

a CAR WARS® supplement

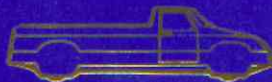
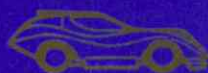
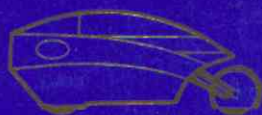
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RIDER'S

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# The AADA Vehicle Guide

## Volume 2



STEVE JACKSON GAMES



# ***The AADA Vehicle Guide Volume 2***

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# Introduction

Four years ago, the AADA recognized the need to publish a comprehensive guide to aid the common duellist in recognizing makes and models of duercars. The result, as we all know, was *The AADA Vehicle Guide*.

Unfortunately, technology does not stand still. New models, new configurations of familiar models, and new vehicle accessories continue to revolutionize the field of autoduelling. For this reason, the AADA has chosen to publish *The AADA Vehicle Guide Volume Two*.

Among the new developments are two newly popular vehicles: the *sedan*, a compromise between the luxury and the mid-sized; and the *camper*, a pickup engineered with an integral camper shell sufficiently stiffened to be able to mount a three-space turret. The specifications for these new vehicles are:

Type	Price	Weight	Max. load	Spaces
Sedan	\$700	1700	5100	16
Camper	\$1400	2300	6500	17(+7)

Type	Normal (\$/wt)	FP (\$/wt)	LR (\$/wt)	LRFP (\$/wt)
Sedan	18/9	36/9	19.8/9.9	45/9.9
Camper	30/14	60/14	33/15.4	75/15.4

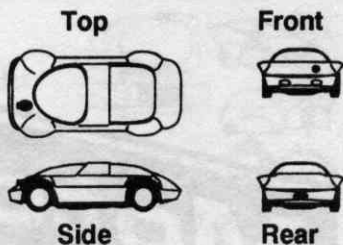
It is our hope that the members of the AADA will find this volume as faithful a companion in the years to come as their old guide has been. Keeping up with progress in road combat is never-ending, however — check *Autoduel Quarterly* for additional listings and updates.

## How to Use This Book

The *Vehicle Guide* is organized by chapters, according to general vehicle body type. To identify an unfamiliar vehicle, turn to the appropriate chapter and check the line drawings until the target is found. Remember that turrets, spoilers, body blades, wheelguards, etc., may be added or subtracted, changing the profile. New in this volume are sections for sedans, grasshoppers, car trailers and 10-wheelers; campers are included with pickups.

The armor, armament, and capabilities of each vehicle are fully described. If more than one version exists, all are described under the same heading; information not repeated in an option's listing is the same as for the model listed first. Also included is a brief analysis of each vehicle's strong and weak points, which may be of assistance in a combat situation.

For use during combat — via voice synthesizer or heads-up display — the AADA also has a holodisk version of this Guide, in formats compatible with most vehicular computers.



## Legal Notes

The information provided herein is offered for the guidance of the members of the AADA. The AADA has no control over the use to which this information may be put, and can accept no liability therefor. All information presented herein is accurate as to factory-built models. Prices are manufacturers' suggested retail price at time of publication. Users of this Guide should be aware that customized vehicles may differ radically in weaponry or performance from factory models as listed herein. The AADA does not endorse any motor vehicle, and no comment in this Guide should be interpreted as an endorsement. The combat analyses offered for the vehicles are the opinions of the AADA editorial staff, and are not necessarily those of the AADA.

## Design Credits

Scott Allen (Trapper), Anonymous (Scorpion rig, Hellfire), Kevin Baba (Morgan), Stephen Beeman (Falcon, Frost Giant, Lone Eagle, Petroliner, Tercel), Nick Branstator (Ace-in-the-Hole, Bingo, Jackpot, King, Triplet), Chris Burke (Wall Street Special), Robert Collins (Dagger), Earl Cooley III (OR Conestoga), Chris DeLint (Fly, Laser, Python), Danny Fleak (Ronin, En Garde), James Glacken (Constantine), Matt Goulet (Swift), Kurt Hogleund (Gecko, Bandito), David R. Jackson (Road Defender), T. Jacobsen (GT), Don Jacques (Bunker), Charles Klofas (Magnum, Delivery), Greg Komrick (Cruiser, Vulcan), David Ladyman (Quinine), Joe Mauloni (Longhorn), Robin Maytum (Metro, Quasar, Viscount, Shrimp, Dryad), Chris McGee (Arsonist), Rob McMillon (Badger rig, Frontier, Ravager), Scott Mercer (Flame Arrow, Weasel, Timeslip, Wyvern, Traveler, Mingo, Chisolm, Clydesdale, Caballero, Agincourt), Charles Ray Morriss (Chopper, Boom Box, Dark Angel), Charles Oines (Buffalo), Anthony Phraner (Shockwave, Ranger), Phil Radley (Maximillian, Jitterbug, Survivor, Sprite, FGA GT S), Tim Ray (Rocket), Jeff Roberts (Ramrod), Ronnie Ruggiero (Caesar), Ken Scott (nearly everything else), Neal Scott (Permafrost), Dave Seagraves (Missileer), Brian Shein (Firepower, Express), Patrick Smith (Crasher), Erik Stewart (Citizen, Journeyman), Michael Stewart (Brotherhood), Russel Timmerman (Rocket Bomb, Warhawk, Messenger), Pete Vandervere (TriStar, Scout), Todd Wade (Ox), Dan Weaver (Rocketlord), Shawn Whelan (Red Storm).



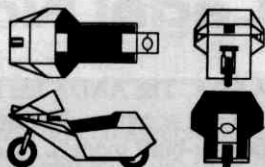
# Motorcycles

## Viscount

The Amex Viscount is a solid cycle at a reasonable price. Its armor is heavy, but the Viscount needs wheelguards.

*Viscount* — Hvy. cycle, hvy. suspension, large power plant, 2 PR tires, cyclist, GL front, SS back. Armor: F23, B20. Accel. 10, HC 2; 1,258 lbs., \$4,966 plus grenade cost.

*Viscountess* — Replace SS smoke with tear gas. Adds \$100 to cost.



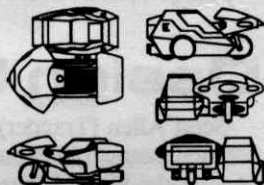
## Burner

Grenadier's Burner completes their line of gas-burners. It has heavy armor, speed and one of the most lethal dropped-weapons packages on any bike today.

*Burner* — Hvy. cycle, hvy. suspension, 150-cu.-in. engine with tubular headers, 2 PR tires, cyclist, FG front, 5-gallon duelling tank, VP turbo. FP armor: F17, B22, 2 8-point wheelguards. Accel. 20 (15 with sidecars), top speed 135 (95 with sidecars), 45 mpg, HC 2 (3 with regular sidecar); 1,296 lbs., \$10,881.

*Burner sidecar* — Hvy. sidecar, hvy. suspension, 1 PR tire, FCE back, SD (with explosive spikes) right, link between FCE and SD. FP armor: F8, R8, L2, B8, T2, U2, 1 8-point wheelguard. 746 lbs., \$3,310.

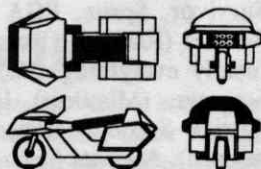
*Burner turreted sidecar* — Two-space TS, lt. suspension, FCGS in turret (with extra magazine). FP armor: F1, R4, B1, T8, U2, 1 7-point wheelguard. 800 lbs., \$4,450.



## Swift

The Courier Services Swift is a well-armed and -armored courier cycle, suited for short-range, high-priority messenger services.

*Swift* — Hvy. cycle, hvy. suspension, large power plant, 2 PR radial tires, cyclist, 2 linked MMLs front, targeting computer, small mini-safe. Cargo capacity: 21 lbs., 1/2 space in mini-safe. Armor: F23, B20, 2 4-point wheelguards. Accel. 10, HC 3; 1,279 lbs., \$7,396.



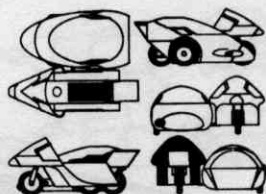
# Quasar

The Quasar by Crane is light-laser armed and popular with bikers. With either sidecar, this bike delivers one of the largest offensive punches available on a bike today.

*Quasar — Hvy. cycle, hvy. suspension, super trike power plant, 2 PR tires, cyclist, LL front. LR armor: F15, B15. Accel. 15 (10 with sidecars), HC 2 (3 with sidecars); 1,198 lbs., \$7,996.*

*Quasar sidecar — Hvy. sidecar, imp. suspension, 1 PR tire, RL (laser-guided) front, LGL to LL on cycle. LR armor: F6, R6, B4, T1, U1. 744 lbs., \$5,094.*

*Quasar turreted sidecar — Two-space TS, imp. suspension, 1 PR tire, RL (laser-guided) in turret, LGL to LL on cycle. LR armor: F1, R4, T4, U2. 798 lbs., \$9,111.*

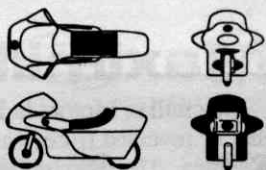


# Shockwave

Tear gas, laser guidance, guarded PR radials and solid armor make the Shockwave, by Cycle Concepts, effective against other cycles and comparably priced vehicles.

*Shockwave — Hvy. cycle, hvy. suspension, large power plant, 2 PR radials, cyclist, RL (laser-guided) and TL (with LGL) front, SS (with tear gas) back. Armor: F15, B14, 2 4-point wheelguards. Accel. 10, HC 3; 1,300 lbs., \$9,428.*

*Heatwave option — Load RL with incendiary rounds. Remove 7 points armor, 4 wheelguard points, and 2 rounds of tear gas. \$9,514.*



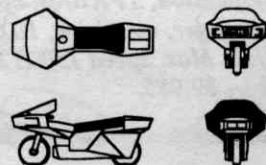
# Hedgehog

The Cycle Concepts Hedgehog and its brothers are low-cost cycles, for short intra-city hops. They are well balanced cycles, especially considering their low cost.

*Hedgehog — Med. cycle, hvy. suspension, med. power plant, 2 PR tires, cyclist, MML front, SD (with explosive spikes) back. Armor: F21, B21, 2 10-point wheelguards. Accel. 10, HC 2; 1,100 lbs., \$4,512.*

*Skunk — Replace SD with tear-gas-loaded SS. \$4,362.*

*Porcupine — Replace SD with FG. Remove 15 points of armor. \$4,647.*

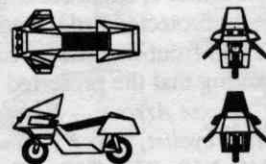


# Citizen

The Citizen by Kane Motors is seen in more civilized areas, often as a first bike or for a low-budget courier. It is dangerous if it strikes, but low acceleration, poor handling and unprotected wheels are disadvantages.

*Citizen — Med. cycle, hvy. suspension, small power plant, 2 PR tires, cyclist, 2 linked flechette guns front, cycle blades. Armor: F16, B10. Accel. 5, HC 2; 1,050 lbs., \$3,986.*

*Spike option — Remove FGs and 13 points armor. Add SG front or back. Accel. 10; 800 lbs., \$3,143.*

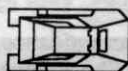


# Tricycles

## Maximillian

Macmillan Motors in England has greatly expanded its line of reversed trikes and is exporting the best to North America. The Maximillian is a solid trike that is being used by those in the "Colonies" who need to venture out of their fortress towns but can't afford a high-ticket vehicle. Armed with a dependable rocket launcher and an explosive spikedropper, and well-armored for a vehicle of its size, it serves this purpose admirably. When fighting this trike, try for its exposed rear wheel or thin top armor.

*Maximillian — Rev. lt. trike, large power plant with thunder-kit fuel cell, hvy. suspension, 3 PR tires, cyclist, RL front, SD (with explosive spikes) back, single weapon computer, overdrive, HD brakes, antilock brakes. Armor: F25, R20, L20, B20, T15, U10. Max. speed 150 (170 with overdrive). Accel. 10 (5 with overdrive), HC 3; 1,600 lbs., \$9,985.*



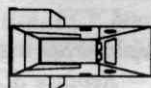
## Flame Arrow

Trinity has imported the reversed trike concept from Britain. The Flame Arrow can burn an opponent easily. The armor is fireproof and adequately heavy, but the tires are unprotected and the underbody is light. This trike also has no front-mounted weaponry except for its ram plate, making that the preferred point of attack.

*Flame Arrow — Rev. x-hvy. trike, super trike power plant, hvy. suspension, 3 PR tires, cyclist, two FTs linked right and left, HD shocks. FP Armor: F25 (ram plate), R18, L18, B18, T10, U8, 10-point normal CA around each of power plant, cyclist, FT left and FT right. Accel. 5, HC 3; 3,496 lbs., \$13,579.*

*Blazing Arrow — Replace normal FT ammo with HT ammo. Remove 6 points of non-front armor. 3,498 lbs., \$14,887.*

*Blazing Bolt — Replace FTs with HDFT, left. Remove FT CA, add 10-point CA around HDFT. Make all CA FP. Add 3 points to ram plate. 3,497 lbs., \$16,519.*



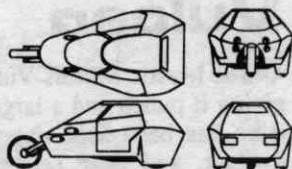


# Blastmaster

The Trinity Blastmaster has proven to be effective in Div. 15 and is a frequent sight on the road. Armed with four rocket launchers, all linked forward, the Blastmaster also has good armor and well-protected tires. The weakness of this trike is its lack of rear weaponry.

*Blastmaster* — X-hvy. trike, super trike power plant, hvy. suspension, 3 solid tires, cyclist, 2 RLs linked right, 2 RLs linked left, link connecting all 4 RLs, fire extinguisher, targeting computer. Armor: F20, R20, L20, B20, T15, U6, 2 8-point wheelguards, 1 7-point cycle wheelguard. Accel. 5, HC 2; 3,500 lbs., \$14,356.

*Deluxe* — Replace one RL on each side with LL and LGL. Tune all remaining rockets. Add FCE back. \$24,246.

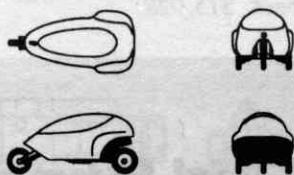


# Dryad

Budget Autoworks has followed up their Imp with the Dryad, a light off-road trike with good acceleration and relatively heavy armor. The Dryad's smokescreen provides cover as it runs away into the woods.

*Dryad* — Lt. trike, large power plant, OR suspension, 3 OR solid tires, cyclist, MG front, SS back. Cargo capacity: 75 lbs., 2 spaces. Armor: F20, R15, L15, B20, T15, U16. Accel. 10, HC 2 (3 off-road); 1,525 lbs., \$7,261.

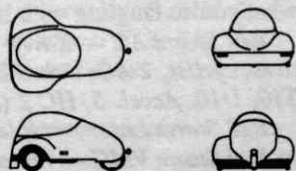
*Ice option* — Replace cargo with ID. Remove 5 points armor. 1,600 lbs., \$8,456.



# Weasel

The Trinity Weasel is a light, cheap courier vehicle. The trike itself is unarmed, but it can pull a 1,500 lb. trailer. The armor is good and its handling is excellent. The normal tactic taken by a Weasel in a bad situation is to blow its trailer and escape from the engagement.

*Weasel* — Rev. med. trike, super trike power plant, hvy. suspension, 3 solid tires, cyclist, large mini-safe, lt. hitch, HD shocks, airdam. Cargo capacity: 4 spaces (2 in mini-safe), 250 lbs. Armor: F20, R12, L12, B15, T10, U8, 2 10-point wheelhubs, 1 10-point cycle wheelguard. Accel. 10, HC 3; 1,850 lbs., \$9,824.

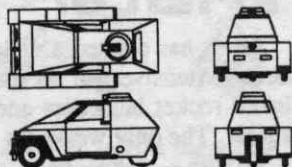


# Sprite

Macmillan's Sprite is designed to take out your tires, so take care when trailing this trike. Its armor is thin, and the rear wheelguard is thinner (unless it's a Spider!), so take your pick of targets, but get your own guards first.

*Sprite* — Rev. x-hvy. trike, super trike power plant, hvy. suspension, PR tires, driver, gunner, 2 FGs linked right and left, RR front with bumper trigger, turreted GL. Armor: F20, R20, L20, B20, T17, U7, 1 1-point cycle wheelguard. Accel. 5, HC 3; 3,499 lbs., \$13,999 plus cost of grenades.

*Spider option* — Remove GL. Move FGs to turret, add SMD (with spider mines) back. Add 9 points to cycle wheelguard. 3,477 lbs., \$14,589.

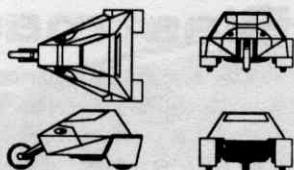


# Vulcan

The Mystic Motors Vulcan mounts two Vulcan MGs, giving it punch and a large ammo supply. This off-road trike has been seen extensively in the western U.S., Deseret, and west Texas, where roads are scarce and reloads scarcer. On the down side, the armor is light, the tires are exposed, and it has minimal rear defense.

*Vulcan* — Hvy. trike, super cycle power plant, OR suspension, 3 OR solid tires, cyclist, 2 VMGs linked R and L, SS (with two extra magazines) back, targeting computer. Armor: F20, R13, L13, B14, T4, U3, 2 1-point wheelguards, 1 4-point cycle wheelguard, 10-point CA around cyclist. Accel. 5, HC 2 (3 off-road); 2,794 lbs., \$13,598.

*Firesmith* — Replace VMG loads with incendiary ammo. Replace SS and magazines with FOJ and extra magazine. Upgrade guards to 10 points front and 7 points each back. \$15,928.



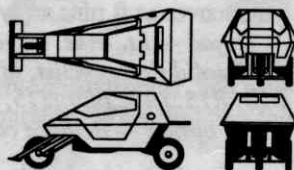
# Red Storm

Automobil' Rosseyskey (Second Soviet Union) began production with the Red Storm, designed for incursions into the Gobi. Locally, this trike can be bought with lasers, Vulcans, or autocannons, so be sure you know what you're tangling with before you start.

*Red Storm AC* — X-hvy. trike, super trike power plant, OR suspension, 3 OR solid tires, cyclist, 2 ACs linked left and right, brushcutter. FP Armor: F20, R20, L20, B20, T10, U10. Accel. 5, HC 2 (3 off-road); 3,490 lbs., \$24,850.

*Red Storm Laser* — replace ACs with lasers, increase armor to 125 pts. \$27,150.

*Red Storm VMG* — replace ACs with VMGs, increase armor to 135 pts. 3,470 lbs., \$16,870.

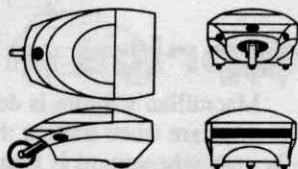


# TriStar

Amex has created a vicious Div. 10 trike that is also seeing extensive use on the highways. The TriStar has linked rocket launchers and good armor with protected wheels. The only weakness is its lack of rear weaponry.

*TriStar* — X-hvy. trike, super cycle power plant, hvy. suspension, 3 HD tires, cyclist, RL front, left and right, (linked F to R, F to L, and all three). Armor: F20, R20, L20, B20, T8, U10, 1 10-point cycle wheelguard, 2 10-point wheelguards. Accel. 5, HC 2; 2,994 lbs., \$9,968.

*TriStar 20* — Upgrade plant to super trike, upgrade tires to PR. Add zero-space turret with TL, LGL (laser-guiding all rockets), 30 points armor. HC 3; 3,499 lbs., \$19,948.

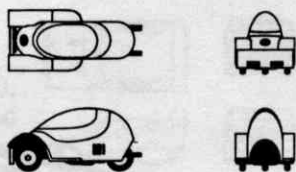


# Jitterbug

The Jitterbug is another Macmillan import. What makes this trike different is its gas-burning engine. The 50 ci engine gives it a 300-mile cruising range. Like most reversed trikes, the Jitterbug's weak spot is its exposed rear tire.

*Jitterbug — Rev. lt. trike, hvy. suspension, 3 PR tires, cyclist, 50-cu.-in. engine, 5-gallon racing tank, nitrous oxide, RL front with bumper trigger. Armor: F30 (ram plate), R25, L25, B20, T8, U7. Accel. 5 (15 with nitrous), max. speed 85 (125 with nitrous), 60 mpg, HC 3; 1,600 lbs., 6,885.*

*Acceleration option — Blueprint engine, add tubular headers. Increases acceleration to 10 (20 with nitrous). \$7,760.*

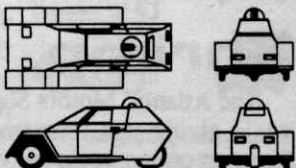


# Survivor

The Survivor is another commuter-type trike from Macmillan, built for people with a bigger budget. This trike backs up its thin armor with component armor throughout the interior. It also has solid tires and a wheelguard on the vulnerable rear wheel. When fighting this trike, shoot the turret.

*Survivor — Rev. hvy. trike, super cycle power plant, hvy. suspension, 3 solid tires, cyclist, passenger, laser in universal turret, fire extinguisher. Armor: F12, R12, L12, B12, T18, U9, 1 3-point cycle wheelguard, 10-point each CA around driver, passenger, and power plant. Accel. 5, HC 3; 2,794 lbs., \$17,430.*

*M option — Replace laser with MG (and extra magazine). Downgrade turret. Make all 3 tires metal. Add 25 points armor. 2,796 lbs., \$12,830.*



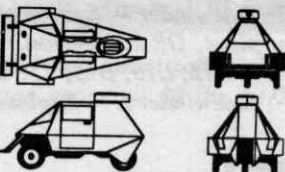
# FGA GT S

The only off-road trike in the Macmillan line is the FGA GT S. The armor is good except for the underbody, so target the exposed rear wheel for a quick kill.

