 FP HD
**Hubs:** 2 FP 5-pt.
**Guards:** 2 FP 5-pt.
**Weapons:** SD (B)
**Accessories:** One-space EWP (T) w/10 lbs Rocket booster, 10 lbs. Rocket booster (B), Spoiler (plastic), EWP ejection system, 5-gal. Duelling tank, Overdrive, ABS, HD brakes
**Armor:** Metal/FP Plastic F9/25, R4/25, L4/25, B1/25, T0/6, U0/6, 5-pts. FP EWP Armor
**Handling Class:** 3
**Acceleration:** 10
**Weight:** 2,530
**Top Speed:** 72.5
**Total Cost:** $14,384



# Omega-15

This is Sabre Motors' most popular version of the Omega ram-car series. At only $14,405, it is well within the price range of the beginning duellist or the average teenager. Its Durastress™ ramplate is bonded to over 250 points of vehicle armor, making this one of the most formidable Division-15 foes around. It has good acceleration, good handling, and doesn't top out until over 100 mph. Plus, the 250 cubic-inch engine can be easily modified for an increase in power when you're ready to take the car onto the street! Remember — Driving an Omega is Like Driving a Tank.

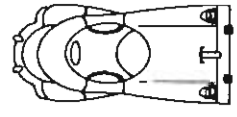
**Body:** Compact
**Chassis:** Heavy
**Suspension:** Heavy
**Plant:** 250 cid
**Tires:** 4 PR
**Hubs:** 2 5-pt.
**Guards:** 2 5-pt.
**Weapons:** FcD (B)
**Accessories:** Spoiler (plastic), HD brakes, 5-gal. Duelling tank
**Armor:** F50(RP), R50, L50, B50, T25, U30
**Handling Class:** 2
**Acceleration:** 10
**Weight:** 4,070
**Top Speed:** 105
**Total Cost:** $14,405



# Pop-Cart

The Pop-Cart allows you to leave your opponent with that "fresh-out-of-the-toaster" feeling that only a blast cannon gives! This compact not only gives your opponent fits as he tries to target you, but also handles exceptionally well. The Resnick blast cannon is loaded with high-explosive shells, and the multi-carb engine gives you a 75 mph top speed — more than fast enough for most arenas.

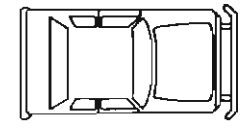
**Body:** Compact
**Chassis:** Heavy
**Suspension:** Heavy
**Plant:** 150 cid
**Mods:** Multi-carb system
**Tires:** 4 PR
**Hubs:** 2 5-pt.
**Guards:** 2 5-pt.
**Weapons:** BC (F w/HESH ammo)
**Accessories:** 5-gal. Duelling tank
**Armor:** F50(RP), R50, L50, B45, T20, U20
**Handling Class:** 2
**Acceleration:** 5
**Weight:** 4,070
**Top Speed:** 75
**Total Cost:** $14,980



# Omega-20X

When an opposing driver sees you in an Omega, he'll be positive that he's facing a ram car. Sabre Motors engineers take advantage of this fact with the Omega-20X — cosmetically, it looks just like a top-of-the-line Omega ram-car; the fake ramplate can't be told from a genuine Durastress™ plate until the moment of impact. But he'll be in for a surprise when you pop your laser out from the blow-through concealment port! We've also included a whopping 280 points of vehicle armor — making the Omega-20X one of the most heavily armored Division-20 vehicles in the world! Remember — Driving an Omega is Like Driving a Tank!

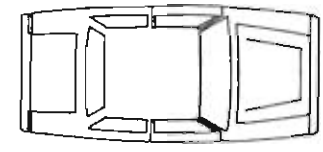
| | |
|---|---|
| **Body:** | Compact |
| **Chassis:** | X-Hvy. |
| **Suspension:** | Heavy |
| **Plant:** | 150 cid |
| **Tires:** | 4 SB Std. |
| **Hubs:** | 2 10-pt. |
| **Guards:** | 2 10-pt. |
| **Weapons:** | L (F), SD (B w/explosive spikes) |
| **Accessories:** | 5-gal. Duelling tank, 2 Blow-through concealments (L & SD), SWC, Fake ramplate (plastic), Link (L-SD) |
| **Armor:** (Sloped) | F75, R60, L60, B65, T10, U10 |
| **Handling Class:** | 2 |
| **Acceleration:** | 5 |
| **Weight:** | 4,435 |
| **Top Speed:** | 70 |
| **Total Cost:** | $19,770 |



# Omega-20

Of course, serious rammers aren't interested in tricky weapons. All they want is a good car, a sturdy ramplate and something to hit! Sabre Motors is happy to provide the first two — you'll have to come up with the target! The Omega-20 features a 75-point Durastress™ ramplate — enough alloy to confetti most cars in a high-speed collision. But inside the Sabre safety seat, you won't notice the impact! This sloped, streamlined sedan is one of the best-looking machines on the street or in the arena, and we've given you a holdout card — 50 pounds of concealed rocket boosters for that extra burst of acceleration the moment before impact!

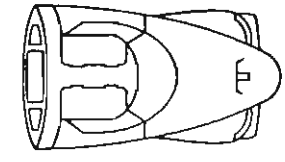
| | |
|---|---|
| **Body:** | Sedan |
| **Chassis:** | X-Hvy. |
| **Suspension:** | Heavy |
| **Plant:** | 200 cid |
| **Tires:** | 4 SB PR |
| **Hubs:** | 2 10-pt. |
| **Guards:** | 2 10-pt. |
| **Accessories:** | 40 lbs. of Rocket boosters (B), Safety seat, Blow-though concealment (RBs), HD brakes, N2O, Streamlined, 5-gal. Duelling tank |
| **Armor:** (Sloped) | F75(RP), R60, L60, B60, T30, U30 |
| **Handling Class:** | 2 |
| **Acceleration:** | 5 |
| **Weight:** | 6,118 |
| **Top Speed:** | 75 |
| **Total Cost:** | $19,751 |



