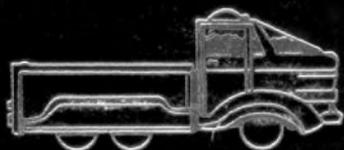


a **CAR WARS** supplement

The AADA Vehicle Guide



STEVE JACKSON GAMES

The AADA Vehicle Guide

2034 Edition

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Introduction

With the fast-growing popularity of autoduelling, both on the road and in the arena, has come a corresponding growth in the variety of duel-equipped vehicles available to the buyer. Gone are the days when every armed car on the road was either a custom job or one of a half-dozen standard makes. Today, well over 200 models of passenger cars and trucks come factory-equipped for autoduelling . . . to say nothing of the well-armed commercial carriers and helicopters we now see daily.

But with this popularity has come a problem of identification. Just like the WWII soldier a century ago, today's driver is faced with a bewildering variety of potential friends and foes. The soldier had the famous "Jane's" volumes to guide him. The duellist had nothing . . . until now. With a tip of our hat to the pioneers at Jane's — long may they publish — we are proud to present the first edition of the *AADA Vehicle Guide*.

It is a sad fact of life that no reference book can ever be as complete as the compilers might like. Obviously, this Guide could not cover one-of-a-kind vehicles, or even short production runs, or it would become so unwieldy as to be useless. In choosing which vehicles to include, we tried to cover every make, American or foreign, having at least 5,000 examples in use in North America today. For helicopters and commercial vehicles, the cutoff was 1,000. Vehicles suitable only for arena combat, and models so rare that the average driver is unlikely to encounter one, were regretfully omitted.

Of course, new information is always appearing. Even with tight deadlines, two vehicles made their debut after the pages had been set up; they are listed in "Late Arrivals," page 64. Revisions of this guide will be published as needed; in the meantime, check *Autoduel Quarterly* for supplementary listings and updates.

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