*FGA GT S — Rev. hvy. trike, super cycle power plant, OR suspension, 3 OR solid tires, cyclist, turreted RL (with incendiary ammo in one magazine, normal rockets in another, and a magazine switch), turreted IRTL, 2 linked AP HRs front, laser guidance for all rockets, SWC for IRTL, fire extinguisher, brushcutter. Armor: F15, R15, L15, B15, T15, U10, 10-point CA around cyclist. Accel. 5, HC 2 (3 off-road); 2,740 lbs., \$19,355.*

*FGA GT S SMDX — Replace HRs with SMD (with SMD or TDX ammo) back. 2,790 lbs., \$19,605.*

*FGA GT S SMDX XMG — Replace fire extinguisher on SMDX option with extra SMD magazine. Add 10 points of armor. 2,775 lbs., \$19,995.*



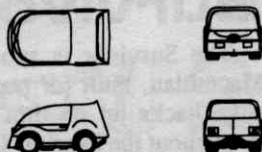
# Compacts & Subcompacts

## Shrimp

The Atlantic Motors Shrimp costs less than most cycles, while giving you four wheels and armor all around. The Popcorn option is the only vehicle we've registered whose weight exceeds its cost.

*Shrimp* — Subcompact, hvy. chassis, small power plant, hvy. suspension, 4 standard tires, driver, passenger, MML front. Armor: F15, R15, L15, B15, T1, U10. Accel. 5, HC 3; 2,400 lbs., \$3,331.

*Popcorn Shrimp* — Downgrade to std. chassis and lt. suspension. Replace MML with JD back. Remove all but 25 points of armor. 2,170 lbs., \$1,325.

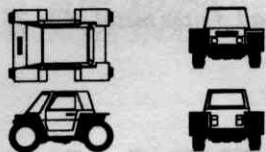


## Sidewinder

The Amex Sidewinder is a speedy little off-road subcompact. Its acceleration, off-road ability, and good armor almost make up for this car's lack of offense.

*Sidewinder* — Subcompact, x-hvy. chassis, medium power plant, OR suspension, 4 OR solid tires, driver, MG with HD ammo front. Armor: F15, R15, L15, B15, T1, U7. Accel. 10, HC 2 (3 off-road); 2,760 lbs., \$8,248.

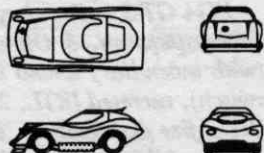
*Sidewinder L* — Replace MG with LL. Add 10 points armor. 2,760 lbs., \$9,358.



## Blaze

Grenadier Motors' showcase is the Blaze. This subcompact has thick armor wrapped around rock-solid handling, tops out at 110 mph, and goes from 0 to 60 in 3 seconds flat.

*Blaze* — Subcompact, x-hvy. chassis, 200-cu.-in. blue-printed engine with tubular headers and VP turbocharger, hvy. suspension, 4 PR tires, driver, MG front, 5-gallon HD gas tank, spoiler, airdam, HD brakes, anti-lock brakes. FP armor: F30, R25, L25, B30, T7, U10. Accel. 20, top speed 110, 35 mpg, HC 3; 2,760 lbs., \$20,150.



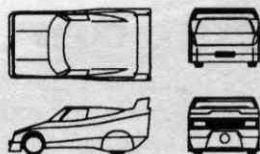
# Xenon

Republic Motors' Xenon has won in Divisions 15, 20, and 25, and on the road. Good armor, excellent handling and a variety of weapons make this compact a real threat.

*Xenon* — Compact, x-hvy. chassis, large power plant, hvy. suspension, 4 PR tires, driver, VMG front, SD (with explosive spikes) back, spoiler, airdam. FP Armor: F34 (ram plate), R34, L34, B34, T7, U12, 2 8-point wheelguards back, 2 8-point wheelhubs front. Accel. 5, HC 3; 4,435 lbs., \$14,656.

*Division 20 R* — Replace all weapons with a VFRP and TL front, LGL (laser guiding all rockets), upgrade tires to solid. Remove 9 points armor. 4,431 lbs., \$19,872.

*Division 25 G* — Replace VMG with GG, upgrade tires to solid. Remove 9 points armor. 4,431 lbs., \$22,822.

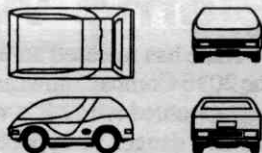


# Gecko

The armor on the Amex Gecko is only average for a compact, but the weaponry is effective. The Gecko lacks rear-defense weaponry or protection for its tires.

*Gecko* — Compact, x-hvy. chassis, medium power plant, hvy. suspension, 4 solid tires, driver, RR front, MG right, MG left, targeting computer. FP Armor: F35, R35, L35, B35, T10, U15. Accel. 5, HC 3; 4,190 lbs., \$14,540.

*Gecko T* — Remove one MG, move other to turret. Add SD (explosive spikes) back. Increase top armor to 35. 4,365 lbs., \$15,790.

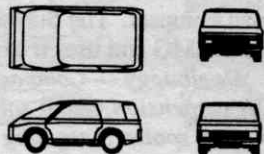


# Wall Street Special

The Atlantic Motors' Wall Street Special is marketed only in the Northeast, where road duelling is tightly constrained. When found on an unpatrolled road, figure the driver just doesn't know any better. The AADA requests tolerance from its members when dealing with these individuals.

*Wall Street Special* — Compact, hvy. chassis, large power plant, hvy. suspension, 4 PR tires, driver, 3 passengers. Armor: F30 (ram plate), R30, L30, B30, T20, U23. Accel. 5, HC 3; 4,050 lbs., \$6,275.

*Wall Street Bonded Courier* — Remove 2 passengers. Add small mini-safe, 2 10-point wheelguards back, 2 10-point wheelhubs front. Cargo capacity: 30 lbs., 1/2 space (in mini-safe). Accel. 10; 3,970 lbs., \$7,425.

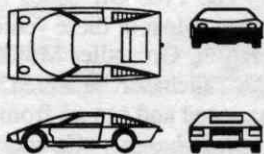


# GT

Consider the Indra GT's autocannon before picking a fight with one. If a GT challenges you, stay out of his front arc and try for tire shots.

*GT* — Compact, x-hvy. chassis, medium power plant, hvy. suspension, 4 PR tires, driver, AC front, MG back. Armor: F40, R35, L35, B40, T10, U15. Accel. 5, HC 3; 4,200 lbs., \$14,225.

*GTL* — Replace AC with laser and laser battery. \$15,475.

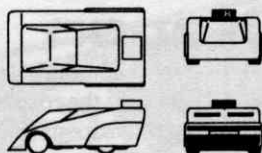


# Dagger

Excalibur designed the Dagger as a general-purpose road vehicle. Too lightly armed to be competitive in Div. 10, it's a good choice for dependable, low-cost transportation. It has no outstanding weakness other than its lack of offense.

*Dagger* — Compact, hvy. chassis, medium power plant, hvy. suspension, 4 HD tires, driver, MML in turret, SD back. Armor: F35, R25, L25, B35, T32, U18, 10-point CA each around driver and power plant, 2 10-point wheelguards back, 2 10-point wheelhubs front. Accel. 5, HC 3; 4,065 lbs., \$8,543.

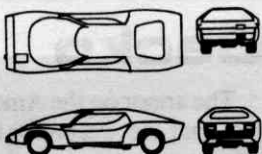
*Dirk* — Upgrade to x-hvy. chassis and PR tires. Replace MML with MG (HD ammo). Remove 5 points of armor. 4,200 lbs., \$10,128.



# Flame Warrior

Kane has released an update of their Warrior, featured at the 2036 Combat Showcase. The Flame Warrior replaces the rear-mounted twin MGs with a flamethrower. This increases the fire danger to opponents and gives better rear defense. Unfortunately, it retains the Warrior's unprotected tires, a prime target in any duel.

*Flame Warrior* — Compact, x-hvy. chassis, medium power plant, hvy. suspension, 4 PR tires, driver, VMG (with incendiary ammo) front, FT back, hi-res targeting computer. FP Armor: F35, R25, L25, B35, T15, U15. Accel. 5, HC 3; 4,200 lbs., \$14,900.

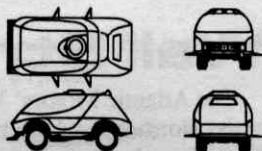


# Duelbuggy

The Duelbuggy by Amex is becoming a very popular off-road compact. The Sureshot option substitutes a light laser for the MG and uses it to guide the rockets from the MFRP.

*Duelbuggy* — Compact, hvy. chassis, large power plant, OR suspension, 4 OR solid tires, driver, MG in turret, MFRP front, brushcutter, car blades, spoiler, targeting computer. Armor: F25, R25, L25, B25, T17, U10. Accel. 10, HC 2 (3 off-road); 3,998 lbs., \$13,084.

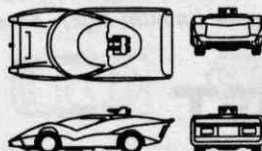
*Sureshot option* — Replace MG with LL, add LGL and laser-guide the rockets, upgrade computer to hi-res. \$19,284.



# Tailchaser

The Free Oil States have begun producing gas-burners again. Most of these vehicles are capable of incredible acceleration. Grenadier Motors (Arlington, Texas) has given us the Tailchaser. Powered by a 250 ci V-6 engine, it is metal-armored and can go from 0 to 90 mph in just four seconds.

*Tailchaser* — Compact, x-hvy. chassis, 250-cu.-in. engine with turbocharger, hvy. suspension, 4 solid tires, driver, MG front, 2 HRs on a rocket platform, spoiler, nitrous oxide, 15-gallon racing tank, hi-res targeting computer. Metal armor: F12, R10, L10, B10, T2, U2. Accel. 10 (15 above 40; 20 and 25 with nitrous), top speed 90 (135 with nitrous), HC 3; 28 mpg, 4,330 lbs., \$20,580.



# Mids

## Bandito

The Bandito by Conquistador is heavily armored but only moderately armed. Trying for a kill by most conventional approaches could be a lengthy, if not deadly, process. Stay out of the Bandito's front arc and slowly chew him away.

*Bandito* — Mid-sized, x-hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver, 2 linked RLs (laser-guided) front, IRTL (with LGL) front, PS back, improved fire extinguisher. Armor: F45, R45, L45, B45, T20, U28, 2 10-point wheelguards back, 2 10-point wheelhubs front. Accel. 5, HC 3; 5,759 lbs., \$20,648.

*Bandito 20* — Replace RLs with VFRP. Add JD back linked to PS. Remove 7 points armor. 5,753 lbs., \$19,936.



## Ronin

The Ronin by Mitsui suffers many of the same disadvantages as the Bandito. It has marginally less armor, and unprotected tires, but mounts an autocannon front and uses an icedropper for rear defense.

*Ronin* — Mid-sized, x-hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver, AC (with extra magazine) front, ID back. Armor: F45 (ramplate), R45, L45, B45, T20, U26. Accel. 5, HC 3; 5,753 lbs., \$20,096.

*MG option* — Replace AC and extra magazine with 2 MGs (each with extra magazine). Add spoiler and airdam. Remove 1 point of armor. 5,760 lbs., \$17,130.

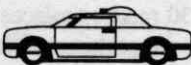


## Jackpot

Ace has introduced a new vehicle for the defense-minded duellist. The extremely heavy armor, vicious dropped-weapon combination and turreted spike gun make it apt for "tail-end Charlie" duty in convoys.

*Jackpot* — Mid-sized, x-hvy. chassis, large power plant, hvy. suspension, 4 PR tires, driver, SG in turret, FCE and MD (with proximity-fused napalm mines) linked back. FP armor: F50, R50, L50, B55, T40, U25. Accel. 5, HC 3; 5,760 lbs., \$19,740.

*Golden Nugget option* — Using LR metal (golden) and FP plastic armor, change armor to: F8/10, R8/10, L8/10, B10/10, T0/40, U0/20. \$15,796.



# Messenger

The Courier Services Messenger is an economical light courier seeing increased use in North America. It is not without weaponry, however, mounting a turreted VMG and a flaming oil jet to the rear.

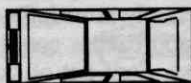


*Messenger — Mid-sized, x-hvy. chassis, large power plant, hvy. suspension, 4 PR tires, driver, passenger, VMG in turret, FOJ back, spoiler, small mini-safe. Cargo capacity: 30 lbs., 1/2 space in mini-safe. Armor: F40, R35, L35, B40, T35, U30, 2 10-point wheelguards back, 2 10-point wheelhubs front. Accel. 5, HC 3; 5,730 lbs., \$14,865.*

*Messenger without passenger — Load VMG with HD ammo. Cargo capacity: 80 lbs., 1 1/2 spaces (1/2 space in mini-safe). 5,680 lbs., \$15,565.*

# Warhawk

The Crane Industries Warhawk is a good economical road or arena vehicle. The armor is good for a vehicle of this size and its wheels are protected. Offense is provided by a front-mounted Vulcan, and defense by a rear-mounted smokescreen.

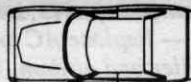


*Warhawk — Mid-sized, x-hvy. chassis, large power plant, hvy. suspension, 4 PR tires, driver, 2 linked VMGs (with HD ammo) front, SS back, improved fire extinguisher. Armor: F40, R36, L36, B38, T8, U20, 2 5-point wheelguards back, 2 5-point wheelhubs front. Accel. 5, HC 3; 5,729 lbs., \$15,698.*

*Road Warhawk — Replace VMGs with MGs (with HD ammo), replace SS with FOJ. Add MG (with incendiary ammo) back, and spoiler and airdam. Increase front armor to 45 points and add a ram plate. 5,754 lbs., \$17,683.*

# Trapper

The Hudson Trapper has been seeing use both on the road and in the arena. The guards and hubs around each of its solid tires, and thick armor on all sides, make this a survivor. Offense is provided by a front-mounted autocannon and rear-mounted minedropper.



The Division 30 model replaces the minedropper with a heavy-duty flaming oil jet. The only real way to beat this vehicle is to pound it into submission with superior firepower.

*Trapper — Mid-sized, x-hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver, AC (with extra magazine) front, MD back, active suspension. LR armor: F30, R30, L30, B30, T22, U21, 4 10-point wheelguards, 4 2-point wheelhubs. Accel. 5, HC 3; 5,751 lbs., \$23,118.*

*Trapper 30 — Replace MD and extra magazine with HDFOJ, add spoiler and 20 points armor. Upgrade armor to LRFP. 5,752 lbs., \$28,220.*



# Sedans

## Mingo

The Nevada Systems Mingo is a sedan-sized version of their earlier Tonto. It retains the good armor and ram plate of the Ram Tonto, losing the machine gun but gaining wheelguards.

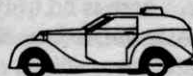
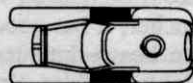
*Mingo — Sedan, x-hvy. chassis, large power plant, hvy. suspension, 4 PR radial tires, driver, turreted RR, FCE right and left each linked to SD (with explosive spikes) right and left, bumper triggers L, R, and B linked to dropped weapons. FP armor: F40 (ram plate), R30, L30, B35, T30, U24, 4 10-point wheelguards. Accel. 5, HC 3; 5,996 lbs., \$23,664.*



## Caballero

Conquistador uses the weight saved with a gas plant to give this vehicle very heavy armor. The top speed on the Caballero is low, so try to get in front and take it out with dropped weapons.

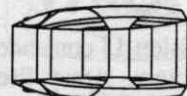
*Caballero — Sedan, x-hvy. chassis, 300-cu.-in. engine with VP turbo, OR suspension, 4 OR solid tires, driver, turreted VMG (with HD ammo), ID (with extra magazine) back, 25-gallon racing gas tank, improved fire extinguisher, HD shocks. Armor: F45, R35, L35, B40, T26, U20, 4 10-point wheelhubs. Accel. 15, top speed 65, HC 2 (3 off-road); 6,099 lbs., \$31,368.*



## Agincourt

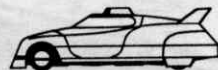
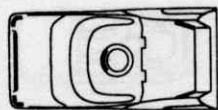
The Agincourt by Atlantic Industries proves the advantages of metal armor. The twin laser-guided rocket launchers provide firepower, and the metal side armor and interior component armor give the Agincourt extremely good staying power.

*Agincourt — Sedan, x-hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver, 2 linked RLs (laser-guided) and TL (with LGL) front, SD (with explosive spikes) back. Metal armor: F12, R9, L9, B10. FP armor: T10, U10, 2 10-point wheelguards back, 2 10-point wheelhubs front. 10-point CA around each of power plant, driver, SD and linked RLs and TL. Accel. 5, HC 3; 5,955 lbs., \$19,390.*



# Missileer

The Missileer, from Grenadier, clearly shows the flexibility available with today's weapon systems. Its magazine switch allows a choice among high-explosive, armor-piercing, smoke, chaff, and other combinations. The Missileer is well-armed, with protected tires, high-speed maneuverability, and a top speed higher than most vehicles'.



*Missileer — Sedan, x-hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver, passenger, turreted RL (with an extra magazine and magazine switch), IRTL (and LGL) in turret, SD (with explosive spikes), spoiler, airdam, HD shocks, overdrive, single weapon computer, spare solid tire, fire extinguisher. Cargo capacity: 115 lbs., 2 spaces. Armor: F30 (ram plate), R25, L25, B25, T25, U14, 2 10-point wheelguards back, 2 10-point wheelhubs front. Accel. 5 (2.5 with overdrive), top speed 100 (120 with overdrive), HC 3. Without any rockets: 5,776 lbs., \$20,552.*

*Rocket loads — Normal, add 50 lbs. and \$350 (\$2,350 if laser-guided).*

*Smokestream, add 50 lbs. and \$250.*

*Smoke cloud, add 50 lbs. and \$350.*

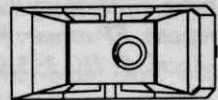
*Chaff, add 50 lbs. and \$300.*

*Armor-piercing, add 50 lbs. and \$525 (\$2,525 if laser-guided).*

*Incendiary, add 110 lbs. and \$600 (\$2,600 if laser-guided).*

# Clydesdale

The Clydesdale by Magnum Motors is a practical towing and courier vehicle. Armed with a turreted rocket launcher, it has good armor with protected tires. The heavy-duty transmission on its super power plant provides almost five tons of towing capacity. There is no truly exploitable weak point on this vehicle.



*Clydesdale — Sedan, x-hvy. chassis, super power plant with HD transmission, hvy. suspension, 4 solid tires, driver, turreted RL (laser-guided) and TL (with LGL), spoiler, airdam, HD shocks, HD brakes, anti-lock brakes, large mini-safe, hvy. trailer hitch. Cargo capacity: 33 lbs., 2 spaces in cargo safe. Towing capacity: 9,480 lbs. FP armor: F38, R30, L30, B30, T25, U20, 2 5-point wheelguards back, 2 5-point wheelhubs front. Accel. 2.5/5, HC 3; 6,087 lbs., \$28,128.*

# Chisholm

A likely Division 15 contender is the Chisholm by Republic Motors. Heavy firepower and heavy armor make this a formidable machine.

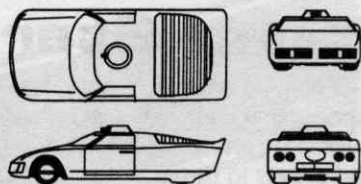
*Chisholm — Sedan, hvy. chassis, large power plant, hvy. suspension, 4 PR tires, driver, AT gun front, FCE (with extra magazine) back, SD (with explosive spikes) left and right, FCE and SDs linked, weapon timer, single weapon computer, fire extinguisher. Armor: F35, R30, L30, B30, T15, U17, 2 5-point wheelguards back, 2 5-point wheelhubs front. Accel. 5, HC 3; 5,608 lbs., \$14,626.*

*Chisholm 25 — Remove 6 points armor. Replace ATG with TwL. 5,604 lbs., \$21,964.*



# Timeslip

A Vulcan in a universal turret with three full magazines of ammunition, and the load flexibility provided by a magazine switch, is the premier feature of the Timeslip by Excalibur. This road or arena vehicle also has rear defense provided by a heavy-duty Artful Dodger linked to a minedropper. The real weakness of this car is its relatively thin side-and-turret armor.



*Timeslip — Sedan, x-hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver, turreted VMG (with two extra magazines and magazine switch), HDFOJ and MD linked back, spoiler, hi-res computer. Armor: F35, R25, L25, B35, T35, U16, 2 5-point wheelguards back, 2 5-point wheelhubs front. Accel. 5, HC 3. Without VMG ammunition: 5,689 lbs., \$21,128.*

*VMG loads — Normal, 100 lbs. and \$350.*

*Incendiary, 100 lbs. and \$525.*

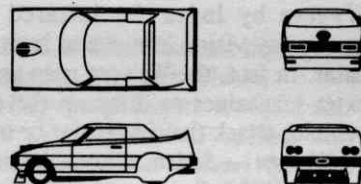
*Armor-piercing, add 100 lbs. and \$1750.*

*High density (remove 11 points armor) add 101 lbs. and \$502.*

*Note that Tracer ammo can be added to any of these at no change to weight or cost.*

# Puma

The Puma is the sedan in Grenadier's new line of gasoline-powered cars. Despite the light armor, its acceleration and maneuverability make it a difficult opponent to handle. If caught at a disadvantage, it can usually disengage.



*Puma — Sedan, std. chassis, 350-cu.-in. engine with tubular headers, hvy. suspension, 4 solid tires, driver, AC front, HDFOJ back, spoiler, airdam, HD shocks, 15-gallon HD tank. FP armor: F28, R25, L25, B28, T5, U15, 2 5-point wheelguards back, 2 5-point wheelhubs front. Accel. 15, top speed 110, 18 mpg, HC 3; 5,094 lbs., \$32,661.*

*Puma XS — Blueprint engine, add turbocharger. Replace AC with VMG, replace HDFOJ with FOJ. Accel. 20 (25 above 40 mph), top speed 155; 5,047 lbs., \$36,536.*

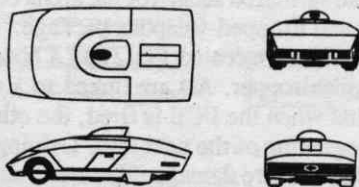
*Puma XD — Blueprint engine, upgrade to hvy. chassis. Add 53 points armor. 5,571 lbs., \$40,619.*

# Traveler

The Courier Services Traveler is becoming a very popular medium courier vehicle. Solid armor and an accurate rocket system have contributed to its success. If you can force an engagement to high speeds, the Traveler could be at a disadvantage.

Fireproof armor or a good fire-control system is recommended if engaging this vehicle.

*Traveler — Sedan, x-hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver, RL (laser-guided, with incendiary rockets) and IRTL (and LGL) in turret, FCE back. Cargo capacity: 555 lbs., 5 spaces. FP armor: F35, R30, L30, B35, T25, U20, 2 10-point wheelguards back, 2 10-point wheelhubs front. Accel. 5, HC 3; 5,445 lbs., \$22,450.*

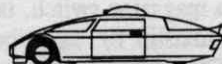


# Silver Star

Republic Motors' Silver Star is a dependable passenger sedan with a good survival record. Its wheels are protected, but the side armor is a bit thin and proves to be the best angle of attack.