# Desperado

Hector Fuentes, the duelling darling of the deep south, is loved by autoduel fans of the fairer sex worldwide. Hector has agree to release the designs of Desperado, the car he's driven to two consecutive Texas National Championships. This mid-size packs a combination of HESH and APFSDS warheads to fire from its anti-tank gun. Hector is only on his second clone! His secret? "I use the flame-cloud ejector to get out of tight spots."

| | |
|---|---|
| **Body:** | Mid-sized |
| **Chassis:** | Heavy |
| **Suspension:** | Heavy |
| **Plant:** | Large |
| **Tires:** | 4 Solid |
| **Hubs:** | 2 fake |
| **Guards:** | 2 fake |
| **Weapons:** | ATG (F, APFSDS ammo), FCE (B) |
| **Accessories:** | Bumper trigger (B), Extra magazine (ATG, w/HESH ammo), HRSWC, ABS, HD brakes |
| **Armor:** | FP: F40, R33, L33, B35, T6, U12 |
| **Handling Class:** | 3 |
| **Acceleration:** | 5 |
| **Weight:** | 5,201 |
| **Top Speed:** | 97.5 |
| **Total Cost:** | $19,996 |

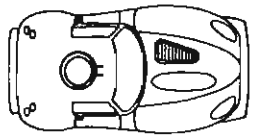


# Holdout

How many times have you been in this situation? Your opponents have you iced — they know exactly what you've got (and what you don't), and are closing in on you for the kill. Right now *you'd* kill for a quick surprise to pull out of your hat. Enter the Holdout. The turreted twin laser will keep opponents at bay on all sides, but will draw fire also. Eventually, you may find yourself without it — and that's when he'll start to close in. But you're ready! BOOM! Your blow-through port flies off as a medium rocket shreds through his armor and turns the inside of his car into a blender! Another kill, all due to your Holdout!

**Body:** Mid-sized
**Chassis:** Heavy
**Suspension:** Heavy
**Plant:** Large
**Tires:** 4 PR
**Weapons:** Turreted TwL, SD (B w/explosive-tipped spikes), MR (R)

**Accessories:** Blow-though concealment (MR), SWC
**Armor:** (Sloped) F40, R33, L33, B33, T10, U10
**Handling Class:** 2
**Acceleration:** 5
**Weight:** 5,217
**Top Speed:** 97.5
**Total Cost:** $19,994

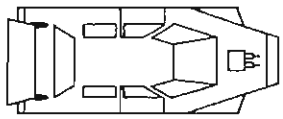


# Army Surplus

Turn the arena into a war zone with the Army Surplus! This mid-size is built like an armored personnel carrier, because it will be carrying the most important cargo of all — you! One hundred seventy points of high-grade plastic armor are wrapped around this chassis. But that's just the start of the defense. The Army Surplus also features a minedropper with a timer and a full load of NAPALM so you can concentrate on offense while it guards your back. Up front there's a pair of linked recoilless rifles with high-explosive shells ready to turn your foes into fragments! The Army Surplus — because it's a jungle out there!

**Body:** Mid-Sized
**Chassis:** Heavy
**Suspension:** Heavy
**Plant:** Large
**Tires:** 4 PR
**Hubs:** 2 FP 2-pt.
**Guards:** 2 FP 5-pt.
**Weapons:** 2 RRs (F w/HESH ammo), MD (B, w/napalm loads)

**Accessories:** Weapon timer, 2 Links (RR-RR, RRs-MD), Overdrive, HD brakes, Spoiler (plastic)
**Armor:** F45, R35, L35, B34, T10, U11
**Handling Class:** 2
**Acceleration:** 5
**Weight:** 5,276
**Top Speed:** 97.5
**Total Cost:** $19,950

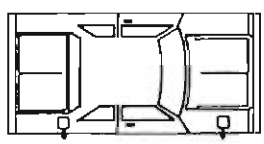


# Incinerator Mk. 2

Face it — most Division-20 cars can't afford elaborate fire extinguishers — much less fireproof armor! The smart duellist will take advantage of this situation with an Incinerator Mk. 2. The IM2 packs not one but *two* flamethrowers, each packed with a full load of high-temperature ammo, plus a flaming oil jet (also with high-temperature fuel). You circle the arena, keeping your left side against the wall, and watch your tempered steel armor shrug off opponents' fire. When the time is right, you flame on! There won't be anything left but a hunk of charcoal by the time you're through!

**Body:** Mid-sized
**Chassis:** Heavy
**Suspension:** Heavy
**Plant:** 150 cid
**Tires:** 4 PR
**Hubs:** 2 1-pt.
**Guards:** 2 1-pt.
**Weapons:** 2 FTs (R w/HT ammo), FOJ (B w/HT ammo), 4 FCDs (1F, 2U, 1B)

**Accessories:** 2 Links (FT-FT, FTs-FOJ), HRSWC, HD brakes, 2 BTs (R & B), 4-gal. Duelling tank
**Armor:** Metal: F10, R14, L2, B10, T2, U2
**Handling Class:** 2
**Acceleration:** 5
**Weight:** 5,280
**Top Speed:** 62.5
**Total Cost:** $19,930

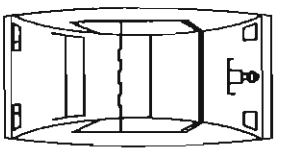


# Slayer

There are certain assumptions made by Division-20 duellists. One of the universal ones is that "I won't be seeing an X-ray laser today." Imperial believes in doing the impossible! Enter the Slayer — a mid-size chassis with a genuine Resnick X-ray laser! Your opponents' comments will vary, but almost none of them will be printable in a family publication, as you turn their cars into Swiss cheese (mostly melted!). We've even included a Phoenix targeting computer to aid in target acquisition and termination! Remember, at Imperial we don't follow the rules — we make them!

