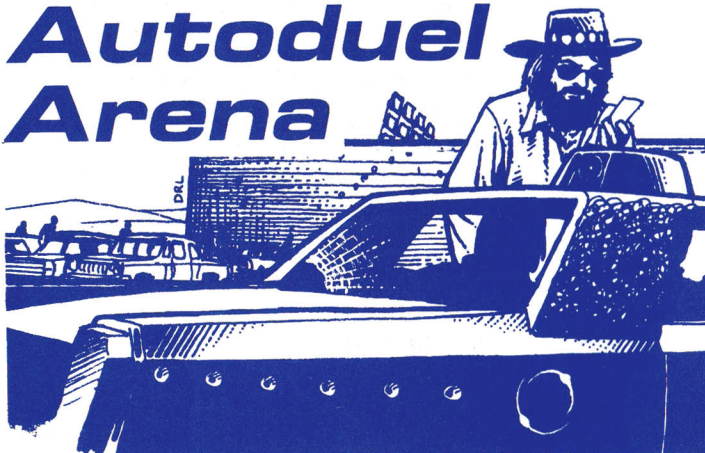


CAR WARS

EXPANSION SET #4

Armadillo Autoduel Arena



The Armadillo Autoduel Arena has launched many adventurers on their quest for death or glory. This set includes the 32" x 42" arena map; complete instructions; combat scenarios covering a week's schedule at the Arena; and 16 color *wreck* counters — one for each car in the original *Car Wars* game.

To use this supplement, you must have the basic *Car Wars* set. The *Sunday Drivers* supplement will be helpful in understanding the background.

Designed by Steve Jackson; playtested by the Texas AADA.

STEVE JACKSON GAMES

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Accreditation. Armadillo Autoduel Arena is a fully accredited AADA arena; all events held there conform to AADA standards. No non-AADA member may participate in any arena event except Amateur Night, “extravaganza” events requiring pedestrian cannon-fodder, or special non-combat demonstrations.

TV Coverage. All “main” events get full TV coverage, and even the bloodless practice sessions go out over local cable. This accounts for most of the arena’s income; therefore, TV personnel have a high status with arena officials and security forces, and any threat to them will be taken very seriously.

Special Arena Rules. Universal turret mountings are not permitted, as they might endanger news helicopters. Similarly, no weapon doing more than 4 dice of damage may be used in regular events, and 4-die weapons may not be linked together. This is to protect spectators from weapons that could pierce the grandstands’ shields in one shot.

Admission. Regular admission is \$5.00 for adults, half price for children under 12 (babies free if they are small enough to be carried). For Extravanzas and other special events, admission may double.

Ticket price includes a \$100,000 insurance policy payable to those injured or killed in the event of weapon penetration of the grandstand armor (NOT for harm caused by disagreement among the spectators!). The Arena has an excellent spectator safety record: only 11 deaths and 6 injuries in its nine years of operation.

V. ARENA SCENARIOS

A typical week at the Armadillo Autoduel Arena goes like this:

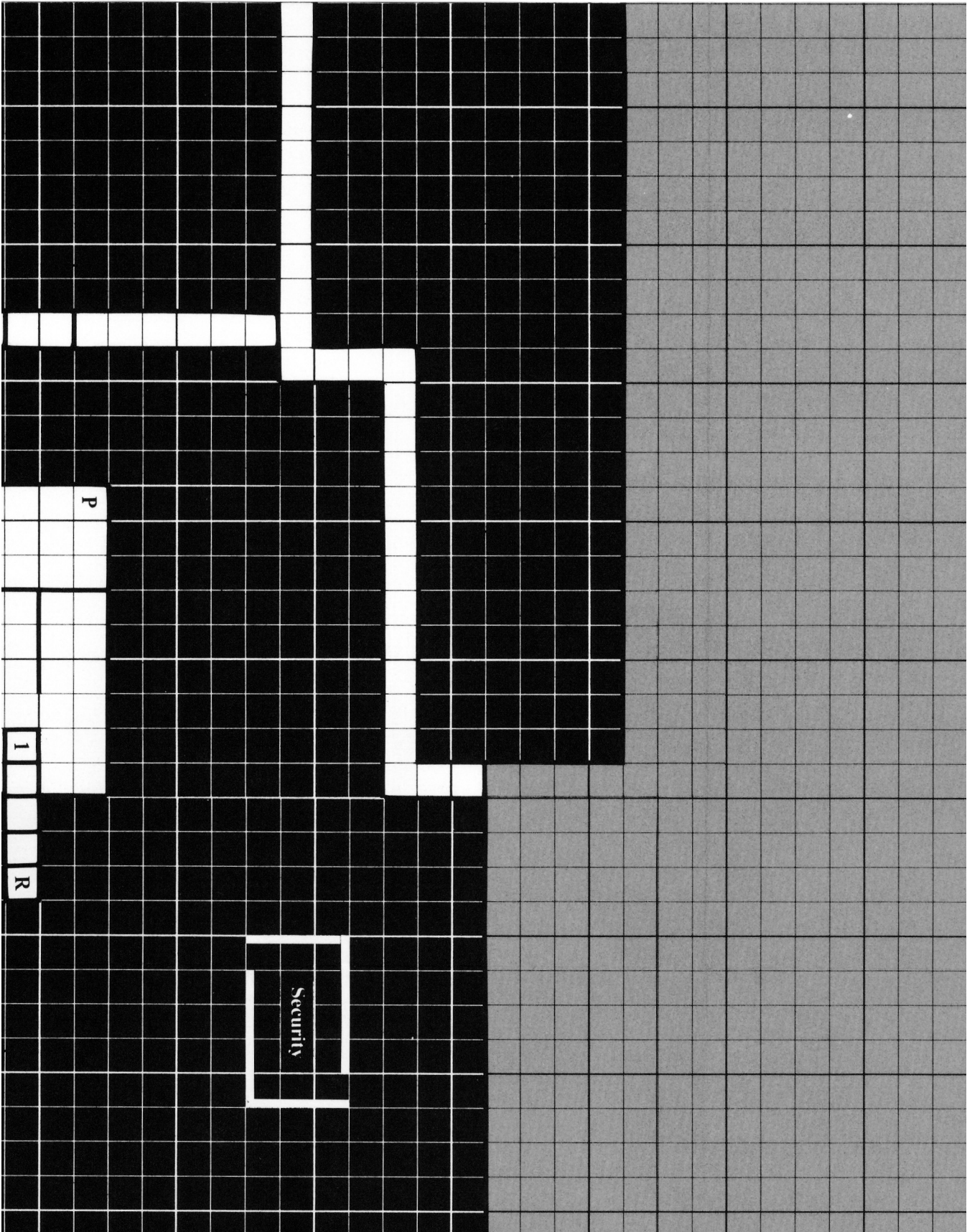
Monday	Amateur Night
Tuesday	AADA Divisionals
Wednesday	Team Events
Thursday	Cycles
Friday	Challenge Night
Saturday	Special Events
Sunday	Arena cleanup and training sessions

Each of these can be simulated in a continuing *Car Wars* campaign.

Monday – Amateur Night

Amateur Nights are designed to let newcomers break into the sport of autoduelling without a big investment – and to provide cheap thrills for the TV audience. The Armadillo runs ten amateur duels on an average Monday: five with stock Killer Karts and five with Stingers. Any amateur duellist may sign up by passing a brief proficiency test (held the morning before) and signing a waiver. An “amateur,” by AADA rules, is defined as someone who has never won a cash or merchandise prize – so an ace can be an amateur! However, it would be very unsportsmanlike for an expert road duellist to enter Amateur Night.

These duels usually have six combatants – one each entering from Gates 1–6 at 5 to 20 mph. The event ends when only one car is drivable. The winner gets to keep *all six* vehicles (whatever is left of them).



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