*Silver Star — Sedan, x-hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver, gunner, 2 passengers, turreted VMG, HDFOJ back, spoiler, airdam, HD shocks, extra driver controls. FP armor: F30, R25, L25, B30, T25, U15, 2 5-point wheelguards back, 2 5-point wheelhubs front. Accel. 5, HC 3; 5,990 lbs., \$23,100.*

*Shooting Star — Remove gunner, extra driver controls and 1 passenger. Add small mini-safe and extra magazine each for VMG and HDFOJ. Increase guards and hubs to 10 points. Cargo capacity: 90 lbs., 1/2 space in mini-safe. 5,910 lbs., \$25,950.*

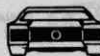
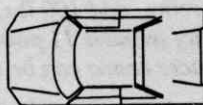


# Wyvern

If you depend on vision-obscuring weaponry to befuddle your opponents, do not engage the Wyvern by Indra. Its infrared systems totally negate any vision loss due to intervening smoke or paint. In fact, the Wyvern uses an HDSS with two extra magazines to dirty up the arena to its own advantage. If you do engage this vehicle, attack the side armor or use dropped weapons.

*Wyvern — Sedan, x-hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver, VFRP (laser-guided with extra magazine) and IRTL front (with LGL), HDSS (with 2 extra magazines) back, IR sighting system. FP armor: F35, R25, L25, B30, T10, U16, 2 9-point wheelguards back, 2 10-point wheelhubs front. Accel. 5, HC 3; 5,966 lbs., \$30,936.*

*Division 30 — Replace 6 laser-guided rockets with unguided rockets. \$29,736.*

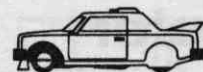


# Peacemaker

Republic Motor's Peacemaker is a well-armed and -armored sedan for the arena or the road, with a lethal dropped-weapons package. These include an FCE, a concealed FOJ, and a concealed explosive spikedropper. All are linked to a weapon timer so that when the FCE is fired, the others are immediately revealed and begin firing at the beginning of the next turn. Driving through this combination means loss of control and massive tire damage. The armor is good and its solid tires are protected.

*Peacemaker — Sedan, x-hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver, turreted GG (with extra magazine), FCE, concealed FOJ, and concealed SD (with explosive spikes) all back, weapon timer and link (as described above), spoiler, airdam, HD shocks, fire extinguisher. Armor: F30, R30, L30, B30, T30, U18, 2 5-point wheelguards back, 2 5-point wheelhubs front. Accel. 5, HC 3; 5,996 lbs., \$28,599.*

*Division 25 — Replace GG and magazine with VMG, radar and 7 points of armor. 5,993 lbs., \$22,845.*



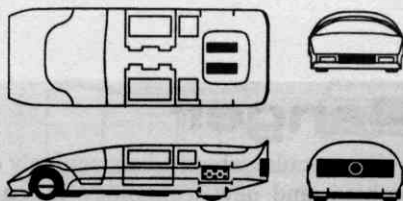
# Luxuries

## Rocket

The Rocket is the top of Grenadier's gas-powered line. This car is armed with a laser-guided VFRP front and a paint sprayer to the rear. It also has a micro missile launcher to each side, linked to a laser reactive web providing defense against other people's laser-guided weaponry. The Rocket is also very heavily armored, and has fantastic high speed handling. Most duellists are advised to avoid a confrontation with this vehicle.

*Rocket — Luxury, x-hvy. chassis, 350-cu.-in. blueprinted engine with tubular headers, hvy. suspension, 4 solid tires, driver, VFRP (laser-guided AP rockets with extra magazine) and IRTL (with LGL) front, MML (with smoke-cloud rockets) right and left linked to laser reactive web right and left, PS back, 2 10-gallon duelling tanks, spoiler, airdam, HD shocks, HD brakes, antilock brakes. Cargo capacity: 140 lbs., 1 space. FP armor: F40, R38, L38, B40, T6, U20, 2 10-point wheelguards rear, 2 10-point wheelhubs front. Accel. 15, top speed 85, 18 mpg, HC 3; 6,460 lbs., \$53,930.*

*Ram option — Add ram plate, remove 6 points of non-front armor and cargo capacity. 6,600 lbs., \$56,090.*

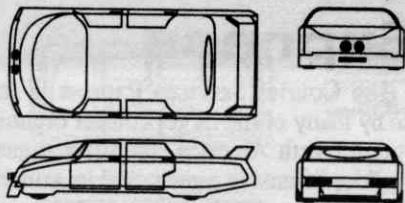


## '37 Moose

Kane Industries has revamped the Moose for '37. Using recently-developed technology, they've turned the Moose into a much more effective fighting machine. The new Moose uses component armor, guards and hubs to vastly increase its staying power, and all the latest equipment to improve its handling.

*'37 Moose — Luxury, x-hvy. chassis, super power plant, hvy. suspension, 4 solid tires, driver, 2 linked VMGs front, targeting computer, active suspension, spoiler, airdam. Armor: F30, R30, L30, B30, T9, U20, 4 10-point wheelguards, 4 10-point wheelhubs, 3 10-point CA compartments (around linked VMGs, driver, power plant). Accel. 5, HC 3; 6,600 lbs., \$23,630.*

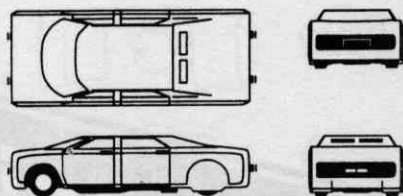
*Metal Moose — Replace F, R, L, and B armor with 6 points of metal armor in each location. \$21,930.*



# Firepower

Firepower is a new release from Rothschild. This car, as its name implies, has impressive firepower. Unfortunately, it also has very thin armor for a luxury-sized automobile. Attack this vehicle from the side, staying away from the twin front-mounted autocannon and the twin rear-mounted Vulcans.

*Firepower* — *Luxury, x-hvy. chassis, super power plant, hvy. suspension, 4 PR tires, driver, 2 linked ACs front, 2 linked VMGs back, fire extinguisher. Armor: F20, R20, L20, B20, T10, U10, 2 6-point wheelguards back, 2 6-point wheelhubs front. Accel. 5, HC 3; 6,596 lbs., \$29,200.*

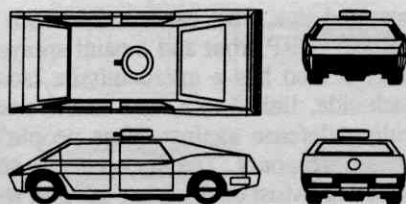


# Ranger

For roaming about where resupply can be a problem and new technology is scarce, the Ranger, by Nevada Systems, is a very practical vehicle. Solid and armed with a dependable recoilless rifle, all systems on this vehicle are well within the capabilities of even the outback mechanic.

*Ranger* — *Luxury, x-hvy. chassis, super power plant, hvy. suspension, 4 solid tires, driver, gunner, turreted RR, HDFOJ right linked to 2 spikedroppers right and left. FP armor: F40 (ram plate), R35, L35, B35, T35, U15, 10-point CA around driver. Accel. 5, HC 3; 6,595 lbs., \$24,150.*

*Lone Ranger* — *Remove gunner, replace SDs with MDs, remove 10 points armor. \$25,050.*

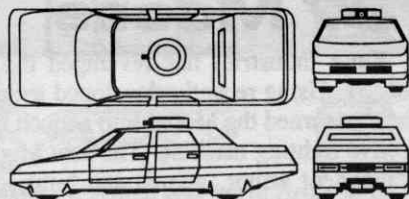


# Express

The Courier Services Express is in heavy use by many of the larger courier organizations around North America. Its turreted gauss gun provides offensive punch, and its armor is adequate for most engagements. A lower-priced version is available, armed with a VMG which cuts into its cargo capacity.

*Express* — *Luxury, x-hvy. chassis, super power plant, hvy. suspension, 4 PR tires, driver, turreted GG, MD back linked to HDSS right, improved fire extinguisher, large mini-safe. Cargo capacity: 150 lbs., 2 spaces (in mini-safe). Armor: F30, R30, L30, B30, T29, U15, 2 10-point wheelguards back, 2 10-point wheelhubs front. Accel. 5, HC 3; 6,450 lbs., \$25,530.*

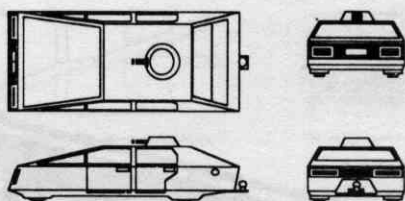
*VMG Express* — *Replace GG with VMG, reduce cargo capacity to 100 lbs. 6,500 lbs., \$17,730.*



# Ox

Crane's new Ox is a real heavyweight towing vehicle. The Thundercat power plant is the major expense in what is otherwise an under-armed and only moderately well-armed luxury. This vehicle depends heavily on a trailer for defense, with up to 6 tons of towing ability.

*Ox* — Luxury, x-hvy. chassis, T-cat power plant, hvy. suspension, 4 PR radial tires, driver, turreted RR (with extra magazine), single weapon computer, hvy. trailer hitch. Armor: F30, R30, L30, B30, T25, U15, 4 10-point wheelguards. Towing capacity: 12,000 lbs. Accel. 10, HC 3; 6,595 lbs., \$25,150.



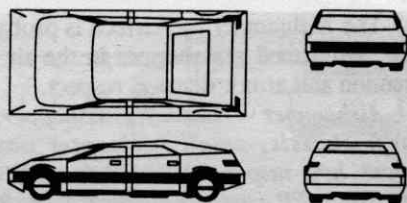
# Python

Crane Industries' Python is a well-armed Division 20 contender. It is armed with two Vulcans and a pair of paint streamers for rear defense. The Python also has a nasty surprise for tailgaters: a bumper-triggered dropped spike plate.

*Python* — Luxury, x-hvy. chassis, super power plant, hvy. suspension, 4 PR tires, driver, 2 VMGs linked front, 2 linked GSs (each loaded with paint and with extra magazine) corner-mounted back, DSP (with bumper trigger) back, targeting computer. Armor: F45, R37, L37, B45, T15, U15. Accel. 5, HC 3; 6,600 lbs., \$19,130.

*Python FC* — Replace GSs and magazines with FCGSs. Remove 9 points armor. \$19,950.

*Python AC* — Replace VMGs with AC (and extra magazine). Replace targeting computer with SWC. Add 18 points armor. 6,595 lbs., \$21,590.

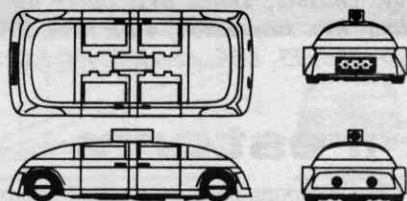


# Rocket Bomb

Rocket Bomb is the name, and the most accurate two-word description, of this new luxury from Magnum Motors. It mounts a laser-guided VFRP and a turreted rocket launcher, producing an awesome forward volley. The armor is good but the tires are unprotected and inviting targets. Stay away from the front of this car and go for a mobility kill.

*Rocket Bomb* — Luxury, x-hvy. chassis, super power plant, hvy. suspension, 4 PR tires, driver, RL (laser-guided) and TL (with LGL) in turret, 2 VFRPs (laser-guided) linked front, link between VFRPs and RL, improved fire extinguisher, spoiler. Armor: F35, R30, L30, B30, T30, U15. Accel. 5, HC 3; 6,600 lbs., \$29,550.

*Rocket Bomblet* — Remove TL, RL and IFE. Downgrade turret. Add MML in turret, gunner, airdam, 2 10-point wheelguards, 2 10-point wheelhubs. 6,585 lbs., \$19,650.

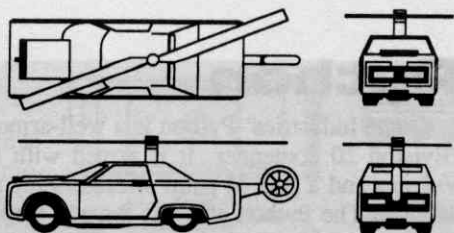


# Grasshoppers

## Airhammer

The Airhammer by Airtech is probably the best-armed grasshopper in the air. Its cannon and armor demand respect.

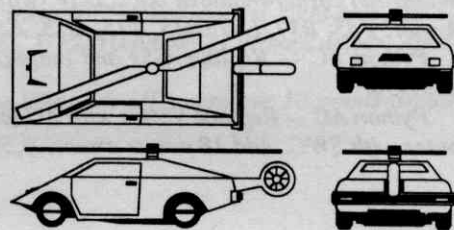
*Airhammer — Luxury grasshopper, x-hvy. chassis, small helicopter power plant, hvy. suspension, 4 PR tires, driver, AC front. FP armor: F16, R12, L12, B14, T5, U16, 10-point normal CA around driver and around AC. Accel. 5, HC 3 (2 in air); 6,600 lbs., \$44,100.*



## Mosquito

The MicroAir Mosquito has only a machine gun on the ground, but in the air it can inflict real damage. This grasshopper is fairly well-armed, but is susceptible to fire and to attacks on its tires.

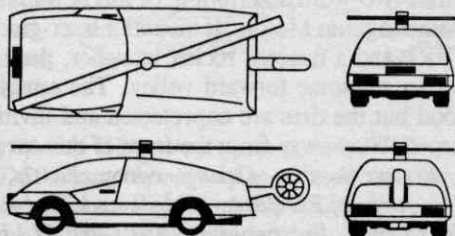
*Mosquito — Luxury grasshopper, x-hvy. chassis, small helicopter power plant, hvy. suspension, 4 PR tires, driver, MG front, 4 bombs U. Armor: F16, R15, L15, B15, T5, U15. Accel. 5, HC 3 (2 in air); 6,600 lbs., \$37,200.*



## Firestorm

The weapons package in the Firestorm by Airtech puts most to shame. If you don't have fireproof armor or a good fire extinguisher system, leave this bird alone.

*Firestorm — Luxury grasshopper, x-hvy. chassis, small helicopter power plant, hvy. suspension, 4 PR tires, driver, VMG (with incendiary ammo) front, FCE back, 2 cloud bombs under. FP armor: F12, R12, L12, B12, T8, U14. Accel. 5, HC 3 (2 in air); 6,600 lbs., \$42,550.*

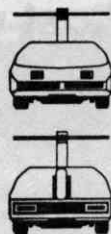
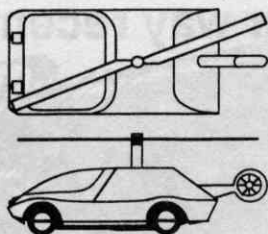




# Locust

The Lorne Locust uses component armor effectively to increase the survivability of this grasshopper. The Locust mounts a pair of flechette guns with which to remove your tires. If this tactic doesn't work, it can release two cluster bombs — a sure eye-opener.

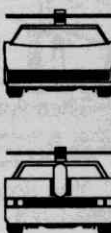
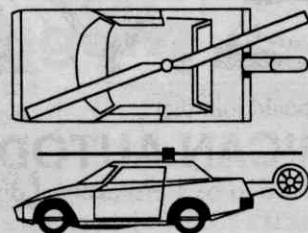
*Locust* — *Luxury grasshopper, x-hvy. chassis, small helicopter power plant, hvy. suspension, 4 PR tires, driver, 2 linked FGs front, 2 linked cluster bombs under. FP armor: F16, R13, L13, B14, T5, U16, 10-point normal CA around driver and around FGs. Accel. 5, HC 3 (2 in air); 6,600 lbs., \$39,180.*



# Airlift

The Airlift is CanAir's attempt at making an airmobile light courier. While this grasshopper has firepower, provided by a pair of laser-guided rocket launchers, it displays the most common weakness of grasshoppers, very weak armor.

*Airlift* — *Luxury grasshopper, x-hvy. chassis, small helicopter power plant, hvy. suspension, 4 PR tires, driver, 2 linked RLs (laser-guided) and TL (with LGL) front, small mini-safe. Cargo capacity: 1/2 space, 60 lbs. in mini-safe. Armor: F14, R14, L14, B12, T10, U14, 10-point CA around driver. Accel. 5, HC 3 (2 in air); 6,540 lbs., \$43,660.*

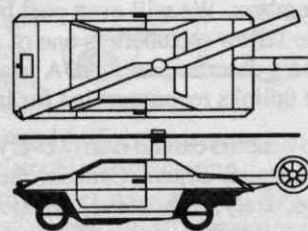


# Ace-in-the-Hole

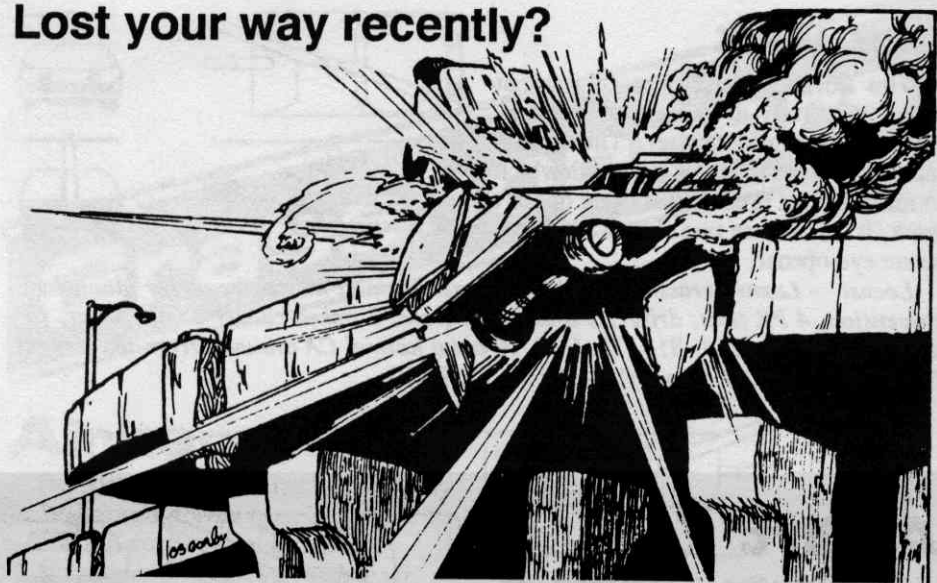
The Ace-in-the-Hole, by Ace Vehicles Unlimited, a new company based in Colorado, is a little different. This chopper's main weapon is a concealed gauss gun. The only visible weapon is actually a fake machine gun.

*Ace-in-the-Hole* — *Luxury grasshopper, x-hvy. chassis, small helicopter power plant, hvy. suspension, 4 PR tires, driver, gunner, concealed GG front, fake MG front, 2 cloud bombs under. Armor: F12, R10, L10, B10, T5, U13. Accel. 5, HC 3 (2 in air); 6,595 lbs., \$49,900.*

*Joker* — *Replace concealed GG and fake MG with real MG (loaded with HD ammo). Add 10-point CA around driver and around gunner and add 17 points of armor. 6,600 lbs., \$39,340.*



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- ▶ Legal hazards
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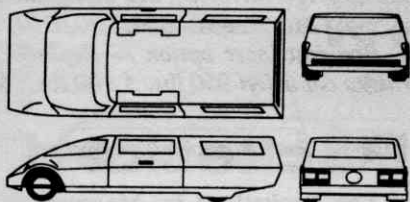
Membership benefits extend nearly everywhere you're likely to travel. AADA affiliates exist in Australia, Brazil, Canada, the Caribbean Federation, England, Finland, France, Greece, Italy, Louisiana, Mexico, New Zealand, Oklahoma, PanArabia, Panama, Portugal, Quebec, Spain, Texas, the United States and Venezuela. Branch offices exist in Germany, the Israeli Empire, South Africa and the Second Soviet Union.

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# Station Wagons

## Marksman Wagon

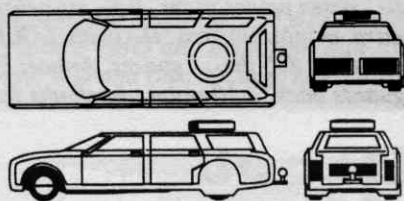
The people at Republic have taken the Marksman, featured at the 2036 Combat Showcase, and made a light cargo-hauling wagon. The Marksman wagon retains the Marksman's impressive armor and its highly accurate laser-guided weaponry, while adding the space and capacity for cargo.



*Marksman Wagon — Station wagon, x-hvy. chassis, super power plant, hvy. suspension, 4 solid tires, driver, 2 linked RLs (laser-guided) and TL (with LGL) front, FOJ back. Cargo capacity: 7 spaces, 306 lbs. Armor: F50, R40, L40, B45, T20, U22, 2 9-point wheelguards back, 2 9-point wheelhubs front. Accel. 5, HC 3; 6,294 lbs., \$22,015.*

## Buffalo

The Kane Buffalo is designed to pull trailers up to 9,000 lbs. The wagon is armed with a turreted twin laser, but has no dropped weapons. Rather, it depends on its trailer for rear defense. The Buffalo by itself can be a tough opponent. It has heavy armor, well-protected solid tires, and a virtually unlimited ammo supply. If you can catch it at low speed, the Buffalo has poor acceleration and may have trouble maneuvering.



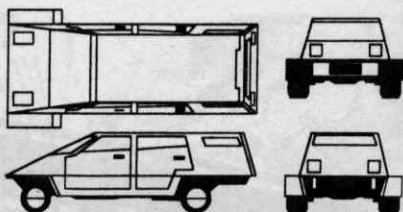
*Buffalo — Station wagon, x-hvy. chassis, super power plant, hvy. suspension, 4 solid tires, driver, turreted TwL, laser battery, overdrive, HD transmission, hvy. trailer hitch. Towing capacity: 9,000 lbs. FP armor: F30, R30, L30, B30, T30, U21, 2 10-point wheelguards back, 2 10-point wheelhubs front. Accel. 2.5/5, top speed 100 (120 with overdrive), HC 3; 6,600 lbs., \$30,140.*

*Bison — Replace TwL and battery with RR (and extra magazine). Add targeting computer. Replace armor with metal (F8, R8, L8, B8) and plastic (T24, U20). 6,595 lbs., \$22,150.*

## OR Conestoga

The Conestoga is becoming a commonly seen vehicle off-road. The off-road Conestoga retains its good armor and hauling capacity.