**Body:** Mid-sized
**Chassis:** Standard
**Suspension:** Light
**Plant:** Medium
**Mods:** PC
**Tires:** 4 Std.
**Hubs:** 2 5-pt.
**Guards:** 2 4-pt.
**Weapons:** XL (F)

**Accessories:** SWC
**Armor:** (Sloped) F25, R25, L25, B25, T10, U10, 9-pts. CA around Driver
**Handling Class:** 0
**Acceleration:** 5
**Weight:** 4,398
**Top Speed:** 90
**Total Cost:** $20,000

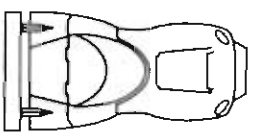


# Flashcube

When you're duelling as a team, there are times for stealth, times for firepower and times for quickness and agility! The Flashcube comes out of the gate like a rocket with an acceleration of 15, and has a handling class more than *twice* that of the average Division-20 car! This makes the Flashcube the perfect car for any team duelling event that calls for getting someplace quickly, turning around and getting back. The Flashcube premiered in a three-man team event at Dunbarton Slalom early in the 2039 season, and quickly gained a reputation as a good speedster.

**Body:** Subcompact
**Chassis:** Heavy
**Suspension:** Heavy
**Plant:** 100 cid
**Tires:** 4 FP R Solids
**Hubs:** 2 2-pt.
**Guards:** 2 1-pt.
**Weapons:** 2 FCDs (1L, 1R)

**Accessories:** Overdrive, Spoiler (plastic), HD brakes, Streamlined
**Armor:** (Sloped) F30, R25, L25, B28, T6, U6
**Handling Class:** 4
**Acceleration:** 15
**Weight:** 2,529
**Top Speed:** 102.5
**Total Cost:** $19,604

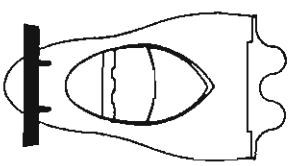


# Omega-20R

This high-acceleration, high-speed trike is Sabre Motors' offering to the racing duellist who likes to get in close. Nothing gets an opponent's attention faster than a ram at 100 mph, especially when he's in a tight curve. This masterpiece is sloped and streamlined for minimum air resistance, and features an aerodynamic spoiler and airdam combination for maximum track-hugging capability. On the defensive side of the track, the Omega-20R incorporates a state-of-the-art safety seat to minimize the shock from the patented Durastress™ ramplate. There is also a spikedropper (explosive rounds standard, others available upon request) and a drop-spike plate for ensuring the lead! Remember — Driving an Omega is Like Driving a Tank!

**Body:** Reverse Heavy Trike
**Chassis:** Standard
**Suspension:** Heavy
**Plant:** 150 cid
**Tires:** 3 R Solids
**Hubs:** 2 3-pt.
**Guards:** 2 3-pt.
**Weapons:** SD (B w/explosive spikes), DSP (U)

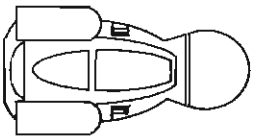
**Accessories:** Streamlined, Spoiler (plastic), Airdam (plastic), RC receiving unit, Safety seat, Bumper trigger (B, to DSP).
**Armor:** F50(RP), R23, L23, B20, T4, U10
**Handling Class:** 4
**Acceleration:** 3
**Weight:** 2,798
**Top Speed:** 105
**Total Cost:** $19,985