*OR Conestoga — Station wagon, x-hvy. chassis, super power plant, OR suspension, 4 OR solid tires, driver, gunner, VMG front, GL back. Cargo capacity: 7 spaces, 1,190 lbs. Armor: F30, R25, L25, B20, T10, U10. Accel. 5, HC 2 (3 off-road); 5,410 lbs., \$17,350.*

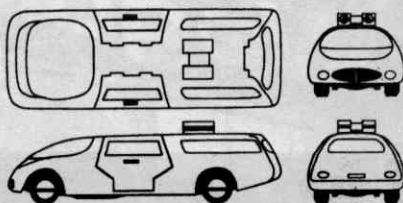


## '37 Enduro

Indra's new Enduro uses a laser battery instead of the extra power plant. This allows a sorely needed extinguisher system and still increases cargo capacity by almost 50%.

*'37 Enduro — Station wagon, hvy. chassis, large power plant, hvy. suspension, 4 solid tires, driver, turreted TwL, laser battery, fire extinguisher. Cargo capacity: 10 spaces, 650 lbs. Armor: F20, R20, L20, B20, T10, U10. Accel. 5, HC 3; 5,350 lbs., \$20,700.*

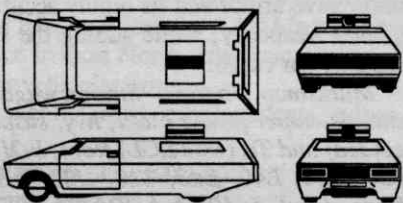
*Pinpoint laser option — Replace TwL with laser. Add single weapon computer. Cargo capacity: 950 lbs. 5,100 lbs., \$19,200.*



## Rocketlord

The Rocketlord by Magnum is a good medium-duty courier at a decent price. The combination of low price and accurate weaponry is irresistible. Try to take it from the side, where armor is thinnest.

*Rocketlord — Station wagon, x-hvy. chassis, super power plant, hvy. suspension, 4 solid tires, driver, RL (laser-guided with extra magazine) and TL (with LGL) in turret, MD back, fire extinguisher. Cargo capacity: 805 lbs., 7 spaces. Armor: F30, R20, L20, B25, T25, U17, 2 10-point wheelguards back, 2 10-point wheelhubs front. Accel. 5, HC 3; 5,795 lbs., \$21,090.*

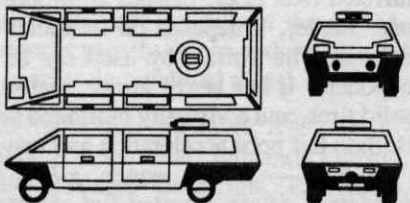


## Scout

The Crane Scout is an off-road wagon for light cargo duty where cars were not meant to go. It has heavy fireproof armor, a turreted Vulcan, and a potent rear defense combination.

*Scout — Station wagon, x-hvy. chassis, super power plant, OR suspension, 4 OR solid tires, driver, turreted VMG, MD and SS linked back. Cargo capacity: 8 spaces, 505 lbs. FP armor: F40, R30, L30, B30, T30, U20. Accel. 5, HC 2 (3 off-road); 6,095 lbs., \$23,800.*

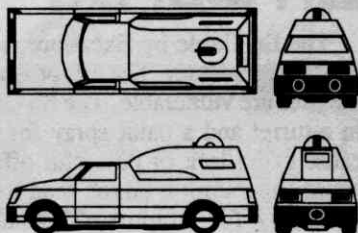
*Scorch — Replace MD and SS with HDFCE. Load VMG with incendiary ammo. Cargo capacity: 470 lbs. 6,130 lbs., \$26,250.*



# Pickups & Campers

## Ravager

The Excalibur Ravager has seen increasing popularity with drivers who are attached to pickups for no apparent reason. The Ravager is a road or duelling pickup armed with a Vulcan and plenty of ammo. It also has a ram plate and two linked, bumper-triggered HRs to soften up whatever it's driving through. Mine- and icedroppers provide rear defense. The weakness of this machine is its exposed tires.



*Ravager — Camper, x-hvy. chassis, super power plant, hvy. suspension, 6 PR radial tires, driver, VMG (with extra magazine) in universal turret, 2 linked HRs front, bumper trigger to HRs, MD and ID linked back. Armor: F30 (ram plate), R30, L30, B30, T25, U24. Accel. 5, HC 3; 7,751 lbs., \$26,170.*

*Ravager Torch — Load VMG and extra magazine with incendiary ammo, load MD with napalm mines, replace ID with FOJ, upgrade armor to fireproof. \$33,315.*

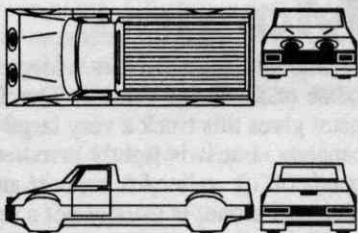
*Ravager Axe — Upgrade turret to 3 spaces, replace VMG and magazine with AC (and extra magazine, loaded with 9 rounds). Remove MD and link. "Cargo capacity": 9 lbs., 9 spaces. 7,791 lbs., \$30,645.*

## Ramrod

Acme's top-of-the-line pickup, the Ramrod, is a pure duelling vehicle. Heavy armor, a pair of linked gauss guns forward, and a ram plate make this a very hard truck to stop.

*Ramrod — Pickup, x-hvy. chassis, super power plant, hvy. suspension, 6 PR radial tires, driver, 2 linked GGs front, fire extinguisher, hi-res computer, active suspension. FP armor: F60 (ram plate), R45, L45, B45, T18, U18, 4 10-point wheelguards. Accel. 5, HC 3; 7,791 lbs., \$53,524.*

*Nightstalker — Replace fire extinguisher with IR targeting system. Add radar, LD radio, 50 lbs. personal gear (in unused pickup cargo space). \$59,724.*

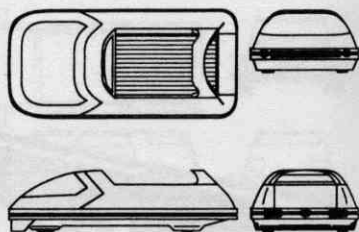


# Chopper

The Chopper from Republic Motors is a heavily armored duelling pickup. The Chopper has done well in Div. 25, its only real weaknesses being its small ammo supply and low acceleration from zero.

*Chopper* — Pickup, x-hvy. chassis, medium power plant, HD transmission, hvy. suspension, 6 PR radial tires, driver, VFRP (laser-guided) and IRTL (with LGL) front, FOJ back, spoiler, airdam. Metal and plastic armor: F11/10 (ram plate), R9/10, L9/10, B9/12, T0/6, U0/12, 4 10-point plastic wheelguards, 4 10-point plastic wheelhubs. Accel. 2.5/5, HC 2; 7,793 lbs., \$25,523.

*Cedar Chopper* — Upgrade to OR suspension and OR solid tires. Remove airdam, front guards and 7 points plastic armor. Add brushcutter, toolkit and spare OR solid tire. HC 1 (2 off-road); 7,796 lbs., \$29,719.



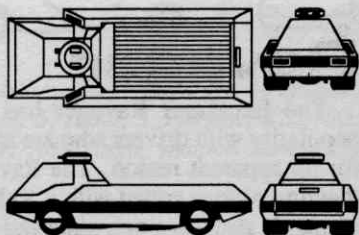
# En Garde

The En Garde by Excalibur is a good economical courier pickup. The armor is adequate although the tires are vulnerable. The En Garde has two MGs in a turret and a paint spray for rear defense. Because of its lack of powerful offensive weaponry, people operating it on the road try to hook up with a convoy for support. The hard-to-distinguish Elegant and Extreme options help dissuade potential predators of the En Garde, as well.

*En Garde* — Pickup, x-hvy. chassis, super power plant, hvy. suspension, 6 solid tires, driver, 2 turreted linked MGs, PS back, single weapon computer (tied to MG link). Cargo capacity: 1,631 lbs., 13 spaces. Armor: F30, R30, L30, B30, T24, U10. Accel. 5, HC 2; 6,169 lbs., \$18,338.

*Elegant* — Make MGs, PS fake. Add concealed GG (with extra magazine) in turret, concealed FCE back. Upgrade armor to FP. Cargo capacity: 1,344 lbs., 11 spaces. 6,456 lbs., \$33,101.

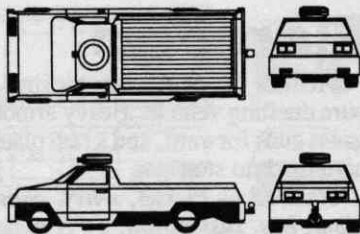
*Extreme* — Add 122 points of armor to the Elegant. Carry no cargo. 7,798 lbs., \$38,469.



# Morgan

The Magnum Motors Morgan is a real workhorse of a courier vehicle. The Thundercat power plant gives this truck a very large towing and cargo capacity, but it is lightly armored. This truck depends on its trailer for support and firepower, and if caught alone, is usually not a tough target.

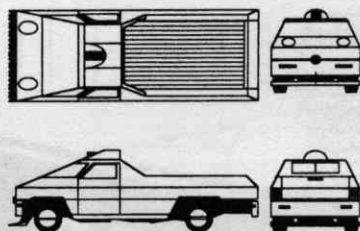
*Morgan* — Pickup, x-hvy. chassis, T-cat power plant, hvy. suspension, 6 PR tires, driver, turreted VMG (with HD ammo), SS back, hires computer, x-hvy. trailer hitch. Cargo capacity: 735 lbs., 11 spaces. Towing capacity: (with full cargo load) 12,300 lbs. Armor: F25, R25, L25, B25, T25, U25. Accel. 10, HC 2; 7,065 lbs., \$29,650.



# Longhorn

The Longhorn, by Conquistador, is often used in the less civilized areas of Mexico, Texas, and the western United States as a reliable off-road utility truck. Armor is on the light side, but the weapons are dependable and easy to resupply, which makes this a good vehicle for going where the roads don't.

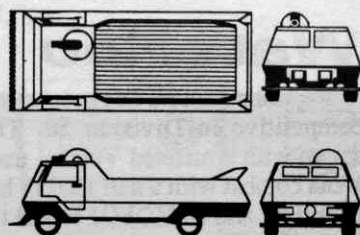
*Longhorn — Pickup, hvy. chassis, super power plant, OR suspension, 4 OR solid tires, driver, gunner, turreted MG, RR front, brush-cutter. Cargo capacity: 1,015 lbs., 11 spaces. Armor F30, R25, L25, B25, T25, U15. Accel. 5, HC 1 (2 off-road); 6,135 lbs., \$18,890.*



# Frontier

The Frontier is an off-road pickup designed for light cargo-hauling duty in out-of-the-way places. This truck has good handling characteristics (on- and off-road), good armor and a dependable recoil-less rifle. As with most off-road vehicles, the tires are vulnerable and are the best target on this truck.

*Frontier — Pickup, x-hvy. chassis, super power plant, OR suspension, 6 OR solid tires, driver, RR in universal turret, HDPS back, brushcutter, hi-res computer, spoiler, active suspension. Cargo capacity: 408 lbs., 12 spaces. FP armor: F45, R40, L40, B40, T37, U40. Accel. 5, HC 2 (2 off-road); 7,392 lbs., \$37,798.*



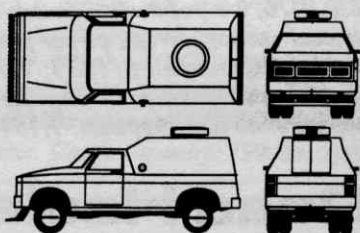
# Journeyman

Crane's Journeyman is an off-road passenger pickup. It and the Apprentice have seen duty both as private pickups and as law enforcement carriers across the continent. The rocket launcher and machine guns provide adequate firepower but the armor is substandard. It has unprotected wheels, and handles poorly. The Master, a more imposing vehicle, is used chiefly to transport important prisoners, one at a time.

*Journeyman — Camper, x-hvy. chassis, super power plant, OR suspension, 6 OR solid tires, driver, gunner, 4 passengers, RL (with extra magazine) in turret, MG right, MG left, HDSS back, hi-res computer for gunner, spare OR tire, brushcutter, long-distance radio. Cargo capacity: 75 lbs., 2 spaces. FP armor: F30, R20, L20, B20, T15, U15. Accel. 5, HC 1 (2 off-road); 7,725 lbs., \$32,550.*

*Apprentice — Remove gunner, 2 MGs, hi-res computer. Add single weapon computer to RL. Add 4 more passengers. Cargo capacity: 25 lbs., 2 spaces. 7,775 lbs., \$26,000.*

*Master — Remove gunner, MGs and 3 passengers. Upgrade to 3-space turret. Move RL front and remove extra magazine. Add VFRP (laser-guided with extra magazine) and IRTL (with LGL) to turret. Add RL back. Link each RL to VFRP (2 links). Laser guide all 50 rockets. Add 5 points armor. Add 2 points CA around passenger (prisoner) space, with flechette grenade mounted inside. 7,799 lbs., \$48,460.*



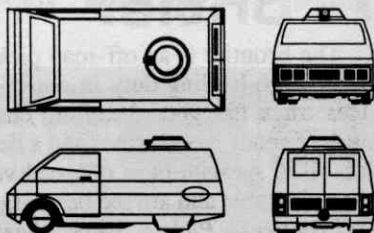
# Vans

## Waterloo

Republic Motors has proven that a van can be competitive in Division 30. The Waterloo is armed with a turreted Vulcan, usually loaded for arena combat with a half load of high-density ammunition, and an HDFOJ linked to an FCE in the back. The Waterloo has only average side armor for a van (i.e., not much), but the survivability of this van is increased by extensive use of component armor.

*Waterloo — Van, x-hvy. chassis, super power plant, hvy. suspension, 6 PR radial tires, driver, turreted VMG, HDFOJ and FCE back, FCE right, FCE left, all dropped weapons linked. Cargo capacity: 156 lbs., 6 spaces. FP armor: F22, R22, L22, B22, T20, U16, 2 8-point wheelguards rear, 2 8-point wheelhubs front, 10-point normal CA around each of driver, power plant, VMG, rear weapons (both together), right FCE and left FCE. Accel. 5, HC 3; 7,044 lbs., \$29,290.*

*Autocannon option — Replace VMG and VMG component armor with AC. Cargo capacity: 46 lbs., 6 spaces. 7,154 lbs., \$33,740.*



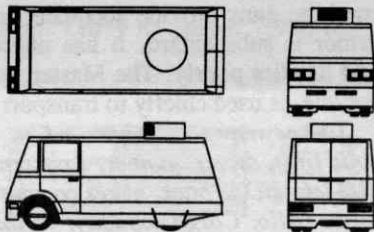
## Road Hauler

Courier Services has a new medium-duty cargo hauler that is seeing extensive road use. The Road Hauler's only weapon is a turreted VFRP with a limited ammo supply. Because of this, it is usually seen in convoys. The AC option packs half the punch but double the ammo, and the MG option is very popular for its low price tag.

*Road Hauler — Van, x-hvy. chassis, super power plant, hvy suspension, 6 PR radial tires, driver, turreted VFRP with laser-guided rockets, targeting laser in turret, 3 large mini-safes. Cargo capacity: 12 spaces (6 in cargo safes), 677 lbs. FP armor: F16, R16, L16, B16, T20, U16, 2 8-point wheelguards back, 2 8-point wheelhubs front, 10-point normal CA around each of power plant and driver. Accel. 5, HC 3; 6,523 lbs., \$28,950.*

*AC option — Replace VFRP with AC. Cargo capacity: 552 lbs. 6,648 lbs., \$28,650.*

*MG option — Replace VFRP with 3 linked MGs. Cargo capacity: 552 lbs. 6,648 lbs., \$25,950.*

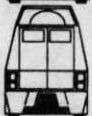
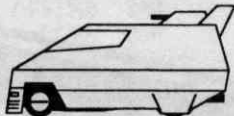
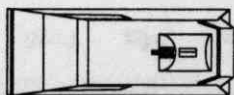




# Hotbox

Grenadier's line of gasoline-powered vehicles wouldn't be complete without this high-performance passenger van. The armament is relatively light, but if the 'Box runs into anything it can't handle, it is capable of rapid disengagement.

*Hotbox — Van, hvy. chassis, 400-cu.-in. engine with tubular headers, hvy. suspension, 4 solid tires, driver, gunner with extra driver controls, 2 passengers, turreted GG, HDPS back, 20-gallon HD gas tank, spoiler, airdam, HD shocks. FP armor: F15, R14, L14, B15, T16, U8, 2 10-point wheelguards rear, 2 10-point wheelhubs front, 10-point normal CA around each of power plant, driver, gunner, each passenger, gas tank and HDSS. Accel. 15, top speed 105, 15 MPG, HC 2; 6,488 lbs., \$43,720.*

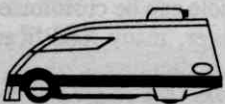


# Vanguard II

The Delta Automotive Vanguard II is an attempt to improve their old rear-defense van with new technology and construction techniques. The new Vanguard is much more resilient than its predecessor, but has been slightly down-gunned to accomplish this. The weak point of this van is its front tires: the wheelguards it displays are thin.

*Vanguard II — Van, x-hvy. chassis, super power plant, hvy. suspension, 6 PR radial tires, driver, turreted SG, FCE back, FCE and MD right, FCE and MD left, all dropped weapons linked, airdam. Cargo capacity: 152 lbs., 6 spaces. FP armor: F20, R24, L24, B25, T24, U15, 2 10-point wheelguards back, 2 10-point wheelhubs front, 10-point normal CA around each of power plant, driver, SG, back FCE, right weapons (both together) and left weapons (both together). Accel. 5, HC 3; 7,048 lbs., \$29,220.*

*Vanguard II ID — Replace FCEs and MDs with HDIDs right and left, SDs right and left and ID back, replace SG and CA with MF in turret. Cargo capacity: 192 lbs. 7,008 lbs., \$31,070.*



# Deluxe

Excalibur's entry in the medium courier market is their Deluxe. This is a fairly well-armored van, but it is unarmed and has vulnerable wheels. Its only real advantages are its relatively low price tag and low maintenance cost.

*Deluxe — Van, x-hvy. chassis, super power plant, hvy suspension, 6 PR radial tires, driver, 2 linked MGs in turret, SG and SS back, fire extinguisher. Cargo capacity: 13 spaces, 1,089 lbs. Armor: F15, R15, L15, B15, T18, U11, 10-point CA around each of driver, power plant and SS. Acceleration 5, HC 3; 6,111 lbs., \$19,070.*

*Vulcan Deluxe — Replace MGs with VMG, replace SG and SS with HDFCE. Replace SS component armor with HDFCE component armor. Cargo capacity: 1,024 lbs. 6,176 lbs., \$20,670.*



# Customizing Vehicles

Any vehicle can be customized as much as its potential owner desires, given enough time. However, many modifications are relatively quick and simple. Here is a short guide to such alterations.

**Accessories.** Many accessories, such as computers, radar and LD radio, require no space or weight and can be added without any work. Accessories like active suspension, spoilers, airdams or HD shocks require weight but not space; stripping off armor is the easiest way to get the pounds needed. If the vehicle has heavy front armor, you can add a ram plate by removing 35% of that armor and increasing that armor's cost by 65%.

**Ammunition.** See the table on the facing page for the weight and cost changes to load certain weapons with special ammunition types.

In cases where weight is needed, strip off armor. Alternately, you can merely load fewer shots — an MG or VMG with ten rounds of HD ammo costs and weighs the same as one with twenty rounds of regular ammo.

**Armor modifications.** Making armor fireproof is simple — just double the cost without changing the weight. Converting normal plastic to normal metal is about as easy. Five points of plastic convert to one point of metal, reducing cost by 50% of the plastic's cost; for fireproof plastic to metal, reduce the cost by 75% of the FP armor's cost (or 150% of comparable normal plastic). To convert from metal to plastic, multiply armor points by five and double the cost. Making metal armor laser-reflective simply adds 10% to the cost of the metal. Normal plastic may be upgraded to laser-reflective for essentially no cost by simply removing one point in ten; for those who really care, this results in the armor cost and weight dropping by one percent. Other simple additions that increase the longevity of a vehicle are wheelguards and wheelhubs — at four pounds a point, they are among the most weight-efficient forms of protection.

**Table Notes:** *Cost* and *Weight* are the cost and weight of a weapon loaded with that ammunition. (*Inc.*) is the increment from the base cost of the weapon; the table's figures assume the base load to be fragmentation grenades for the grenade launcher, oil for the oil gun, normal mines for the mine-flinger and smoke for the gas streamer. *Loc.* is the location where that ammo type may be found — numbers refer to volume and issue of *Autoduel Quarterly*, *UA1* and *UA2* are the *Uncle Albert's 2035* and *2036* catalogs, respectively, *CS* is *Combat Showcase*, and *DCW* is, of course, *Deluxe Car Wars*.