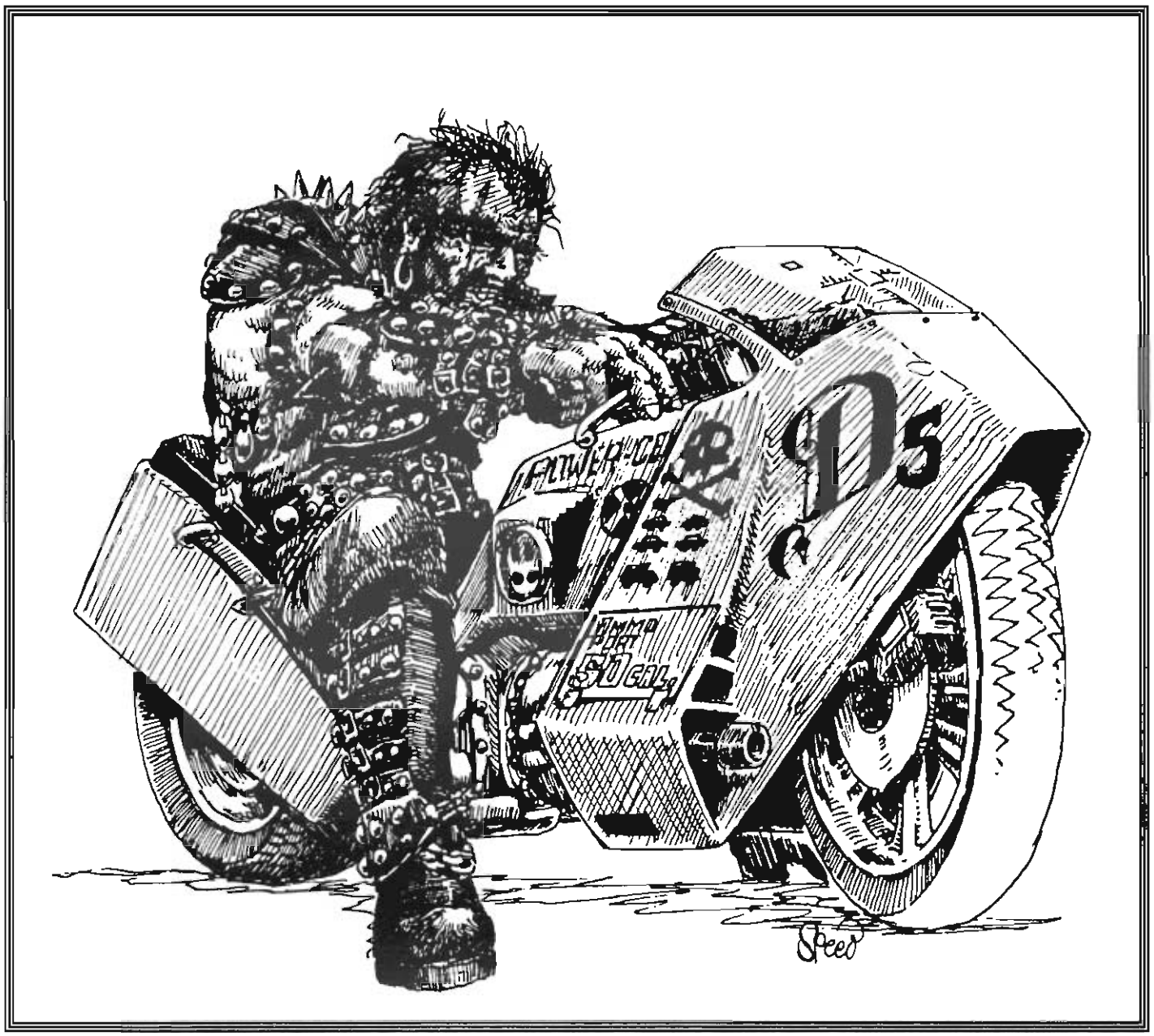


# Jackhammer

Like its blue-collar namesake, the Jackhammer is good at breaking big things into tiny pieces — but instead of working with rocks and asphalt, the Jackhammer will pound the cars, bikes and trikes of your opponents into dust. A pair of blast cannons have been mounted on a massive extra-heavy trike chassis, encased in a hundred points of armor, and turned loose in the arena. The Jackhammer is also great for those short jaunts across town that happen to go through a bad section of town . . . and for that extra burst of acceleration when you need it, we've included a nitrous injector as standard equipment.

| | | | |
|---|---|---|---|
| **Body:** | X-Hvy. Trike | **Accessories:** | ABS, HD brakes, SWC, Link (BCs), N2O |
| **Chassis:** | Standard | | |
| **Suspension:** | Improved | **Armor:** | F25, R25, L25, B20, T1, U4 |
| **Plant:** | 100 cid | **Handling Class:** | 1 |
| **Tires:** | 1 FP PR (F), 2 PR | **Acceleration:** | 5 |
| **Guards:** | 2 3-pt. | **Weight:** | 3,475 |
| **Hubs:** | 1 4-pt. cycle | **Top Speed:** | 65 |
| **Weapons:** | 2 BCs (1R, 1L) | **Total Cost:** | $20,000 |



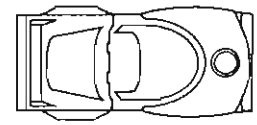


# Division 25

## Smokin' Joe

Fnord Motors has produced a unique blend of offense and defense in their Division 25 sedan. In addition to almost 160 points of armor (which is both sloped *and* streamlined for the maximum in looks and performance), Smokin' Joe relies on a heavy-duty smokescreen to screen it from would-be attackers. The car also has a high-end offensive weapon in the form of a Resnick X-Ray laser mounted front. Smokin' Joe is also a good road vehicle, with a top speed of over 100 mph and a cruising range of 200 miles.

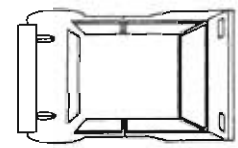
| | | | |
|---|---|---|---|
| **Body:** | Sedan | **Accessories:** | Streamlined, Spoiler, SWC |
| **Chassis:** | Heavy | **Armor:** (Sloped) | F40, R30, L30, B35, T10, U13 |
| **Suspension:** | Improved | **Handling Class:** | 1 |
| **Plant:** | Large | **Acceleration:** | 5 |
| **Tires:** | 4 HD | **Weight:** | 5,606 |
| **Hubs:** | 2 10-pt., 2 fake | **Top Speed:** | 102.5 |
| **Guards:** | 2 10-pt., 2 fake | **Total Cost:** | $24,972 |
| **Weapons:** | HDSS (B), XL (F) | | |



## Omega-25

The O-25 is Sabre Motors' entry into the popular and competitive Division-25 market. The '25 is one of the most heavily-armored vehicles in its division, with 283 points of sloped armor capped off with Sabre's high-tech Durastress™ ramplate. And your opponents will skid and burn out-of-control when they encounter your heavy-duty flaming oil jet — which can be set on automatic so you don't have to worry about it while you drive! Remember — Driving an Omega is Like Driving a Tank.

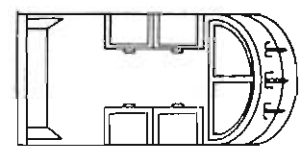
| | | | |
|---|---|---|---|
| **Body:** | Mid-sized (CA-frame) | **Accessories:** | Weapon timer (HDFOJ), Airdam, Spoiler, Safety seat |
| **Chassis:** | Heavy | | |
| **Suspension:** | Improved | **Armor:** (Sloped) | F75, R60, L60, B65, T11, U12 |
| **Plant:** | Sport | **Handling Class:** | 1 |
| **Tires:** | 4 Solid | **Acceleration:** | 10 |
| **Hubs:** | 2 10-pt. | **Weight:** | 5,278 |
| **Guards:** | 2 10-pt. | **Top Speed:** | 130 |
| **Weapons:** | HDFOJ (B), FcD (2U, 1L, 1R), FOD (B) | **Total Cost:** | $24,962 |



## Hades Mk. 3

Welcome to the shape of the future. Face it — relying on only one weapon is like not carrying a backup parachute. Sure, you might get lucky *this* duel, but what about the next? The Hades Mk. 3 makes sure that you'll *always* have a gun. Foxfire Motors has taken three of Uncle Al's famous Vulcan machine guns, linked them and attached them to a Phoenix high-resolution single-weapon computer. This was lovingly encased in the finest laser-reflective metal armor (no wimpy plastic here!), and mounted on a luxury body. Is it any wonder that the Hades Mk. 3 is the most talked-about car in 2040? Test drive one today, and see for yourself . . .