<i>Weapon</i>	<i>Ammo Type</i>	<i>Cost</i>	<i>(Inc.)</i>	<i>Wgt.</i>	<i>(Inc.)</i>	<i>Loc.</i>
FT	High-temperature (HT ammo)	\$1,500	(+\$750)	525	(+25)	5/4
GL	Concussion (CG)	\$1,400	(+\$150)	240	(+0)	DCW
	Flechette	\$1,200	(-\$50)	240	(+0)	5/4
	Glow-in-the-dark paint	\$1,800	(+\$550)	240	(+0)	CS
	Paint (PG)	\$1,200	(-\$50)	240	(+0)	DCW
	Smoke (SG)	\$1,200	(-\$50)	240	(+0)	DCW
	Tear gas (TG)	\$1,300	(+\$50)	240	(+0)	DCW
HDFT	High-temperature (HT ammo)	\$3,250	(+\$1,500)	800	(+50)	5/4
HDPS	Glow-in-the-dark	\$2,400	(+\$1,200)	130	(+0)	CS
HDSS	Tear gas	\$1,100	(+\$200)	250	(+0)	UA1
HR	Armor-piercing (AP)	\$300	(+\$100)	100	(+0)	UA2
	Add laser guidance		(+\$200)		(+0)	UA1
LR	Armor-piercing (AP)	\$113	(+\$38)	25	(+0)	UA2
	Add laser guidance		(+\$200)		(+0)	UA1
MD	Add proximity fuses		(+\$1,000)		(+0)	UA2
	Napalm	\$1,100	(+\$100)	200	(+0)	UA1
MFL	Napalm	\$2,850	(+\$100)	325	(+0)	UA1
MFR	Armor-piercing (AP)	\$675	(+\$225)	150	(+0)	UA2
	Add laser guidance		(+\$1,200)		(+0)	UA1
MG	Antipersonnel (AP)	\$3,500	(+\$2,000)	200	(+0)	UA2
	High-density (HD)	\$2,000	(+\$500)	250	(+50)	UA1
	Incendiary	\$1,750	(+\$250)	200	(+0)	UA2
MML	Add laser guidance		(+\$2,000)		(+0)	UA1
	Armor-piercing (AP)	\$1,050	(+\$100)	125	(+0)	UA2
	Chaff	\$950	(+\$0)	125	(+0)	UA2
	Incendiary	\$1,100	(+\$150)	160	(+35)	UA2
	Smoke cloud	\$950	(+\$0)	125	(+0)	UA2
	Smoke trail	\$850	(-\$100)	125	(+0)	UA2
MNR	Armor-piercing (AP)	\$75	(+\$25)	20	(+0)	UA2
	Add laser guidance		(+\$200)		(+0)	UA1
MR	Armor-piercing (AP)	\$210	(+\$70)	50	(+0)	UA2
	Add laser guidance		(+\$200)		(+0)	UA1
OG	Paint	\$1,250	(+\$0)	300	(+0)	UA1
	Glow-in-the-dark paint	\$2,000	(+\$750)	300	(+0)	CS
PS	Glow-in-the-dark	\$1,400	(+\$750)	75	(+0)	CS
RL	Add laser guidance		(+\$2,000)		(+0)	UA1
	Armor-piercing (AP)	\$1,525	(+\$175)	250	(+0)	UA2
	Chaff	\$1,300	(-\$50)	250	(+0)	UA2
	Incendiary	\$1,600	(+\$250)	310	(+60)	UA2
	Smoke cloud	\$1,350	(+\$0)	250	(+0)	UA2
	Smoke stream	\$1,250	(-\$100)	250	(+0)	UA2
SD	Explosive-tipped	\$600	(+\$300)	75	(+0)	UA2
SMD	Add proximity fuses		(+\$1,000)		(+0)	UA2
	Napalm	\$1,500	(+\$250)	200	(+0)	UA1
	Spider	\$1,500	(+\$250)	200	(+0)	4/3
	TDX	\$1,250	(+\$0)	200	(+0)	CS
SS	Tear gas	\$450	(+\$100)	75	(+0)	UA1
VFRP	Armor-piercing (AP)	\$3,575	(+\$525)	425	(+0)	UA2
	Add laser guidance		(+\$3,000)		(+0)	UA1

# Car Trailers

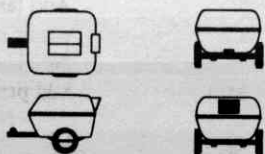
## Boom Box

The Magnum Boom Box is a general purpose cargo trailer with a surprising option. The 'Box has a rear mounted laser-guided rocket launcher as its only offensive weapon, and in its cargo configuration can carry up to half a ton. The factory refit options offered by Norman Explosives of Gunnison, Colorado use the cargo area to house explosive charges. The smaller charge merely destroys the trailer, making hijacking attempts pointless. The larger bomb, however, packs the cargo space full of explosives. This has been used to break up cycle gangs and other hijack organizations — when the vehicle towing the 'Box is attacked, the trailer is jettisoned as bait for the hijackers, and when the 'Box is opened the charge explodes.

*Boom Box — 6' van trailer, x-hvy. chassis, 2 PR tires, RL with laser-guided rockets, targeting laser, LGL. Cargo capacity: 1,000 lbs., 10 spaces. Armor: F10, R20, L20, B40, T12, U35. 2,359 lbs., \$8,205.*

*Boom Box Bomb option — Add A class kamibomb and anti-theft system. Cargo capacity: 9 spaces, 900 lbs. 3,459 lbs., \$10,305.*

*Big Bang Boom Box Bomb option — As Boom Box Bomb option, replace RL and TL with fakes, increase bomb to K class. No cargo capacity. Decrease armor to F7, R10, L10, B10, T1, U10, add 10-point CA around bomb. 2,796 lbs., \$4,420.*

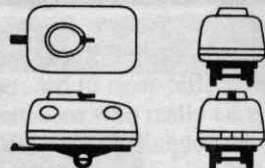


## Raven

The Autoligne Raven is a medium-combat cargo hauler with substantial offensive and defensive capabilities. The Raven mounts a turreted RR and ice- and spikedroppers. The armor is very heavy for a small trailer, but the lack of wheelguards or hubs is a definite problem. Though not a Q-option, the Raven Claw is hard to distinguish from the regular Raven from a distance — until the oil slick ignites!

*Raven — 10' van trailer, x-hvy. chassis, 2 solid tires, gunner, turreted RR, SD right, SD left, HDOJ back, all dropped weapons linked. Cargo capacity: 1,010 lbs., 11 spaces. Armor: F25, R40, L40, B50, T25, U20. 4,630 lbs., \$10,600.*

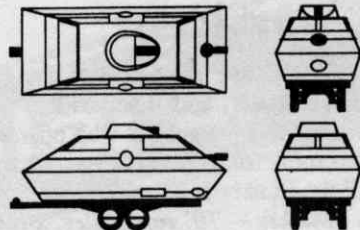
*Raven Claw — Replace RR with GG, replace HDOJ with HДФOJ, load SDs with explosive-tipped spikes. Cargo capacity: 950 lbs. 4,690 lbs., \$20,900.*



# Scimitar

The Amex Scimitar is a 15' van trailer designed for convoy escort duty. It has also been used in an attack mode because of its large offensive capabilities.

*Scimitar — 15' van trailer, x-hvy. chassis, 4 solid tires, 3 gunners, turreted VMG, HDFOJ right, HDFOJ left, FOJ back, MD (with napalm mines) right, MD (with napalm mines) left, all dropped weapons linked, RL right, RL left, AC back, radar. Cargo capacity: 272 lbs., 3 spaces. Armor: F25, R45, L45, B50, T30, U21. 8,368 lbs., \$33,375.*

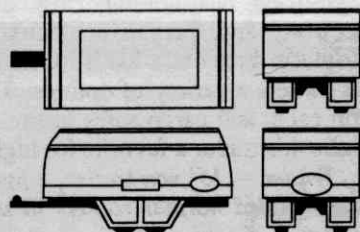


# Permafrost

The Permafrost marks Hudson Manufacturing's entrance into the trailer market. Designed for cargo hauling, this trailer adds no offensive power to the towing vehicle, but it does donate an effective dropped weapons package, consisting of a bank of ice- and minedroppers. This trailer has heavy armor and well protected tires, so try for a hitch shot to neutralize it.

*Permafrost — 15' van trailer, x-hvy. chassis, 4 solid tires, ID back, HDID left and right, MD left and right, all weapons linked. Cargo capacity: 2,094 lbs., 18 spaces. Armor: F30, R44, L44, B44, T30, U30, 2 10-point wheelguards, 2 10-point wheelhubs. 6,546 lbs., \$17,350.*

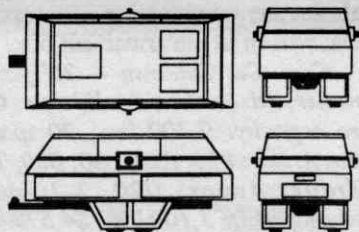
*Black Ice option — Add HDOJ right, HDOJ left, OJ back, all in original link. Cargo capacity: 1,759 lbs., 10 spaces. 6,881 lbs., \$19,650.*



# Road Defender

Houston Metal Fabricators has released a trailer that adds both offensive punch and cargo capacity to a convoy. The Road Defender is a self-contained weapons system with gunners, VMGs and dropped armaments. This trailer also has good armor and enough ammo to see it through several engagements. These factors combine with the low price to make the Road Defender a very popular and common vehicle.

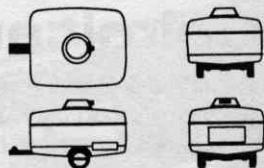
*Road Defender — 15' van trailer, x-hvy. chassis, 4 solid tires, 2 gunners, VMG right, VMG left, SMD (with 2 extra magazines) and SS (with 5 extra magazines) back linked, anti-theft system (with 15 AP grenades), 2 SWCs. Cargo capacity: 1,350 lbs., 10 spaces. FP armor: F20, R40, L40, B40, T20, U40, 2 10-point wheelguards, 10-point FP CA around each gunner. 7,290 lbs., \$24,500.*



# Bunker

The Crane Bunker was designed as a general purpose cargo hauler, and it serves this role admirably. The trailer carries its own gunner who operates the weapons, yet it still has room for over half a ton of cargo. The one real weakness of the Bunker is its relatively thin armor.

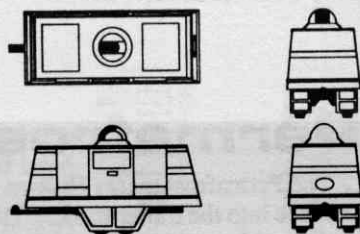
*Bunker — 10' van trailer, x-hvy. chassis, 2 solid tires, gunner, turreted VMG (with extra magazine and HD ammo), MD right linked to MD left. Cargo capacity: 1,005 lbs., 11 spaces. Armor: F15, R26, L26, B26, T25, U18. 4,625 lbs., \$13,384.*



# Triplet

The Triplet from Ace Vehicles Unlimited is a high-ticket, medium-duty cargo hauler with a very accurate and versatile offensive punch. The Triplet's three extra loads for its MML rack gives its owners a variety of options. The heavy armor, roll cage, and cargo safes insure cargo safety and make this trailer a favorite for high-dollar loads.

*Triplet — 15' van trailer, x-hvy. chassis, 4 solid tires, 3 linked MMLs loaded with laser-guided normal rockets in universal turret, 9 extra magazines on 3 magazine switches, 6 magazines loaded with laser-guided incendiary rockets, 1 magazine of smoking jenny rockets, 1 magazine of puff dragon rockets, 1 magazine of chaff rockets, IRTL (with LGL) in turret, FCE back, roll cage, 4 large mini-safes. Cargo capacity: 868 lbs., 8 spaces in cargo safes. LRFP Armor: F15, R49, L40, B40, T35, U25, 2 10-point wheelguards. 7,772 lbs., \$56,278.*



# Crew Cut Cutdown

Autoligne has released a scaled-down version of their Crew Cut for smaller vehicles. The company offers almost any combination of weaponry that will fit in the armament box.

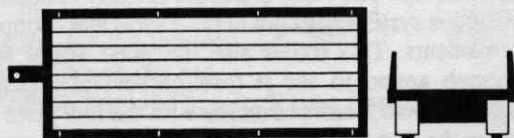
*Crew Cut Cutdown — 20' flatbed trailer, std. chassis, 4 solid tires. Cargo capacity: 9,300 lbs., 20 spaces. Box Armor: F20, R20, L20, B20, T20. Trailer Armor: U20, 2 10-point wheelguards. 3,100 lbs., \$4,575.*

Common weapons-box packages include:

2 MDs — Cargo capacity: 8,900 lbs. 3,500 lbs., \$6,625.

HDFOJ and magazine — Cargo capacity: 9,065 lbs. 3,335 lbs., \$7,975.

HDFCE and SD (with explosive spikes) — Cargo capacity: 8,935 lbs. 3,465 lbs., \$8,625.

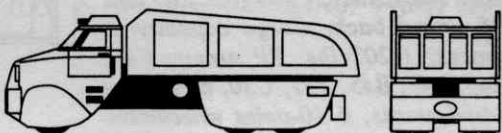
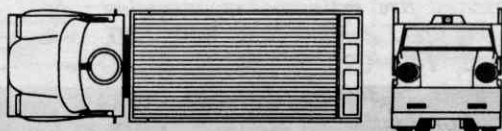


# 10-Wheelers

## Portland

The Crane Industries Portland is often seen hauling raw materials. These dump trucks are usually lightly armed (for trucks) — they have a heavily armored cab, and virtually no armor on the carrier.

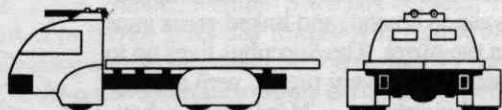
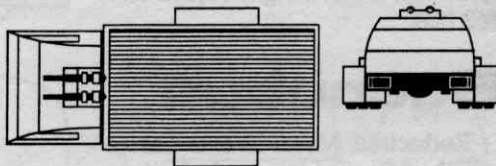
*Portland* — 10-wheel longnose cab, x-hvy. chassis, medium truck power plant, 10 PR tires, driver, AC in turret, 2 HDPSSs (linked L, R), FP cab armor: F40, R40, L40, B20, T40, U20, 6 8-point wheelguards. 15' dumper carrier, PS back linked to cab HDPSSs, 2 MDs (linked L, R), link for all dropped weapons. Cargo capacity: 25 spaces, 5,000 lbs. FP carrier armor: F5, R7, L7, B26, T0, U5. 14,977 lbs., \$76,760.



## Flattop

The Flattop by Crane is typical of the flatbed trucks in use today. Weapon space is at a premium, but armor is usually above average.

*Flattop* — 10-wheel longnose cab, x-hvy. chassis, medium truck power plant, 10 solid tires, driver, gunner, 2 RRs linked in turret, RR front, 2 SWCs (driver/front, gunner/turret), improved fire extinguisher. Cab armor: F40, R40, L40, B40, T40, U20, 6 10-point wheelguards. 15' flatbed carrier. Base cargo capacity: 20 spaces, 5,780 lbs. Carrier armor: U20.



*VMG option* — Replace RRs with VMGs. Base cargo capacity: 5,480 lbs. 14,320 lbs., \$72,490.

*Firebox* — Add weapons box to carrier, HDFCE and HDFOJ linked back in box. Box armor: U0, 20 in all other locations. Add 940 lbs. and \$6,500 to either option.

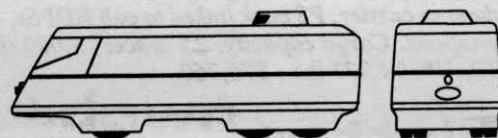
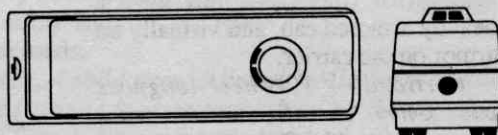
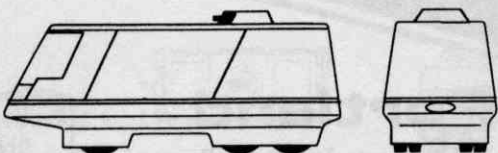
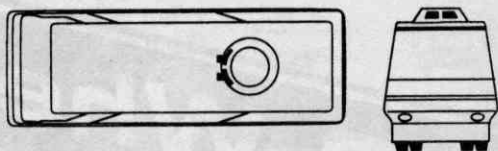
# Caesar & Constantine

Two typical small charter passenger carriers are the Caesar and Constantine from Ital Works. Both buses are well-armed and -armored, making them tough targets. Any engagement with these vehicles, provoked or not, should be well thought out.

**Caesar** — Mini-bus, x-hvy. chassis, small truck power plant, 10 solid tires, driver, gunner, 8 passengers, 2 VMGs linked in turret, ID back, improved fire extinguisher, targeting computer. Armor: F60, R40, L40, B60, T40, U20, 6 10-point wheelguards, 14,380 lbs., \$51,620.

**Constantine** — Mini-bus, x-hvy. chassis, small truck power plant, 10 PR tires, driver, gunner, 4 passengers, 2 RLs linked in turret (each with extra magazine), VMG front, ID and PS linked back. Cargo capacity: 6 spaces, 1,207 lbs. FP armor: F45, R45, L45, B45, T37, U30, 6 10-point wheelguards, 6 10-point wheelhubs. 13,193 lbs., \$52,508.

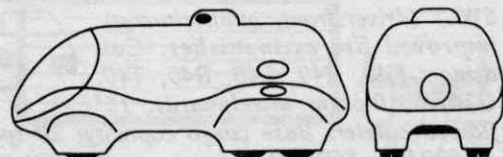
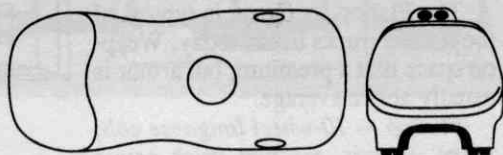
**Laser guidance option** — Add TL (with LGL) in turret and laser-guide all rockets. Cargo capacity: 6 spaces, 1,157 lbs. Total weight 13,243 lbs., \$62,008.



## Succubus

Rothschild Motor Works has released a new mini-bus for the business and charter markets. Combat with the Succubus should be avoided — it carries heavy armor, a lethal dropped-weapon combo, and linked gauss guns in the turret. The Succubus lives up to her name — very pretty, very deadly.

**Succubus** — Mini-bus, x-hvy. chassis, small truck power plant, 10 solid tires, driver, 4 passengers, 2 GGs (each with extra magazine) linked in turret, 2 SDs (with explosive spikes R, L), 3 FOJs (R, L, B) (all 5 linked), improved fire extinguisher, hi-res targeting computer, radar. FP armor: F50, R50, L50, B50, T50, U32, 6 10-point wheelguards, 6 10-point wheelhubs. 14,398 lbs., \$89,473.

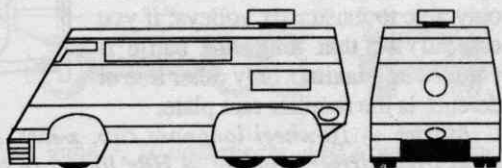
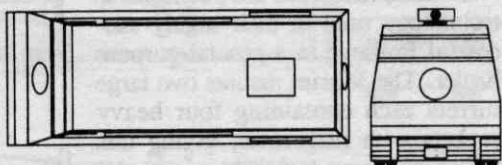




# Fourth of July

The Amex Fourth of July is a mini-bus designed as a convoy escort vehicle. It mounts more laser-guided weaponry than any other vehicle in production today. The Fourth also has good armor on all sides and electronics systems which make its fire all the more accurate. There is really no attack method that will make a substantial difference to this bus.

*Fourth of July — Mini-bus, x-hvy. suspension, small truck power plant, 10 solid tires, driver, 2 gunners, VFRP (laser-guided, with extra magazine) and IRTL (with LGL) in turret, 2 VFRPs (each with extra magazine on magazine switch, with 15 laser-guided and 15 unguided rockets front, back), 2 RLs (each with extra magazine on magazine switch, with 10 laser-guided and 10 unguided rockets right, left), 4 links (from turreted VFRP to each other rocket), HDOJ back, 2 SDs (with explosive spikes linked left, right), 3 hi-res targeting computers, radar. FP armor: F41, R41, L41, B41, T40, U35, 6 10-point wheelguards. 14,391 lbs., \$103,340.*

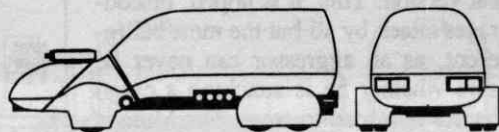
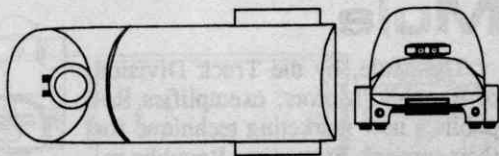


# Petroliner

The Petroliner is one of today's few gasoline tankers. Because of this, a warning is in order: Do not engage a gas tanker — a punctured tank is likely to explode violently. The Petroliner carries 375 gallons of gasoline in its tank, and \$15,000 is a tempting target for bandits. However, this truck, like all new Republic releases, has a Q-version as well. That and aversion to shooting at rolling bombs have kept most of these trucks safe from harm.

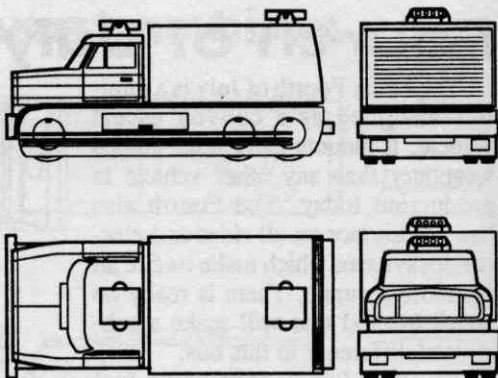
*Petroliner — 10-wheel longnose cab, x-hvy. chassis, medium truck power plant, 10 solid tires, driver, gunner, 2 VMGs linked in turret, 2 HDSSs (linked left, right), improved fire extinguisher, single weapon computer from gunner to VMG link. FP cab armor: F30, R24, L24, B0, T24, U20, 2 10-point wheelhubs front, 6 10-point wheelguards. 15' tanker carrier, SS (back, linked to cab HDSSs), 2 MDs (linked right, left). Cargo capacity: 20 spaces, 2,255 lbs. FP carrier armor: F30, R45, L45, B45, T30, U35. 17,545 lbs., \$93,808.*

*Petroliner Plus — Add 2 GGs (each with extra magazine) in pop-up universal turret on carrier, 3 FOJs (linked R, L, B), 3 FCEs (linked R, L, B), all FOJs and FCEs concealed and on 1 link, link connecting SSs, pop-up turret, and all weapons' concealment triggers. Cargo capacity: 3 spaces, 424 lbs. 19,376 lbs., \$128,983.*



# Maxim

Atlantic Industries has put the same technology used in their highly successful Bullseye in a general-purpose hauler. The Maxim mounts two large turrets each containing four heavy rockets with magazines, giving this rig an awesome punch at any angle. Space restrictions make the Maxim only able to muster six volleys; if you can survive that long, the battle is yours. The Maxim's only other line of defense is the familiar ram plate.

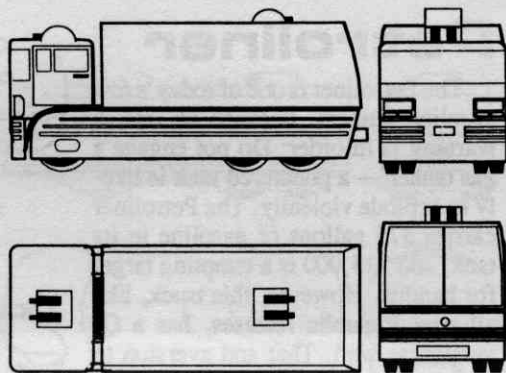


*Maxim* — 10-wheel longnose cab, x-hvy. chassis, medium truck power plant, 10 solid tires, driver, gunner, 4 HRs linked in turret, 4 1-space rocket magazines, improved fire extinguisher. Cab armor: F40 (ram plate), R35, L35, B0, T30, U20. 15' van carrier: 4 HRs linked in turret, 4 3-space rocket magazines, 3 OJs (linked left, right and back). Cargo capacity: 13 spaces, 1,889 lbs. Carrier armor: F25, R28, L28, B28, T30, U15. 17,911 lbs., \$79,310.

*Laser-guided option* — Add TL (with LGL) to each turret and laser-guide all rockets. Cargo capacity: 1,789 lbs. 18,011 lbs., \$87,110.

# Mule

The Mule, by the Truck Division of Republic Motors, exemplifies Republic's new marketing technique for their carriers. Every time Republic releases a new design, they also release a heavily uparmed but externally identical version. This, it is hoped, discourages attack by all but the most belligerent, as an aggressor can never be sure whether he is attacking a cargo hauler or a road fortress. The Mule is a fairly good hauler; the Q-Mule has virtually no cargo capacity but carries an extra pair of Vulcans and an extra gunner.

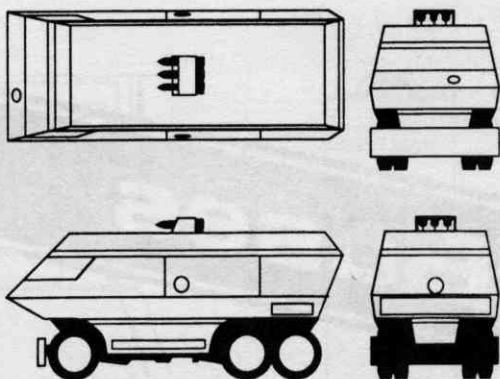


*Mule* — 10-wheel cabover cab, x-hvy. chassis, medium truck power plant, 10 solid tires, driver, gunner, 2 VMGs linked in universal turret, infrared sighting system, improved fire extinguisher, 2 targeting computers. Cab armor: F30, R25, L25, B0, T25, U20. 15' van carrier, 2 VMGs linked in universal turret, 2 SDs (with explosive-tipped spikes linked right, left), 3 SSs (linked right, left, back). Cargo capacity: 23 spaces, 2,165 lbs. Carrier armor: F15, R25, L25, B25, T20, U20. 15,835 lbs., \$85,300.

*Q-Mule* — Add 2 concealed VMGs linked back, gunner in carrier, add third computer and upgrade all to hi-res. Cargo capacity: 17 spaces, 20 lbs. Cab armor: F40, R35, L35, B0, T25, U20. Carrier armor: F20, R30, L30, B30, T25, U20. 17,880 lbs., \$103,750.

# Bingo

Ace Vehicles Unlimited is a new-comer in the production vehicle business. One of their first releases is the Bingo, a well-armed and -armored mini-bus for under \$50,000. This bus is seeing a lot of duty as a chartered passenger carrier and as a commercial carrier on established routes. Rocket launchers all around, minedroppers and heavy armor make the only weak spot on this bus the tires.



**Bingo** — Mini-bus, x-hvy. chassis, small truck power plant, 10 PR tires, driver, gunner, 10 passengers, 4 RLs (with incendiary ammo F, R, L, B), 3 HRs on rocket platform, 2 SMDs (with spider mines linked right, left), large DSP under, 2 targeting computers. Armor: F45, R45, L45, B50, T20, U35. HC 1; 12,400 lbs., \$42,480.

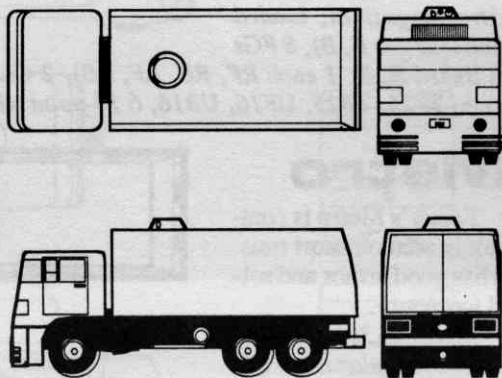
**Battle Bingo** — Upgrade computers to hi-res computers. Remove HRs on platform, large DSP, and all passengers. Add TL (with LGL) in zero-space turret, 18 HRs, and fire extinguisher. Laser-guide all rockets. Add links as desired. Armor F64, R60, L60, B64, T30, U40. 14,391 lbs., \$64,588 plus cost of links.

# Frost Giant

The Frost Giant, a refrigerated cargo carrier, is another Republic ten-wheeler with a "big brother." The Fire Giant appears identical to the Frost Giant, but instead of icedroppers and armor-piercing rockets, it has flame clouds, flaming oil jets and incendiary ammunition — a rude surprise for any attacker.

**Frost Giant** — 10-wheel cabover, x-hvy. chassis, medium truck power plant, 10 solid tires, driver, gunner, 2 RLs (with AP ammo) linked front, fake TL front, 2 SWCs (driver to RL link front, gunner to RL link in carrier turret). Cab armor: F40, R30, L30, B0, T30, U20. 15' reefer carrier, 2 RLs (each with extra magazine and AP ammo) linked in turret, fake TL in turret, 3 IDs and 3 PSs (all linked together, one each R, L, B), 2 SDs (with explosive spikes linked R, L), all dropped weapons linked. Cargo capacity: 10 spaces, 2,185 lbs. Carrier armor: F20, R30, L30, B40, T40, U20. 15,815 lbs., \$78,850.

**Fire Giant** — Replace AP ammo with incendiary rockets, replace IDs and PSs with 3 concealed FCEs and fake IDs and PSs, replace SDs with concealed MDs and fake SDs, replace fake TLs with real TLs (and LGLs), laser-guide all rockets, add fire extinguisher. No cargo capacity. 17,996, \$112,480.

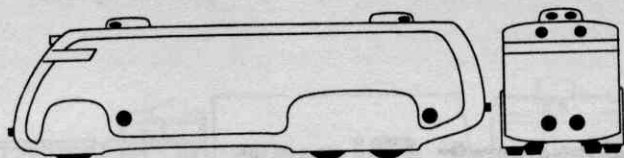
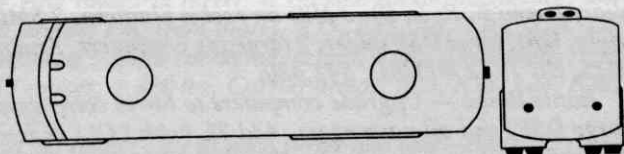


# Buses

## Disruptor

The Amex Disruptor is a favorite of the police. Designed to support the Amex Commando, it mounts mostly antipersonnel weaponry.

*Disruptor* — 30' bus, hvy. chassis, regular truck power plant, solid tires, driver, 5 gunners, 2 turreted GSs (each with 3 extra magazines, loaded with tear gas F, B), 8 FGs (2 linked F, B, 1 each RF, RB, LF, LB), 2 GLs front. FP armor: F45, B40, sides 30 each, TF25, TB25, UF16, UB16, 6 10-point wheelguards. 17,589 lbs., \$77,740.



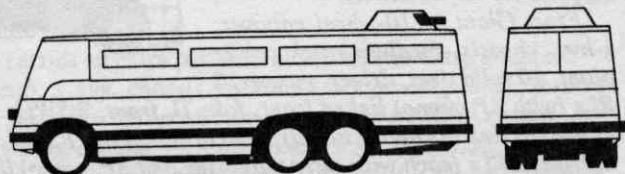
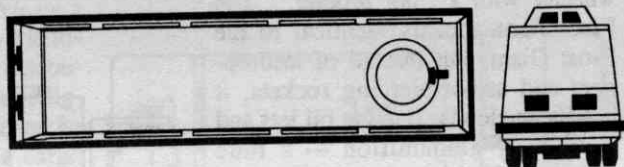
## Metro

Foster's Metro is commonly seen on short runs. It has good armor and solid weaponry.

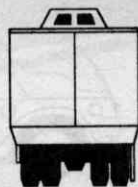
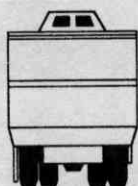
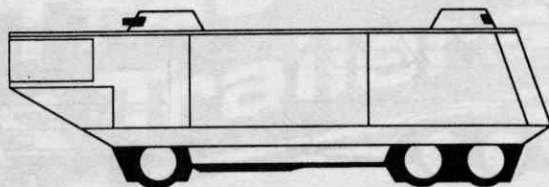
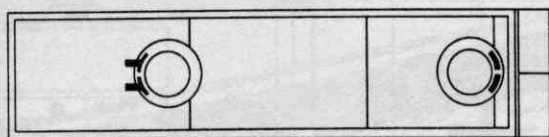
*Metro* — 30' bus, hvy. chassis, regular truck PP, 10 solid tires, driver, 2 gunners, 9 passengers, 2 turreted RRs linked B, 2 ATs linked F, HDSS B, fire extinguisher. Armor: F40, sides 30 each, B30, TF10, TB24, UF15, UB15. 17,596 lbs., \$63,490.

*Metro Downtown* — Remove ATs. Add 6 FGs (one in each location), 18 AP grenades, ram plate. Put tear gas in HDSS. Add 6 10-point wheelguards. 17,591 lbs., \$67,315.

*Metro Freeway* — Upgrade to x-hvy. chassis, replace HDSS with SS and SD linked, add 2 SSs in EWP's back, add 2 SDs in EWP's front, link SSs, SDs, EWP's and all dropped weapons. Add 6 10-point wheelguards. 19,196 lbs., \$72,290.



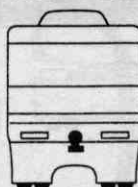
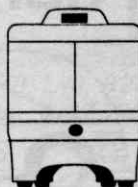
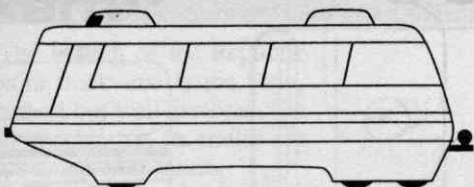
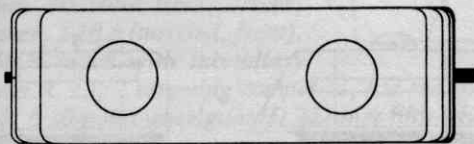
# Road Block



People traveling in uncontrolled areas should be aware of this type of bus. Scrounged together, actual armaments and armor vary widely. Gangs use it as a mobile toll booth, turning its right side to block the road. This particular bus, operating along Texas 1, was captured by the River City Autoduel Association in Austin.

*Road Block* — 40' bus, x-hvy. chassis, regular truck power plant, 10 solid tires, driver, 6 gunners, 2 SGs (RF, RB), 2 MFs (RF, RB), 3 linked RRs RF, 3 linked RRs RB, 2 RRs linked in turret F, 2 FTs linked in turret B. Cargo capacity: 10 spaces, 816 lbs. Metal/ plastic armor: F0/24, RF14/16, RB14/16, LF0/24, LB0/24, B0/23, TF0/40, TB0/40, UF0/10, UB0/14, 3 10-point plastic wheelguards right side, 3 10-point plastic wheelhubs right side. 25,384 lbs., \$92,260.

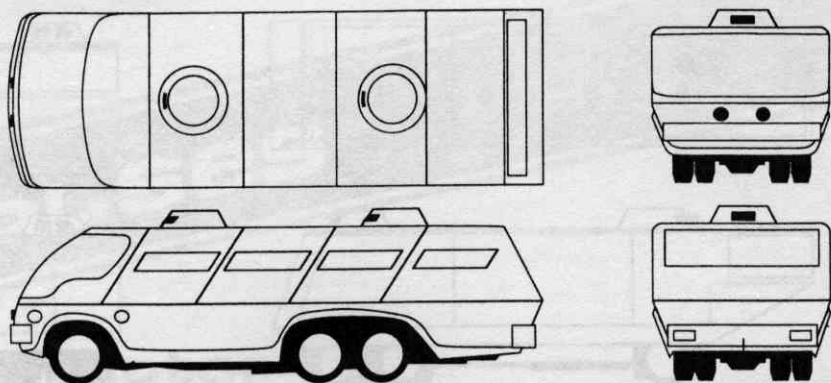
# Duellist



The Duellist, similar to the Scarab, is intended for use by well-equipped duellists. It can carry a luxury car and tow a six-ton trailer. Since most of these buses are owned and operated by professional duellists, serious thought should be given before engaging it.

*Duellist* — 40' bus, x-hvy. chassis, regular truck power plant, 10 solid tires, driver, 3 gunners, 2 RLs (laser-guided and linked) and TL (with LGL) in both turrets, AC F, 2 MFs linked B, heavy trailer hitch, assault ramp. Cargo capacity: 29 spaces, 6766 lbs., can tow a 12,000 lb. trailer. FP armor: F29, sides 25 each, B29, TF25, TB25, UF20, UB20, 6 10-point wheelguards. 18,334 lbs., \$99,090.

# Cruiser

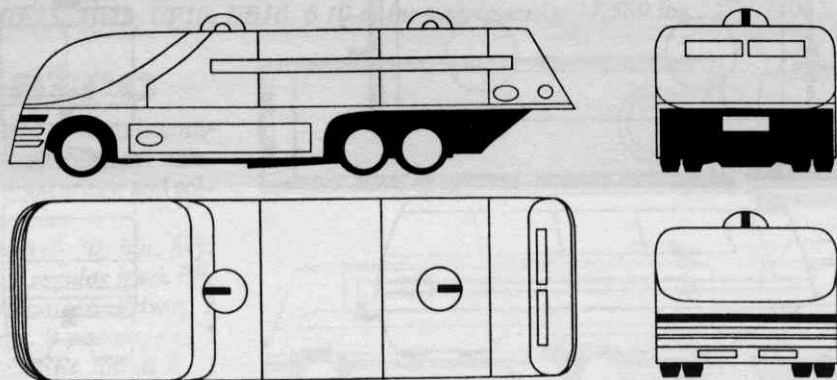


The Magnum Motors Cruiser is a passenger hauler designed for the longer intercity routes. This bus has good armor and formidable weaponry. Its weakness is its lack of defensive weaponry; the FC Cruiser corrects this, but loses its side Vulcans.

*Cruiser* — 40' bus, x-hvy. chassis, regular truck power plant, solid tires, driver, 2 gunners, 10 passengers, 2 turreted HLs (F, B), 6 VMGs (2 each linked F, RF, LF). Armor: F50, sides and tops 45 each, B50, UF34, UB34. 25,196 lbs., \$104,680.

*FC Cruiser* — Replace side VMGs with 4 FCGSs (RF, LF, RB, LB). Add 50 points of armor. 25,196 lbs., \$99,130.

# Arsonist



The Arsonist by Conquistador is a convoy escort bus that lives up to its name. If you don't have fireproof armor, don't fight this bus.

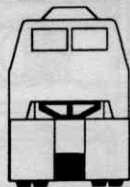
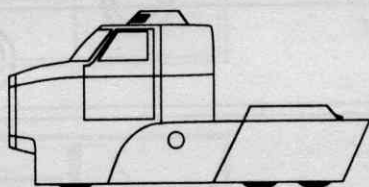
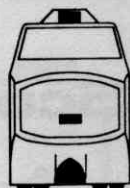
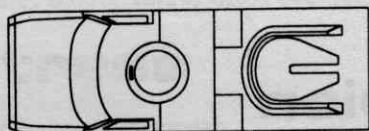
*Arsonist* — 40' bus, x-hvy. chassis, regular truck power plant, 10 metal tires, driver, 5 gunners, 2 turreted HLs (universal F, B), 4 HDFTs (RF, RB, LF, LB), 2 lasers linked F, 2 HDFOJs (linked RB, LB), laser battery, 5 hi-res computers, improved fire extinguisher. FP armor: F50, sides 40 each, B45, TF35, TB35, UF35, UB35. 25,190 lbs., \$153,750.

# Tractors & Trailers

## Laser

Engage the Great Northern Laser from the sides or back — the two heavy lasers will burn right through most vehicles. This tractor's combat stamina is severely limited by its lack of laser batteries.

*Laser* — Sleeper longnose, x-hvy. chassis, super truck power plant, 10 solid tires, driver, gunner, 2 HLs (turreted, front), 2 MGs (each with incendiary ammo R, L), 2 targeting computers, LD radio. FP armor: F45, R40, L40, B20, T38, U20, 6 10-point wheelguards, 20-point fifth-wheel guard. 16,192 lbs., \$127,796.

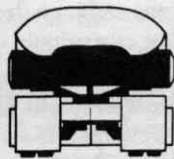
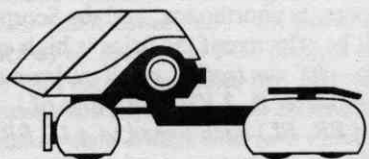
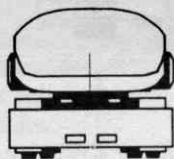
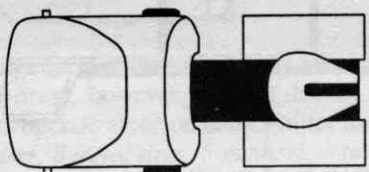


## Ram

The bottom of the Republic Motors truck line is the Ram. Unarmed but well-armed, the Ram depends on its trailer for support and momentum.

*Ram* — Std. cabover, x-hvy. chassis, large truck PP, 10 solid tires, driver, passenger (relief driver), imp. FE, solar panel. FP armor: F40, R40, L40, B20, T20, U20, 6 10-point wheelguards. 12,000 lbs., \$75,710.

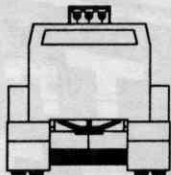
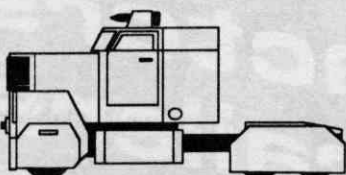
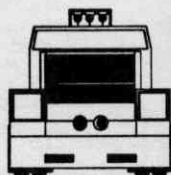
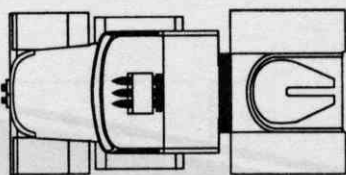
*Super Ram* — Upgrade to super truck power plant, remove passenger, solar panel and 18 points of armor. 11,998 lbs., \$79,380.



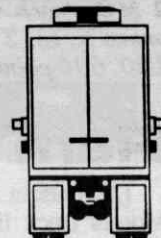
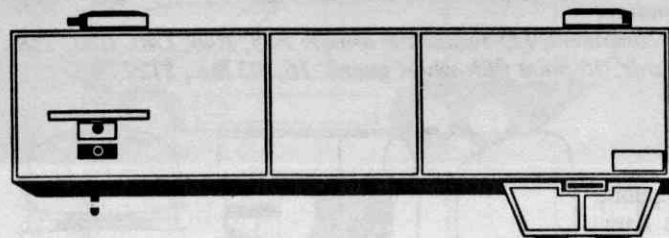
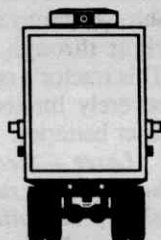
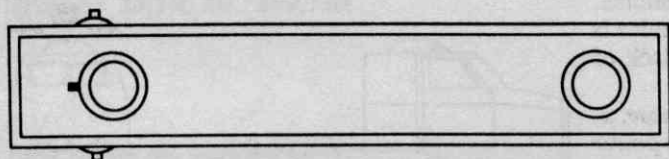
# Scorpion

The Amex Scorpion has only one real weakness, its light back armor. Attacking this truck from the front is a dangerous proposition, while flechette guns guard the sides, so watch your tires.

*Scorpion — Sleeper long-nose, x-hvy. chassis, super truck power plant, 10 solid tires, driver, gunner, 2 GGs linked front, 3 HRs on rocket platform, 2 FGs (L, R), extra driver controls, radar detector, radar jammer, radar, LD radio, improved fire extinguisher, no-paint windows, tinted windshield, 2 safety seats. LRF armor: F50, R40, L40, B20, T30, U30, 6 10-point wheelguards, 20-point fifth-wheel guard. 15,980 lbs., \$142,100.*



# Scorpion



The Scorpion trailer by Amex is a general-purpose hauler, sold separately or with the Scorpion tractor. The Scorpion's array of weapons, especially the vehicular shotguns and junk droppers, is unorthodox, and the Scorpion is a prime example of the fact that any vehicle will be effective if the price is high enough.

*Scorpion Trailer — 40' van trailer, small cycle power plant, 8 solid tires, 4 gunners, AC in turret F, HL in turret B, 2 VSGs (FR and FL), 2 VMGs (FR, FL), 2 SMDs (with napalm mines linked BR, BL) each linked to a JD BR, BL, improved fire extinguisher, 2 laser batteries, 3 hi-res computers, semi-trailer emergency plate. Cargo capacity: 50 spaces. LRF armor: F30, sides 70 each, B100, FU40, BU40, 4 10-point wheelguards. 22,720 lbs., \$137,000.*

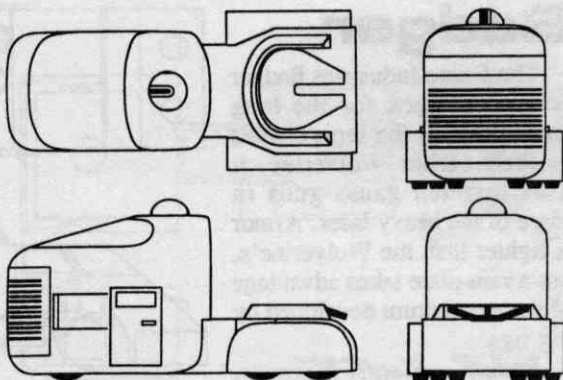


# Magnum

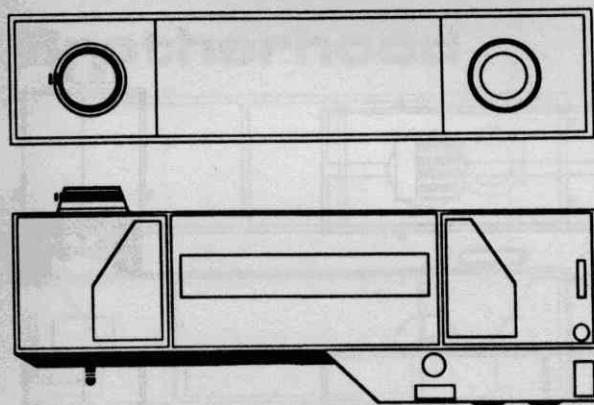
The Magnum by Magnum is a defense-oriented machine. If you can stand up to its laser, you can take your time whittling this beast down.