| | | | |
|---|---|---|---|
| **Body:** | Luxury | | Link (VMGs), HD brakes, Streamlined, 5-gal. Duelling tank |
| **Chassis:** | X-Hvy. | **Armor:** (Sloped) | LR Metal: F14, R10, L10, B13, T2, U2 |
| **Suspension:** | Light | **Handling Class:** | 0 |
| **Plant:** | 200 cid | **Acceleration:** | 5 |
| **Tires:** | 4 PR | **Weight:** | 6,599 |
| **Hubs:** | 2 2-pt., 2 fake | **Top Speed:** | 72.5 |
| **Guards:** | 2 2-pt. | **Total Cost:** | $24,544 |
| **Weapons:** | 3 VMGs (F), FCD (U) | | |
| **Accessories:** | ABS, Spoiler, HRSWC (VMG link), | | |

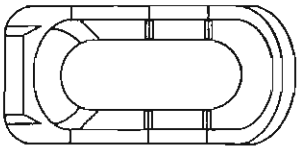


# Omega-25R

In 2038, top race-car driver Vance Elliot challenged Sabre Motors to come up with a ram-car that he'd feel confident taking to a *serious* race. Sabre engineers got together and spent the next *year* designing the 25R. The result is a luxury frame wrapped around a genuine Thundercat power plant. They incorporated a surge protector to shield equipment from the massive voltage produced by the engine, and built in an overdrive for those "must-do" situations. The result — a high-tech, sloped, streamlined marvel with a Durastress™ ramplate that will do 200 (yes, two hundred) mph! Remember — Driving an Omega is Like Driving a Tank (in this case, a very, very *fast* one!).

**Body:** Luxury
**Chassis:** X-Hvy.
**Suspension:** Heavy
**Plant:** Thundercat
**Mods:** 2 ISCs
**Tires:** 4 PRR
**Accessories:** Overdrive, Fire extinguisher, Streamlined, Surge protector, Spoiler (plastic)

**Armor:** (Sloped) F50(RP), R35, L35, B36, T7, U12
**Handling Class:** 4
**Acceleration:** 15
**Weight:** 6,600
**Top Speed:** 200
**Total Cost:** $24,980

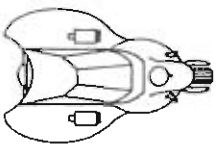


# Cyclotron

Shogun Cycles set out to show the world that a trike could be made competitive in Division 25. They succeeded admirably with the Cyclotron. Through judicious use of external weapon pods, Shogun has provided the driver with four heavy rockets, plus two standard rocket launchers firing armor-piercing rounds! The targeting laser is mounted in a zero-space universal turret, allowing it to link with rockets from any side, and the cycle is protected with almost 150 points of plastic armor.

**Body:** X-Hvy. Trike (CA-frame)
**Chassis:** Standard
**Suspension:** Heavy
**Plant:** 100 cid
**Tires:** 3 PR
**Guards:** 2 car 5-pt., 1 cycle 5-pt.
**Weapons:** 4 HRs (EWPs-F), RL (1R, 1L w/AP rockets), TL (F)

**Accessories:** 2 two-space EWPs, Zero-space turret, LGL (all 24 rockets), 3 Links (HRs-TL & RLs-TL & RLs-TL-HRs)
**Armor:** (Sloped) F40, R30, L30, B26, T6, U12
**Handling Class:** 2
**Acceleration:** 5
**Weight:** 3,496
**Top Speed:** 57.5
**Total Cost:** $24,994

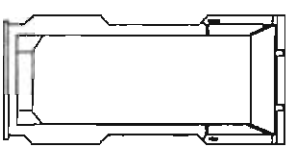


# Rattlesnake

Like its namesake (or should we say "namesnake") from the deep south, this van has a pair of fangs. Instead of injecting venom, however, *this* snake strikes with a pair of linked blast cannons on the hood — enough firepower to confetti *some* cars in one shot! The Rattlesnake works best in a team arena, as maneuverability and speed are not its strong suits. Combined with a speedster and a good defensive car, the Rattlesnake makes up a third of an almost unbeatable triad!

**Body:** Van
**Chassis:** Heavy
**Suspension:** Light
**Plant:** 200 cid
**Mods:** Multi-Carb
**Tires:** 4 PR
**Hubs:** 2 fake
**Guards:** 2 fake
**Weapons:** 2 BCs (F)

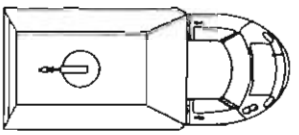
**Accessories:** Link (BCs), Spoiler (plastic), Streamlined, 5-gal. Duelling tank
**Armor:** (Sloped) F48, R35, L35, B40, T6, U12
**Handling Class:** 0
**Acceleration:** 5
**Weight:** 6,528
**Top Speed:** 65
**Total Cost:** $24,982



# Firedrake

"I like fire." With these words, Melvin Freeble introduced his new design, the Firedrake. Its main feature is its turreted flamethrower, allowing it to ignite foes from any side. It also subscribes to the "best defense is a good offense" theory by including two linked mineflingers — one armed with standard loads, and the other with napalm rounds to get the home fires burning! The Firedrake features exceptional handling for a camper, and comes with nearly 200 points of plastic armor standard!

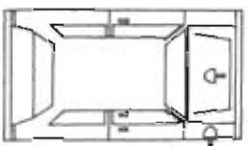
| | | | |
|---|---|---|---|
| **Body:** | Camper | **Accessories:** | Two-space turret, Link (MFs), Extra magazine (For FT), 5-gal. Duelling tank |
| **Chassis:** | Heavy | **Armor:** | F45, R35, L35, B40, T23, U6 |
| **Suspension:** | Heavy | **Handling Class:** | 2 |
| **Plant:** | 200 cid | **Acceleration:** | 5 |
| **Tires:** | 4 PRs | **Weight:** | 7,093 |
| **Weapons:** | 2 MFs (R 5 Napalm loads, 5 standards loads), FT (turret) | **Top Speed:** | 60 |
| | | **Total Cost:** | $24,885 |



# Getaway

When you're duelling in a team, there are times when a quick retreat is necessary. If you ever find your team in this situation, there's no better car to cover your rear than the Getaway. The Getaway is custom designed to slow down pursuit — a spike gun goes for the fragile tires, while an oil gun can toggle between flaming oil and slippery ice to send your former pursuers skidding into a wall. As a last ditch effort to cover your tracks, a flame-cloud discharger is included!

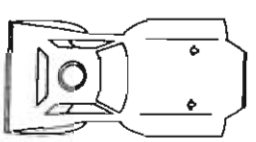
| | | | |
|---|---|---|---|
| **Body:** | Sedan | **Accessories:** | 2 Extra magazines (OG w/Ice ammo), Magazine switch (OG), HD brakes, Tinted windows, Overdrive, ABS, HRTC, 2-space turret |
| **Chassis:** | X-Hvy. | **Armor:** | F40, R35, L35, B35, T29, U8 |
| **Suspension:** | Heavy | **Handling Class:** | 3 |
| **Plant:** | Super | **Acceleration:** | 5 |
| **Tires:** | 4 SB PR | **Weight:** | 6,118 |
| **Hubs:** | 2 10-pt. | **Top Speed:** | 105 |
| **Guards:** | 2 10-pt. | **Total Cost:** | $24,976 |
| **Weapons:** | OG (F w/FOJ ammo), SG (turret) FCD (U) | | |



# Sensei

This high-powered sedan was produced in a joint effort by Shogun Cycles and Imperial Motors. The Shogun engineers went to work on the body and suspension, giving this three-ton sedan the handling of a racing bike. The weapons engineers at Imperial went to work on the firepower end, combining a high-intensity laser with a pair of micromissile launchers, linking the two and installing a magazine switch to allow the gunner to toggle between standard and armor-piercing loads. The Sensei is moving proof of what cooperation from both sides of the bamboo curtain can bring about!

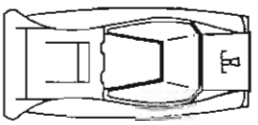
| | | | |
|---|---|---|---|
| **Body:** | Sedan | **Accessories:** | Two-space turret, 2 Extra magazines (w/standard loads), Magazine switch, HRSWC (L), Link (MMLs), SWC (MMLs) |
| **Chassis:** | X-Hvy. | **Armor:** (Sloped) | F50, R47, L47, B41, T30, U8 |
| **Suspension:** | Heavy | **Handling Class:** | 3 |
| **Plant:** | Large | **Acceleration:** | 5 |
| **Tires:** | 4 SB Standard | **Weight:** | 5,981 |
| **Hubs:** | 2 fake | **Top Speed:** | 90 |
| **Guards:** | 2 fake | **Total Cost:** | $24,492 |
| **Weapons:** | Laser (turret), 2 MMLs (F w/AP loads) | | |



# Tankbuster

Big men need big guns. That's why Fnord Motors chose the Montana Lumberjacks as the test drivers for our new car. The results? Judge for yourself: "Wow! This baby really packs a punch . . . can't wait to take *this* one to amateur night! . . . I bet you don't get cut off on the freeway in this baby!" Those were just a few of the comments on this new sedan with an anti-tank gun and mixed HESH/APFSDS ammunition. Why don't you go down to your nearest Fnord dealer and check one out?

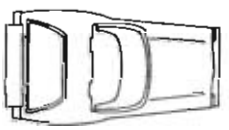
**Body:** Sedan
**Chassis:** Heavy
**Suspension:** Heavy
**Plant:** Large
**Tires:** 4 SB PR
**Weapons:** ATG (F w/HESH ammo), IcD (U)
**Accessories:** Spoiler (plastic), Safety seat, 2 Extra magazines (1 w/standard ammo and 1 w/APFSDS ammo), Magazine switch, ABS, No-paint windshield
**Armor:** (Sloped) FP: F40, R33, L33, B35, T9, U12
**Handling Class:** 3
**Acceleration:** 10
**Weight:** 5,610
**Top Speed:** 102.5
**Total Cost:** $24,605