*Magnum — Sleeper long-nose, x-hvy. chassis, super truck power plant, 10 solid tires, driver, gunner, laser in universal turret, 2 laser batteries, 2 ejection seats with parachutes, anti-theft system, 12 AP grenades, sleeping area. FP armor: F60, R50, L50, B45, T50, U45, 6 10-point wheelguards, 20-point fifth-wheel guard. 16,192 lbs., \$116,096.*

*Metal Magnum — Replace 250 points FP plastic armor with 50 points LR metal. LR metal/FP armor: F10/10, R8/8, L8/8, B8/10, T8/14, U8/7. \$103,409.*



# Rolling Fortress



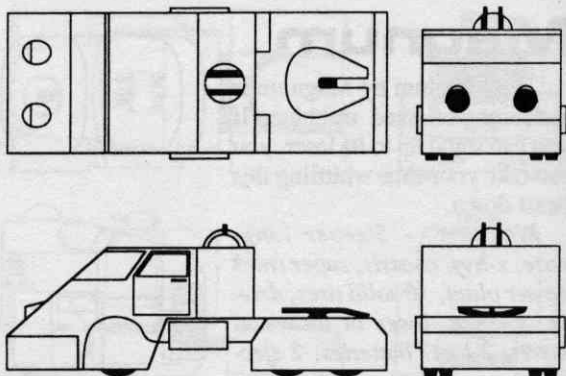
Magnum Motors named this trailer in tribute to the WWII Flying Fortress, which also carried 13 machine guns. This Fortress, however, doesn't display its full firepower. These rigs escort large convoys and operate alone on hunter-killer missions.

*Rolling Fortress — 40' van trailer, 8 metal tires, 5 gunners, 4 turreted VMGs (each with extra magazine and magazine switch, 2 back, 2 in pop-up turret F), 9 VMGs (each concealed, with extra incendiary ammo magazine and magazine switch, 3 linked B, 3 linked RB, 3 linked LB), 2 HDFCEs (each concealed, with extra magazine RB, LB), FCE (concealed, with extra magazine) B, concealed FOJ back, 2 concealed HDFOJs (RB, LB), 2 MDs (each concealed, with extra magazines RB, LB), fake SS back, 2 fake HDSSs (RB, LB), all dropped weapons linked, all weapon concealment linked to pop-up turret, IR sighting system, LR radar, semi-trailer emergency plate, small cycle power plant, improved fire extinguisher, 5 hi-res computers. LR metal/FP armor: 23/23 in all locations, 4 10-point plastic wheelguards, 4 10-point plastic wheelhubs. 43,703 lbs., \$193,900.*

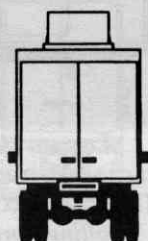
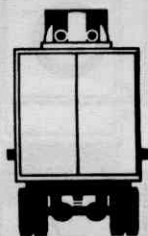
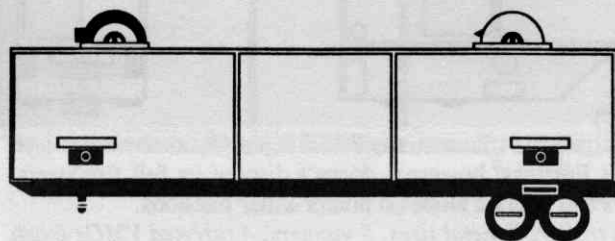
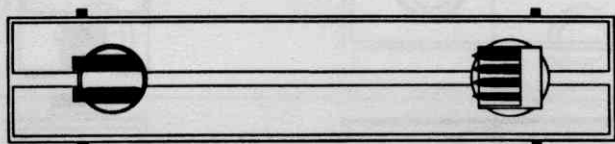
# Badger

The Crane Industries Badger is a good truck for the long haul. Built on the same chassis as their earlier Wolverine, it uses turreted gauss guns in place of the heavy laser. Armor is lighter than the Wolverine's, but a ram plate takes advantage of the momentum developed by big rigs.

*Badger — Sleeper longnose, x-hvy. chassis, super truck power plant, 10 solid tires, driver, gunner, 2 GGs linked in universal turret, 2 linked HRs with bumper trigger front, hi-res computer, LD radio, anti-theft system, 5 AP grenades, sleeping area. LRFP armor: F45 (ram plate), R45, L45, B40, U30, 6 10-point wheelguards. 16,184 lbs., \$139,538.*



# Badger



The Badger trailer was designed by Crane Industries for use with its Badger tractor. The offensive power of this rig is impressive. The price tag, though, limits sales, and this trailer is fairly uncommon.

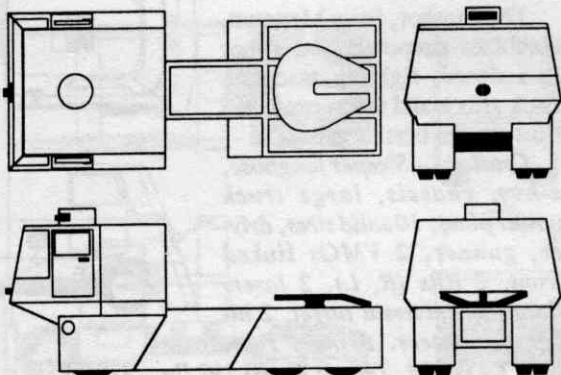
*Badger Trailer — 40' van trailer, 8 solid tires, 5 gunners, 2 GLs (each with extra magazine) linked in turret B, 4 linked HRs (laser-guided, each with 3-space rocket magazine) and TL (with LGL) in universal turret F, 2 MDs (linked BR, BL), HDSS linked to MDs B, GG (with extra magazine) B, 4 ACs (FR, FL, BR, BL), 5 hi-res computers, anti-theft system, quick-release kingpin, improved fire extinguisher. Cargo capacity: 28 spaces. LRFP armor: 125 in all locations. 36,685 lbs., \$221,600.*

# Lone Eagle

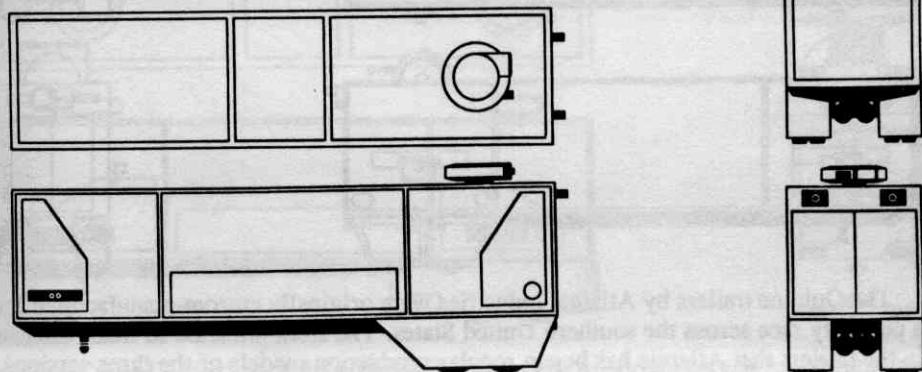
The Republic Motors Lone Eagle is a good general-purpose tractor for short-haul runs. It has well-protected tires and HD shocks to help keep control, a real weakness in most trucks. The Double Eagle trades some offense for a gunner, reducing driver fatigue.

*Lone Eagle* — Sleeper cab-over, x-hvy. chassis, large truck power plant, 10 solid tires, driver, 2 turreted GGs (each with extra magazine, linked), 3 MGs (with HD ammo R, L, F), improved fire extinguisher, radar ATAD for MGs, HD shocks, HD brakes, radar, SWC, LD radio, anti-theft system, 8 AP grenades. Armor: F35, R35, L35, B20, T35, U25, 6 10-point wheelguards, 10-point CA around driver. 14,370 lbs., \$124,418.

*Double Eagle* — Remove front MG and ATAD, add gunner with extra driver controls. Include gunner in driver's component armor. 14,320 lbs., \$116,418.



# Brotherhood



Another convoy escort trailer seeing duty on our highways is the Brotherhood by Acme. This trailer mounts an impressive array of offensive weaponry that offers heavy-hitting firepower to all sides. The Cargo Brother is externally identical but carries far more cargo at a far smaller price.

*Brotherhood* — 40' van trailer, 8 solid tires, 3 gunners, 2 linked TGs (each with 2 extra magazines) B, 4 TwLs (2 linked RF, 2 linked LF), turreted GG (with extra magazine) and searchlight, 8 laser batteries, 2 GSs (with smoke RB, LB), 3 cyberlinks. Cargo capacity: 26 spaces. Armor: F100, sides 157 each, B144, UF75, UB75, TF100, TB100, 4 10-point wheelguards. 35,551 lbs., \$199,830.

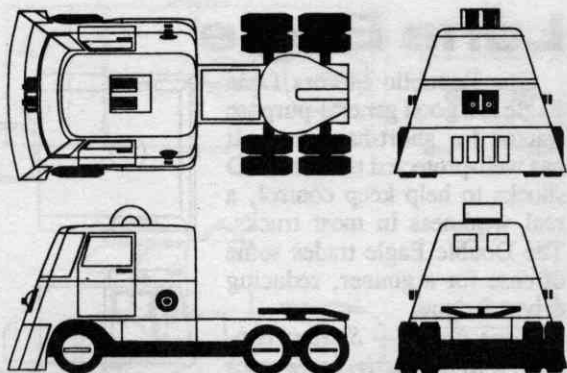
*Cargo Brother* — Remove gunners, cyberlinks and laser batteries, replace TwLs and TGs with fakes. Cargo capacity: 75 spaces. Downgrade to 40 points of armor in each location. 12,665 lbs., \$49,200.

# Crasher

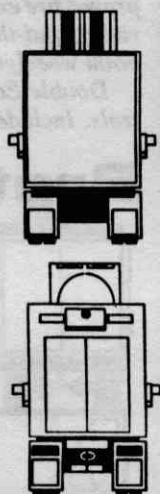
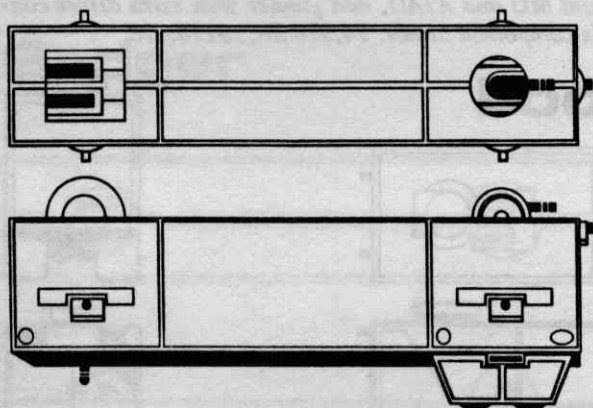
The Crasher, from Magnum, combines firepower and armor in a decent fighting machine. Back armor and the unprotected tires are the best targets.

*Crasher — Sleeper longnose, x-hvy. chassis, large truck powerplant, 10 solid tires, driver, gunner, 2 VMGs linked front, 2 RRs (R, L), 2 lasers linked in universal turret, 2 hires computers. Armor: F44, R43, L43, B34, T43, U30. 16,192 lbs., \$120,758.*

*Ram Crasher — Replace VMGs with bumper-triggered RLs front, add ram plate. 16,144 lbs., \$120,418.*



# Quinine



The Quinine trailers by Atlantic Industries were originally custom-manufactured for a publicity race across the southern United States. The stunt attracted so much interest in the trailers that Atlantic has begun regular production models of the three versions. The Quinine trailers hold the distinction of having the largest dropped-weapon ammo supply of any vehicle on the market today — a staggering 750 pounds of mines.

*Quinine base — 40' van trailer, 8 solid tires, 4-space turret front, 3-space turret back (turret contents vary), 4 gunners, 5 MGs (one in each location but F), 5 SSS (each with 2 extra magazines, same locations as MGs), 3 MDs (each with 4 extra magazines, RB, LB, B), 3 FOJs each with extra magazine, RB, LB, B), QR kingpin. LRFP armor: 63 in all locations, 4 10-point wheelguards. Cost and weight depend on option:*

*Q-1 — 2 lasers in front turret, AT in back turret (with 2 extra magazines), 2 laser batteries. Cargo capacity: 20 spaces. 22,791 lbs., \$104,050.*

*Q-2 — 4 MGs in front turret (each with magazine), VFRP in back turret (with 2 extra magazines). Cargo capacity: 16 spaces. 22,701 lbs., \$96,500.*

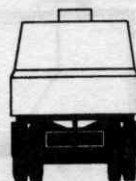
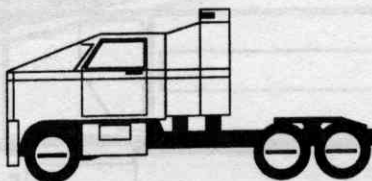
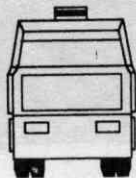
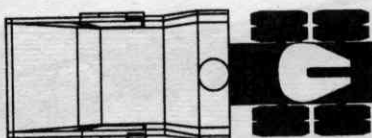
*Q-3 — 4 MMLs in front turret (each with 2 extra magazines), AC in back turret (with 3 extra magazines). Cargo capacity: 13 spaces. 22,426 lbs., \$98,850.*

# Annihilator

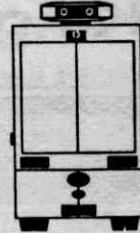
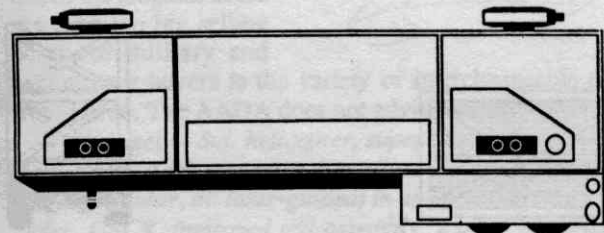
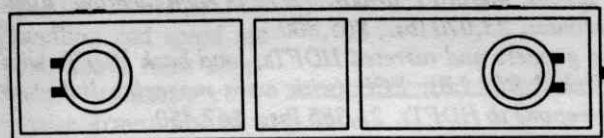
The Magnum Motors Annihilator uses a pair of turreted twin lasers, a pair of forward-mounted linked recoilless rifles and a large ram plate for a large offensive punch. Its light armor, especially in back, and unprotected wheels make it fairly simple to take this truck out.

*Annihilator — Sleeper long-nose, x-hvy. chassis, super truck power plant, 10 solid tires, driver, gunner, 2 linked TwLs in turret, 2 linked RRs with bumper*

*trigger front, cyberlink to turret from gunner, hi-res computer for driver. LRFP armor: F60 (ram plate), R30, L30, B14, T20, U20. 16,190 lbs., \$150,190.*



# Delivery

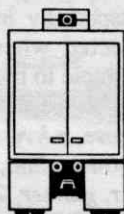
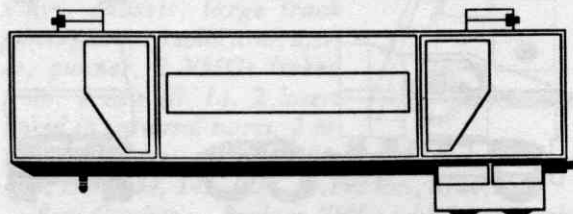


The Crane Delivery is designed for safe delivery of important cargos, combining impressive weaponry, heavy armor and a cargo safe into a tough trailer to take out. Because of the very high price tag, this rig is usually only bought and operated by large corporations for transporting highly valuable or sensitive cargos.

*Delivery — 40' van trailer, 8 solid tires, 4 gunners, 4 turreted GGs (each with extra magazine, 2 linked F, 2 linked B), 8 VMGs (with incendiary ammo, 2 each RF, LF, RB, LB, each pair linked) 3 MDs (RB, LB, B), 3 GSs (each with extra magazine, all with smoke, RB, LB, B), 3 IDs (RB, LB, B), all dropped weapons linked, large DSP under, GG (with extra magazine) B, improved fire extinguisher, cargo safe, 4 hi-res computers, quick-release kingpin. Cargo capacity: 20 spaces (10 in cargo safe). LRFP armor: 125 in each location, 4 10-point wheelguards. 50,396 lbs., \$269,650.*

*Double Delivery — Remove IDs, replace GSs with FCGSs and replace 3 MDs with 2 SMDs (with napalm mines), add second cargo safe. Reduce armor to 75 in all locations. Cargo capacity: 20 spaces in safes. 52,146 lbs., \$233,200.*

# Hellfire

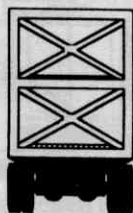
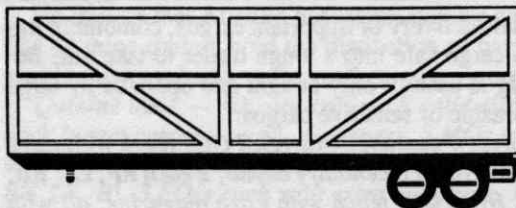


Even if you have fireproof armor, attacking this van by Houston Metal Fabricators is dangerous and nearly useless. The Hellfire has four HD flamethrowers to heat up the action, and enough metal armor to repel almost any attack. Try to take out the tractor, it's bound to be easier.

*Hellfire — 40' van trailer, 8 metal tires, 3 gunners, 4 HDFTs (2 turreted B and F, 2 linked B). Cargo capacity: 64 spaces. Metal/FP armor: 12/12 in each location, 4 10-point FP wheelguards and wheelhubs. 23,070 lbs., \$65,800.*

*Brimstone option — Remove gunners and turreted HDFTs, load back HDFTs with HT ammo, add 2 HDFCEs (linked RB, LB), FCE (with extra magazine linked to HDFCEs back), link dropped weapons to HDFTs. 21,385 lbs., \$67,450.*

# King



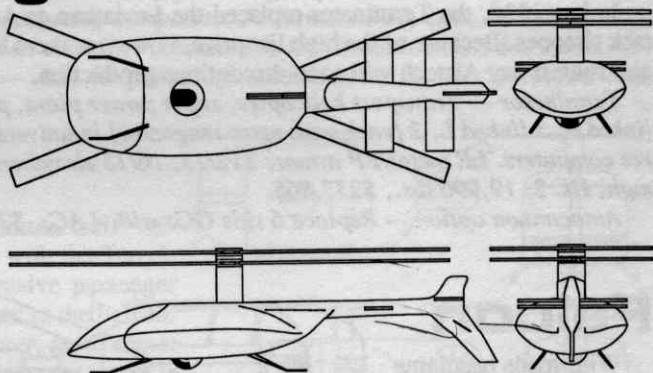
The King is a dual-level flatbed trailer designed, built and distributed by Ace Vehicles Unlimited. It has a flame cloud ejector and two minedroppers in its weapons box, so fireproof armor is recommended when fighting a rig pulling this trailer.

*King — 40' dual-level flatbed trailer, 8 solid tires, weapons box, FCE back, 2 linked MDs (with proximity-fused napalm mines R, L), exploding kingpin. FP armor: 50 in all 4 underbody locations, 5 sides of weapons box 15 each. Base cargo capacity: 70 spaces. 8,750 lbs., \$40,330.*

# Helicopters

## Dark Angel

Lorne's Dark Angel is becoming the standard for military attack helicopters. It features cluster bombs and a variable-fire rocket pod. Its handling and speed are well above most choppers'. Its heavy composite armor makes it one of the toughest in the sky. But the big selling point for military and paramilitary buyers is the variety of interchangeable external weapons pods available from Lorne. The AADA does not advise engaging this craft under any circumstances.



*Dark Angel* — Std. helicopter, super power plant, pilot, gunner with extra driver controls, VFRP (with two extra magazines and magazine switch, two loads armor-piercing and one regular, all laser-guided) in universal turret under, and IRTL (with LGL), 2 CBs under, CACR, improved tail assembly, 2 pairs of jettisonable maneuver foils, infrared sighting system, long-range radar. LR metal/FP armor: F20/15, R20/15, L20/15, B20/15, T15/10, U20/15, 7-point FP maneuver foil armor on each foil, 10-point normal plastic rotor armor on each main rotor. Accel. 5, top speed 250 mph (240 with EWP), HC 3; 17,881 lbs., \$141,068.

*Standard Military Options* — Add long-distance radio, radar jammer, tinted no-paint windows, 2 hi-res computers. \$154,168.

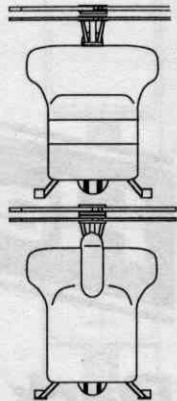
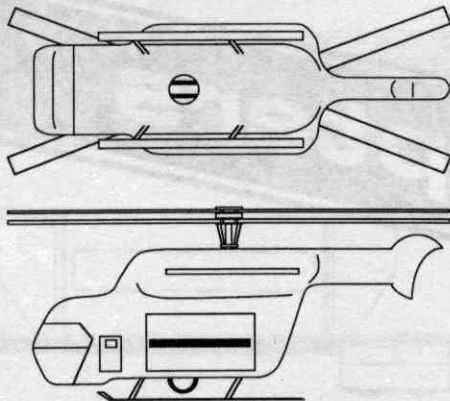
*Tank-busting EWPs* — 2 3-space external weapons pods, 2 linked ACs in pods. 10-point FP plastic armor on each pod. 19,961 lbs., \$173,118.

*Ground Attack EWPs* — 2 3-space external weapons pods, 6 linked CBs in pods. 10-point FP plastic armor on each pod. 19,661 lbs., \$159,918.

*General-purpose EWPs* — 2 3-space external weapons pods, 2 linked GGs (each with extra magazine) in pods. 10-point FP plastic on each pod. 19,971 lbs., \$180,718.

*Rocket EWPs* — 2 3-space external weapons pods, 2 laser-guided linked RLs (each with extra magazine and magazine switch, one load regular and one load armor-piercing) in pods. 10-point FP plastic on each pod. 19,391 lbs., \$170,968.

# Terminator



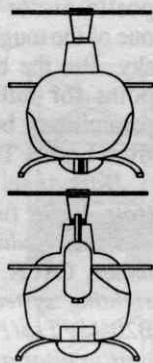
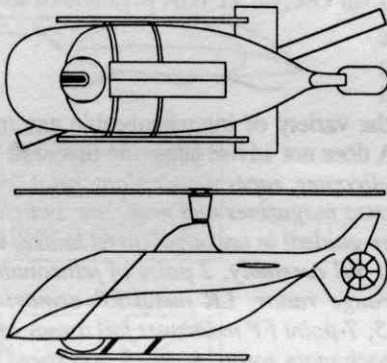
In late 2036, the Terminator replaced the Leviathan as Airtech's top-of-the-line attack chopper. Because of the high list price, however, there have been very few orders, and rumors say Airtech will soon discontinue production.

*Terminator — Transport helicopter, super power plant, pilot, 2 gunners, 8 GGs (3 linked R, 3 linked L, 2 [each with extra magazine] in universal turret U), CACR, 3 hi-res computers. LR metal/FP armor: T12/13, 16/15 elsewhere. Accel. 5, top speed 250 mph, HC 2; 19,996 lbs., \$237,865.*

*Autocannon option — Replace 6 side GGs with 4 ACs. \$203,765.*

# Falcon

With roads becoming more and more lethal, businessmen are taking to the skies more and more. To answer this need, Rothschild has licensed Falcon Industries to produce a line of luxury helicopters with the patented Velvet Glove features that made



Rothschild famous. The top of Falcon's new line is, naturally, the Falcon. The helicopter was designed with good armor and quiet weaponry to keep the passengers from being disturbed in even the heaviest firefight.

*Falcon — Standard helicopter, standard power plant, pilot, gunner with extra driver controls, 4 passengers, HL in universal turret under, 2 CBs under, laser battery, hi-res computer, long-distance radio, radar, radar detector, radar jammer, anti-theft system with 8 AP grenades, small mini-safe, 3-space passenger lounge, velvet glove option, one pair jettisonable maneuver foils. Cargo capacity: 1/2 space (in mini-safe), 70 lbs. LR metal/FP armor: F12/15, R11/15, L11/15, B12/15, T8/15, U12/15, 10-point FP maneuver foil armor for each foil, 10-point normal main and stabilizing rotor armor. Accel. 5, HC 2; 13,930 lbs., \$114,995.*

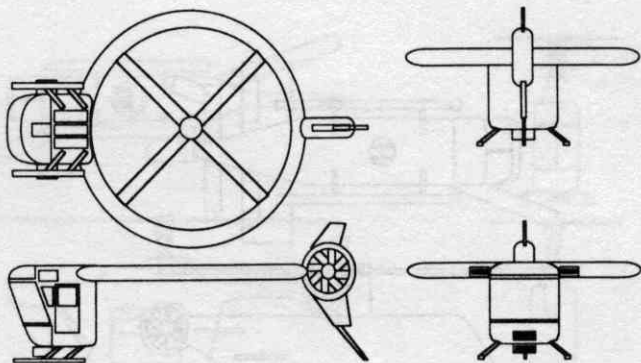


# Strafe

Airtech has developed a chopper killer, the Strafe, to strip away the tons of metal armor on most helicopters. It can strip away the armor of a ground vehicle just as easily, and the AADA does not advise engaging this craft.

**Strafe — Standard**  
helicopter, super power plant, pilot, gunner with extra driver controls, IRTL (with LGL) front, 3 3-space EWP's (left, right, under), 4 laser-guided VFRP's (front and in each EWP, all firing forward), 3 links (left and right, front and under, all VFRP's), 6 CBs linked in pairs U, 2 targeting computers. FP armor: F50, L45, R45, B45, T35, U50, 10 points FP armor on each EWP. Accel. 10, HC 2; 13,300 lbs., \$119,000.

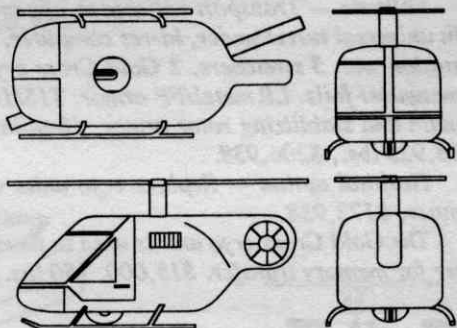
**Up-armed version** — Add 95 points of metal armor. Accel. 5, 19,950 lbs., \$126,125.



# Tercel

Falcon Industries continues their Velvet Glove helicopter line with the Tercel, a smaller and less expensive passenger carrier along the same lines as the Falcon.

**Tercel** — Small helicopter, small copter power plant, pilot, 2 passengers, laser in universal turret under, laser battery, single weapon computer, long-distance radio, radar, radar detector, radar jammer, anti-theft system, 8 AP grenades, 2-space passenger lounge, velvet glove option. LRFPP armor: F45, L40, R40, B45, U45, T35, 10-point normal main and stabilizing rotor armor. Accel. 5, HC 2; 8,000 lbs., \$77,500.

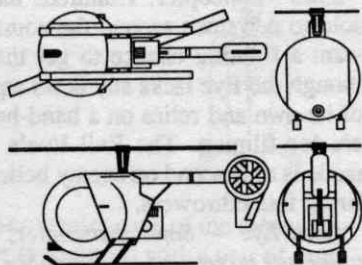


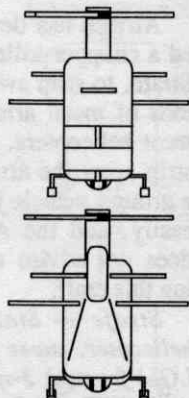
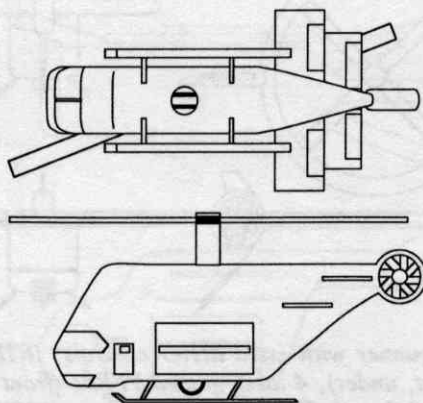
# Fly

A light, fairly cheap point-defense helicopter, the Fly is popular with small towns unable to afford a full-size chopper. Its cost makes it attractive to larger city police departments, too, and to private citizens who'd rather fly than drive. The cargo area allows the pilot to carry a supply of hand weapons for use against unarmed crowds. The maritime version of this aircraft trades armor for pontoons.

**Fly** — One-man helicopter, mini power plant, pilot only, VMG (with HD ammo) front. Cargo capacity: 1 space, 52 lbs. Armor: F39, B32, R25, L25, T10, U35. Accel. 5, HC 3; 4,948 lbs., \$25,896.

**Maritime option** — Remove 6 points armor. Add pontoons. 4,950 lbs., \$26,302.





The Valkyrie was constructed by Cybertech under a contract with Gold Cross, and is now available to other organizations. It is designed to transport multiple casualties, and is often seen outside major arenas for the service of Gold Cross clients. The AADA strongly discourages any act of aggression toward a Gold Cross vehicle.

*Valkyrie — Transport helicopter, super power plant, pilot, 2 medics, 2 linked GGs in universal turret under, hi-res computer, long-range radar, long-distance radio, aid station with 3 stretchers, 2 Gold Cross cryo units [see below], 2 pairs of jettisonable maneuver foils. LR metal/FP armor: T15/10, 15/23 elsewhere, 10-point normal plastic main and stabilizing rotor armor, 10-point FP maneuver foil armor. Accel. 5, HC 1; 18,925 lbs., \$206,938.*

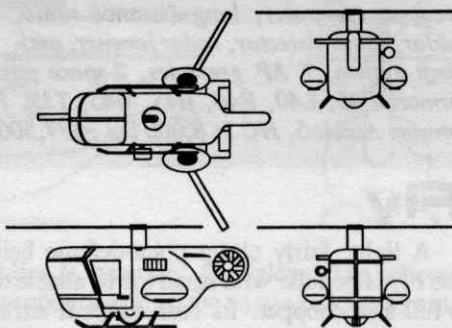
*Hospital option — Replace cryo units with 4 more stretchers, remove hi-res computer. \$172,938.*

*The Gold Cross cryo unit is used to freeze bodies for transport to a Gold Cross center for memory transfer. \$15,000, 150 lbs., 4 spaces, 8 DP, holds one body.*

## Evil Eye

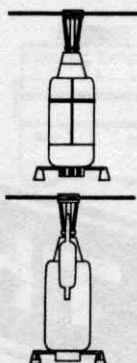
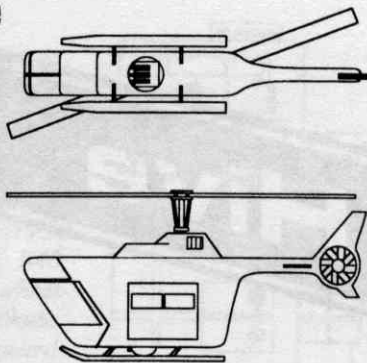
FronTech saw the competition in the sky for exclusive coverage of road duels, and responded by producing the Evil Eye "news" helicopter. Hundreds have been sold to newsmen around the country who want a fighting chance to get that story, though the Eye lacks any news equipment of its own and relies on a hand-held camera for filming. The Evil Eye's favorite tactic is to descend on enemy helicopters and set their rotors on fire with its downward-firing flamethrowers.

*Evil Eye — Small helicopter, standard power plant, pilot, cameraman, VMG in universal turret under, 2 2-space EWP's with FT firing down in each, targeting computer, long-range radar, long-distance radio, one pair of jettisonable maneuver foils. LR metal/FP armor: T12/22, U19/30, 16/30 elsewhere, 10-point FP maneuver foil armor for each foil, 10-point normal main and stabilizing rotor armor, 10-point FP armor on each EWP. Accel. 5, HC 2; 14,000 lbs., \$81,255.*



# Vulture

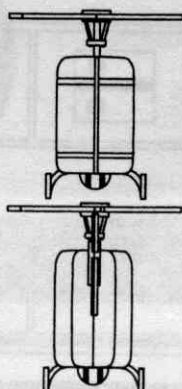
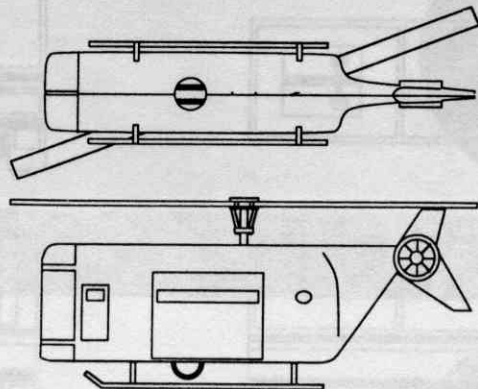
The CanAir Vulture has seen increasing popularity with both reputable and not-so-reputable salvage companies around Canada and the rest of North America. Designed to be an airborne auto repair and salvage shop, it carries two mechanics, a portable shop, two winches and enough lift to carry away a four-ton vehicle. Because of this, it is more lightly armed and armored than most helicopters produced today, but its job is to show up after the fight is over, not to start trouble on its own.



*Vulture* — Standard helicopter, super power plant, pilot, 2 passengers (mechanics), 3 linked MGs in universal turret under, single weapon computer, infrared sighting system, 2 winches in bomb bay, portable shop. Extra lift capacity: 8032 lbs. FP armor: F60, L57, R57, B58, T45, U60. Accel. 5, HC 2; 11,968 lbs., \$103,770.

AC option — Replace MGs with AC. \$106,470.

# Aerohauler '37



CanAir has developed an updated version of their Aerohauler, one of the most common helicopters in the skies today. The new Aerohauler is equipped with a pair of gauss guns and good armor — don't think it's a pushover just because it can haul 5,000 pounds of cargo.

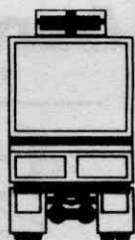
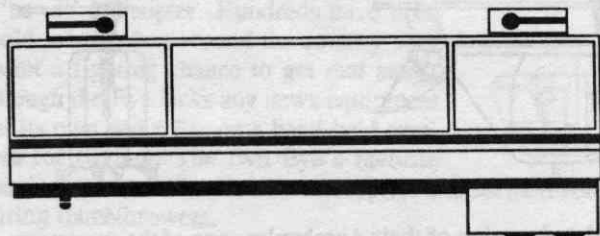
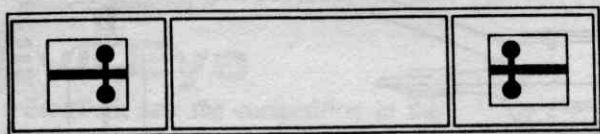
*Aerohauler '37* — Transport helicopter, super power plant, pilot, 2 GGs linked in universal turret under, hi-res computer. Cargo capacity: 21 spaces, 5,000 lbs. FP armor: 75 in all locations. Accel. 5, HC 1; 15,000 lbs., \$166,050.

# The Hive

This dangerous combination has been seen running solo and with convoys across the continent. The rig consists of six vehicles. The Hive trailer is a 40' van trailer with four remote-control sender units, used to control the four Drones. The Drones are remote-control trikes each armed with a laser-guided VFRP and a flame-cloud ejector. The Hive is pulled by the Queen, which holds the driver and the three gunners required to man the turrets on the tractor and the trailer.

The advantages of this six-vehicle arrangement are manifold. When running with a convoy, the drones can be used as advanced scouts and warn the convoy of an ambush or blockade. If the truck is running alone, it can provide its own escort. When The Hive is deadheading, it can store all four Drones in the trailer, and, with the drones out and on their own, the rig can haul almost 24 tons of cargo.

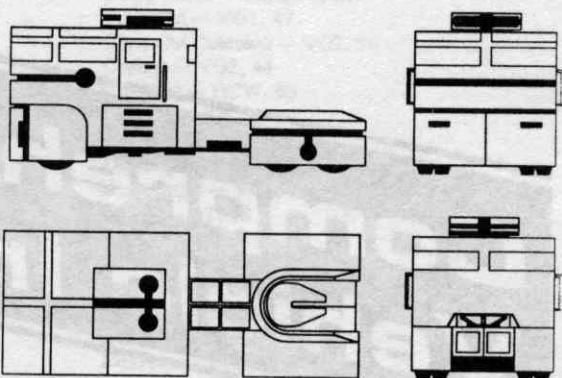
## Hive Trailer



*Hive Trailer — 40' van trailer, 8 solids, 4 drivers for remote-control units, 2 turret VFRPs (each laser-guided with extra magazine) and IRTLs (each with LGL) (F, T), 4 remote-control sender sets, wheelramps. Cargo capacity: 64 spaces, 47,955 lbs. when pulled by Queen. FP armor: 40 in each location, 4 10-point wheelguards, 4 10-point wheelhubs. 15,650 lbs., \$92,750.*

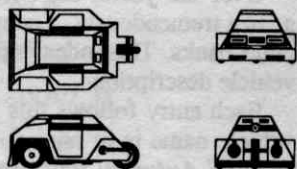
# Queen

*Queen* — Sleeper longnose, x-hvy. chassis, super truck power plant, 10 solid tires, driver, 3 gunners, VFRP (laser-guided with extra magazine) and IRTL (with LGL) in turret, infrared sighting system. FP armor: F50 (ram plate), R40, L40, B40, T40, U27, 6 10-point wheelguards, 6 10-point wheelhubs, 10-point fifth-wheel guard. 16,187 lbs., \$124,666.

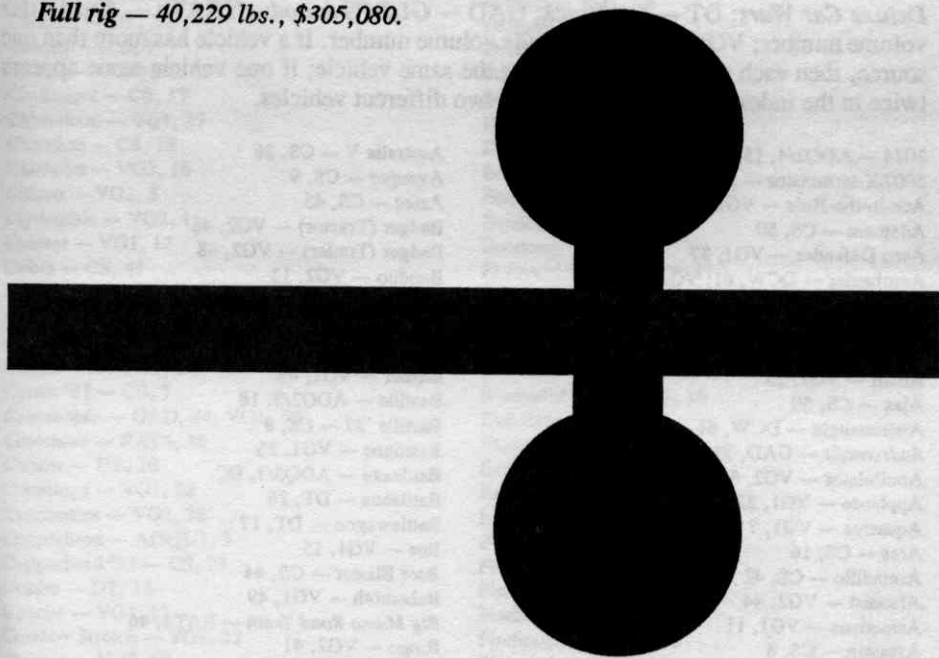


# Drone

*Drone* — Rev. med. trike, large cycle power plant, hvy. suspension, 3 PR tires, no cyclist, airdam, laser-guided VFRP and IRTL (with LGL) front, IR sighting system, HD shocks, FCE right, fire extinguisher, remote-control receiver. Armor: F18, R12, L12, B10, T8, U8. Accel. 5, HC 0. 2,098 lbs., \$21,916. Each takes up 16 spaces and 2,098 lbs. as cargo; full load of four is 64 spaces and 8,392 lbs.



*Full rig* — 40,229 lbs., \$305,080.



# Comprehensive Vehicle Index

Over the years, the number of production vehicles registered by the AADA has grown tremendously. Today, there are over 500 vehicles recorded in the AADA computer banks. This index is provided to give the public quick access to nearly any stock vehicle description.

Each entry follows this format: Vehicle — source, page; source, page; etc. If the vehicle name is in normal type, it is described in *Car Wars* terms; if in *italic* type, *GURPS Autoduel* stats are given; if in *bold italic*, stats under both systems may be found for that vehicle. The following abbreviations are used for sources: ADQv/n — *ADQ* volume/issue number; CS — *Combat Showcase*; CW — *Car Warriors*; DCW — *Deluxe Car Wars*; DT — *Dueltrack*; GAD — *GURPS Autoduel*; RATn — *Road Atlas* volume number; VGn — *Vehicle Guide* volume number. If a vehicle has more than one source, then each source gives stats for the same vehicle; if one vehicle name appears twice in the index, that name is used on two different vehicles.

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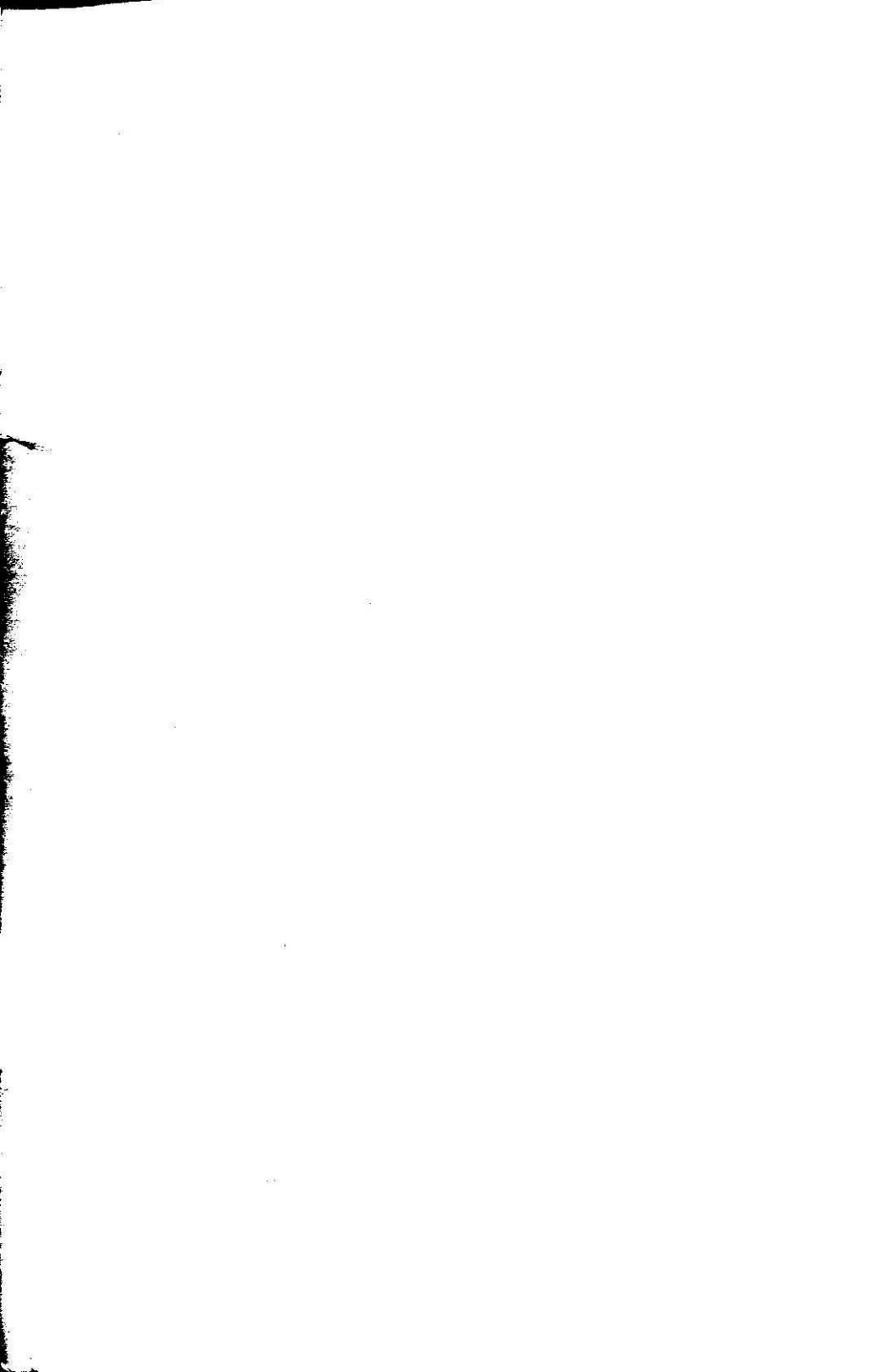
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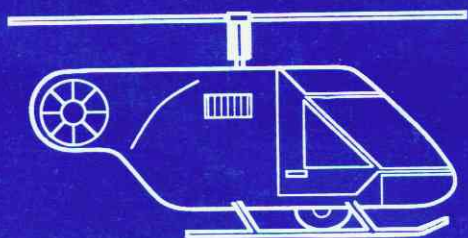


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