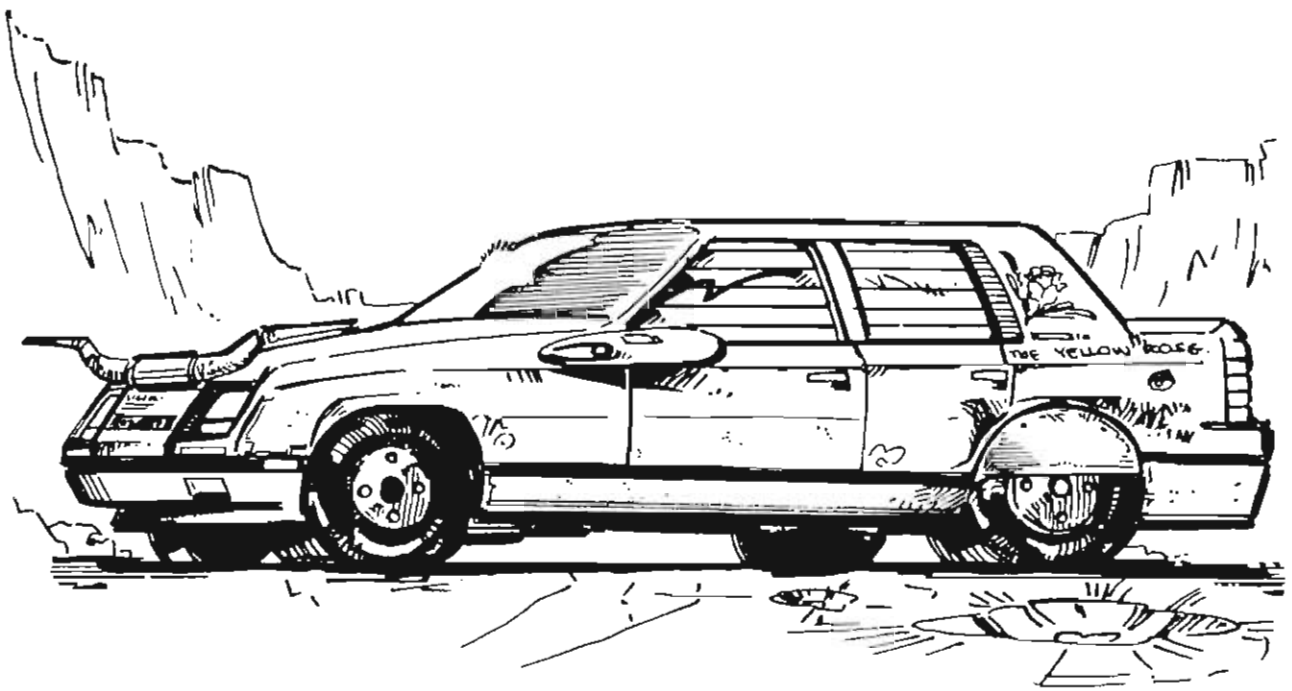


# Twin-25

Face it, the best duellists, to a man, rely on lasers to get the job done. The Twin-25 realizes this — that's why the only offensive weaponry you'll find on the T-25 is a pair of twin lasers. Because when you come right down to it, duelling is a sport of skill, not equipment. A good duellist can take the worst car and pull out a win — arm him with a state-of-the-art Twin-25, and the sky is the limit!

**Body:** Mid-sized
**Chassis:** Heavy
**Suspension:** Light
**Plant:** Large
**Tires:** 4 Standard
**Hubs:** 2 fake
**Guards:** 2 fake
**Weapons:** 2 TwL (F)
**Armor:** F34, R24, L24, B24, T6, U6
**Handling Class:** 1
**Acceleration:** 5
**Weight:** 5,218
**Top Speed:** 97.5
**Total Cost:** $24,996

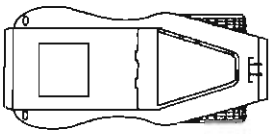




# Beamer

You can learn a lot about a duellist by looking at his car. What you'll learn about the owner of a Beamer is "don't mess with him!" The Beamer is a car for the gutsy autoduellist who likes to see his opponents completely wiped out. Your foes will be planning on facing only one X-Ray laser when *boom,* out pops another through a cleverly disguised blow-through concealment port. And for that finishing touch, the Beamer features linked heavy rockets in the rear, to put the foe *down* as you cruise past him on your way to the victory circle!

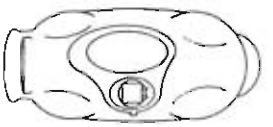
**Body:** Luxury
**Chassis:** X-Hvy.
**Suspension:** Light
**Plant:** Super
**Tires:** 4 HD
**Hubs:** 2 6-pt.
**Guards:** 2 5-pt.
**Weapons:** 2 XL (1F, 1R), 2 HRs (B)
**Accessories:** Spoiler (plastic), Link (HRs), Streamlined, Blow-through concealment (R XL)
**Armor:** (Sloped) F40, R30, L30, B30, T6, U12
**Handling Class:** 0
**Acceleration:** 5
**Weight:** 6,598
**Top Speed:** 110
**Total Cost:** $39,960



# Skylark

To say that the Skylark is an explosive car would be understating the obvious. Skylark's 200-cubic-inch engine features a variable-pitch turbocharger that lets it explode off the line with an acceleration of 10. And up top, a 360° turret allows you to cover the entire field with your heavy rockets. Finally, you've got a heavy-duty, fireproof ramplate up front that lets you explode through the sides of anyone foolish enough to get in your path! Add over 225 points of fireproof armor and you've got a killing machine just *looking* for a victim!

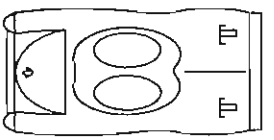
**Body:** Luxury
**Chassis:** X-Hvy.
**Suspension:** Heavy
**Plant:** 200 cid
**Mods:** VP Turbo
**Tires:** 4 Solid
**Weapons:** 2 HRs (turret), TL (turret)
**Accessories:** N2O, Spoiler (plastic), HRTC, ABS, Overdrive, LGL (8 rockets), Streamlined, 3 2-space Rocket magazines, Link (TL-HRs), 10-gal. Duelling tank
**Armor:** (Sloped) F50(RP), R40, L40, B45, T45, U15
**Handling Class:** 3
**Acceleration:** 10
**Weight:** 6,600
**Top Speed:** 82.5
**Total Cost:** $39,655



# Kali

The Indians have a legend about a multi-armed goddess of combat named Kali. The legend has been brought to life by Imperial Motors in the car Kali. This lux can do a little bit of everything! An acceleration of 15 and top speed of over 100 mph make it a good racer. The two anti-tank guns, concealed heavy rockets, micromissile launcher and flame-cloud discharger make Kali a deadly vehicle in *any* arena. The 2039 version of Kali was nominated for "Best Division 40 Duelling Car of 2039" by *Autoduel Quarterly*!

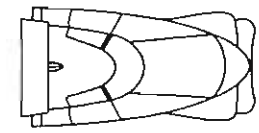
**Body:** Luxury
**Chassis:** X-Hvy.
**Suspension:** Heavy
**Plant:** 300 cid
**Mods:** Tubular headers, VP turbo
**Tires:** 4 Plasticore
**Hubs:** 4 fake
**Guards:** 2 fake
**Weapons:** 2 ATGs (F 1 w/APFSDS ammo & 1 w/HESH ammo), MML (B w/incendiary ammo), 2 HRs (1R, 1L), FCD (U)
**Accessories:** Link (ATGs), Extra magazine (MML w/AP ammo), Magazine switch (MML), Blow-through concealment (HRs), HD brakes, 5-gal. Duelling tank
**Armor:** F40, R28, L28, B30, T8, U12
**Handling Class:** 3
**Acceleration:** 15
**Weight:** 6,531
**Top Speed:** 105
**Total Cost:** $39,237



# Omega-40

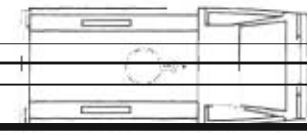
The Division-40 version of Sabre Motors' famous line of ram cars has a few surprises in store for the opposition. Avoiding a ram is a matter of timing, and nothing throws a defender's timing off quite like seeing you kick in a concealed rocket booster just when he starts to dodge! Of course, he may be too busy to dodge when he sees your concealed rocket launcher fire an incendiary round into his front end right before you ram him! This package is finished out with a blueprinted 250-cubic-inch engine with a variable-pitch turbocharger and heavy-duty, antilock brakes! Remember — Driving an Omega is Like Driving a Tank.

| | |
|---|---|
| **Body:** | Sedan |
| **Chassis:** | X-Hvy. |
| **Suspension:** | Heavy |
| **Plant:** | 250 cid |
| **Mods:** | Blueprinted, VP turbo |
| **Tires:** | 4 SB PR |
| **Weapons:** | RL (F w/incendiary rounds), FCD (2U, 1B) |
| **Accessories:** | 50 lbs. Rocket boosters (B), 2 Blow-through concealments (RBs & RL), HRTC, Link (RL-RBs), ABS, 10-gal. Duelling tank |
| **Armor:** | FP: F60, R55, L55, B60, T25, U25, 10-pts. CA around Driver |
| **Handling Class:** | 3 |
| **Acceleration:** | 15 |
| **Weight:** | 6,120 |
| **Top Speed:** | 97.5 |
| **Total Cost:** | $39,770 |



# Exacto

There's nothing more frustrating than having to pass up a good shot because you don't have a weapon in the needed arc of fire. The Exacto features a high-wattage Resnick X-ray laser mounted in a bearing-packed



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**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.**

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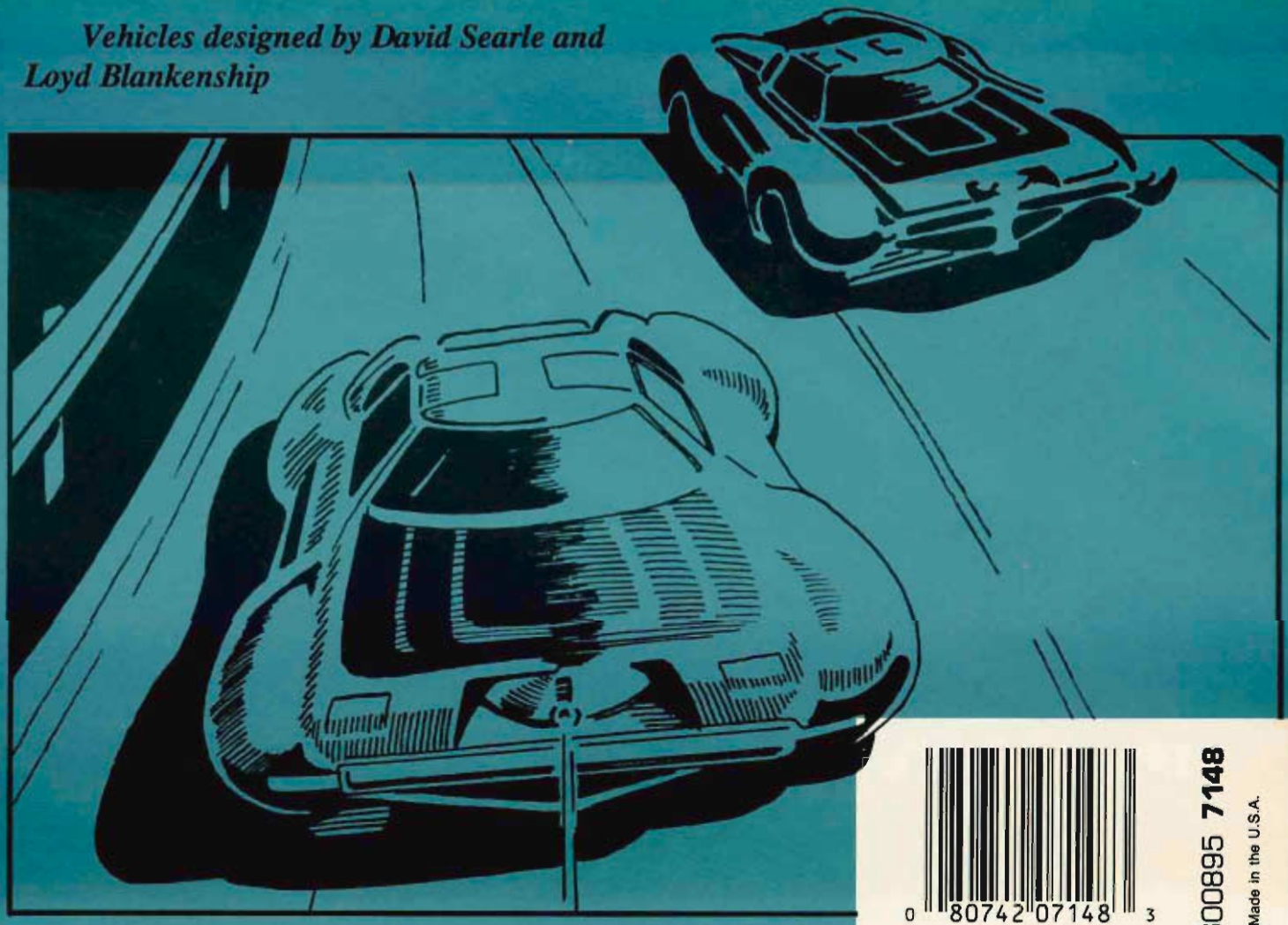
***Vehicles designed by David Searle and Loyd Blankenship***



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