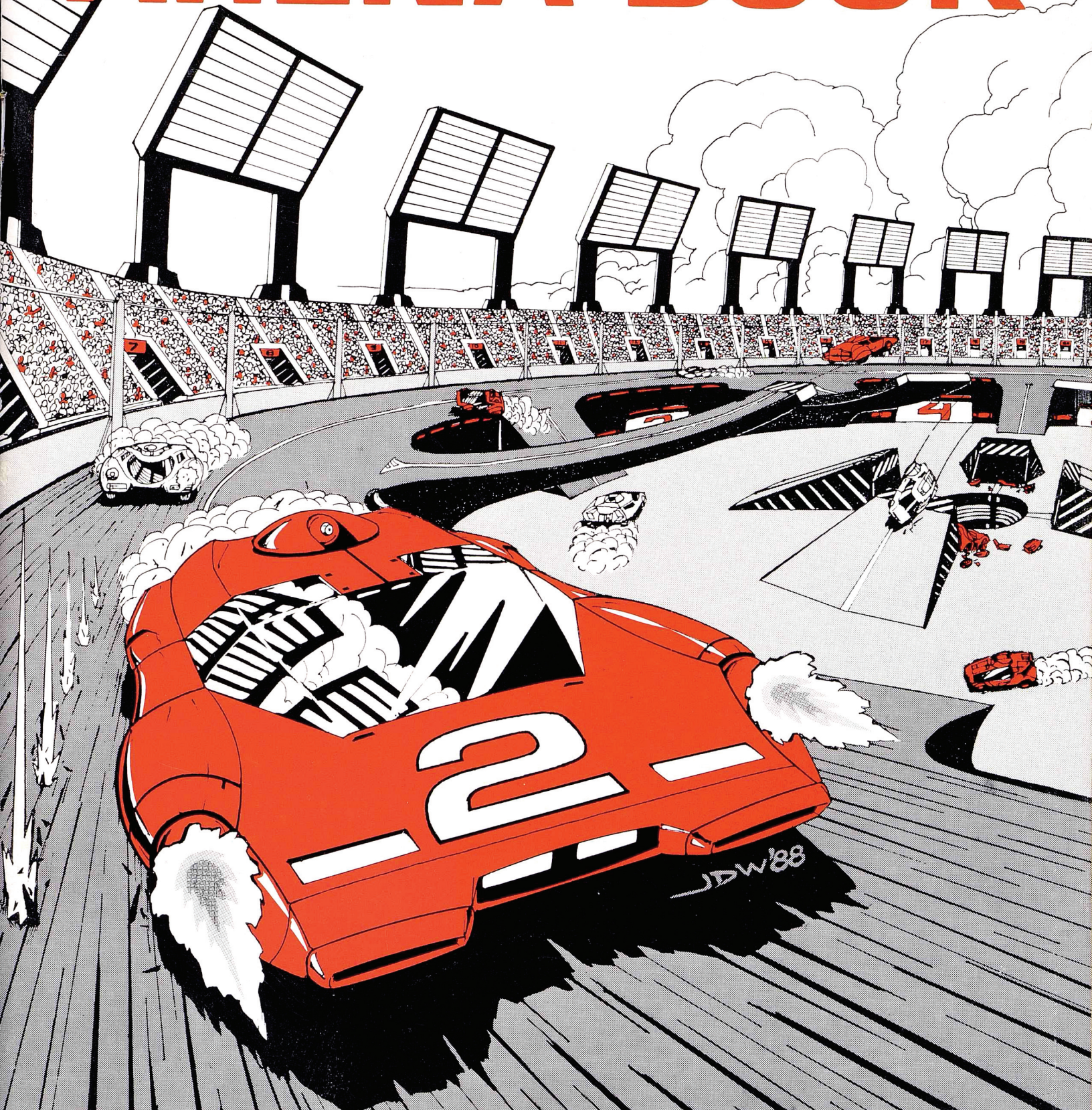


CAR WARS® ARENA BOOK



STEVE JACKSON GAMES

CAR WARS[®]

ARENA BOOK

By Stephen Beeman

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The Airship.....	2	Morgoth Memorial Arena.....	9
Aladdin's Castle	3	New Boston Duelling Arena.....	10
Allentown Autoduel Arena	4	Omni Coliseum	11
Arches Autoduel Park	5	Oriole Beach Duelling Center	12
Double Drum	6	Rainbow Bay Blast Furnace.....	13
Hammer Downs.....	7	Retama Duel Center	14
Macon Duel Extravaganza	8	Verdun Downs	15
Special Rules.....	16		

Introduction

With all the supplements and expansions to the basic *Car Wars* system, there's almost no end to the different playing fields available. Highways, cities, dirt roads, wilderness, open air — even a lake or river can be the site of a duel, with the variant boat rules printed in *ADQ 5/2*. Yet the most popular locale remains the arena. Why is that? The fame? The money? The fact that map sheets are easier to set up than road sections? Whatever the reason, duellists across the nation have sent in request after request and submission after submission for a book devoted entirely to arenas. Well, here it is — fourteen edifices for the autoduellings elite. We hope you have as much fun playing with them as we did!

How to Use This Book

Three arenas — Hammer Downs, New Boston and the Double Drum — are already drawn for you. To remove the map sheets from the center of the book, lay the book out flat and gently pry the staples open. Carefully remove the maps and bend the staples shut again.

The other eleven arenas will require a little more work. Each is designed to fit on a single *Car Wars Map Sheet* and is drawn in one-quarter scale — each little square represents one large square on the map. Simply pick the arena you want and copy it onto the map sheet. We recommend using narrow felt-tip pens for thin walls, larger markers for the thicker ones. But be careful — many markers will bleed through to the other side if you bear down too hard on them. Once the basic outline is drawn, add whatever details you like, and you're ready to play! Note that, in the text, all distances that can be measured on the map are referred to in game scale (inches), while distances off the map (like heights) are given in feet.

Since so many of these arenas use special rules from *Deluxe Car Wars*, or rules different from or not included in *DCW*, special rules are reprinted at the end of the book. Differences from *DCW* rules are intentional and official.

Finally, on the back cover you'll find a sheet of counters that you may find useful in arena combats. The margin should be sufficient to allow you to cut out the counters and still keep the book together, but you may want to photocopy the back sheet and cut the copy instead. Permission is granted to do so for your personal use.

Car Wars Map Sheets (five double-sided 21" x 32" grids in an 8½" x 11" ziplock bag) are available at your local game or hobby shop. To order by mail, send a check or money order for \$5.50 (includes postage and handling) to Steve Jackson Games, Box 18957-A, Austin, Texas 78760-8957. Send a SASE for a catalog of all our products.

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The Airship

Jefferson City, Missouri

Derelict airports are common sites for arenas, especially drag strips and racearenas. The Airship in Jefferson City was built in an old dirigible hangar, abandoned after the Second Civil War. Nicknamed the Paperclip because of its shape, this is strictly a racetrack arena. It's smaller and tighter than most tracks, but it has the advantage of being enclosed — events don't have to be postponed due to poor weather.

Arena Notes

Walls. The sides of the track are surrounded by 4' high, 40 DP retaining walls in most places. There are two 4" gaps, allowing access to the pits before and after races. The walls block fire between sections of the track.

The track. The track is well-tended, glass-smooth asphalt, fully approved by the AADA Safety Committee. The long curve is banked and the hairpins are very steeply banked — see *Special Rules*, p. 16, for details of how banked corners affect maneuvers.

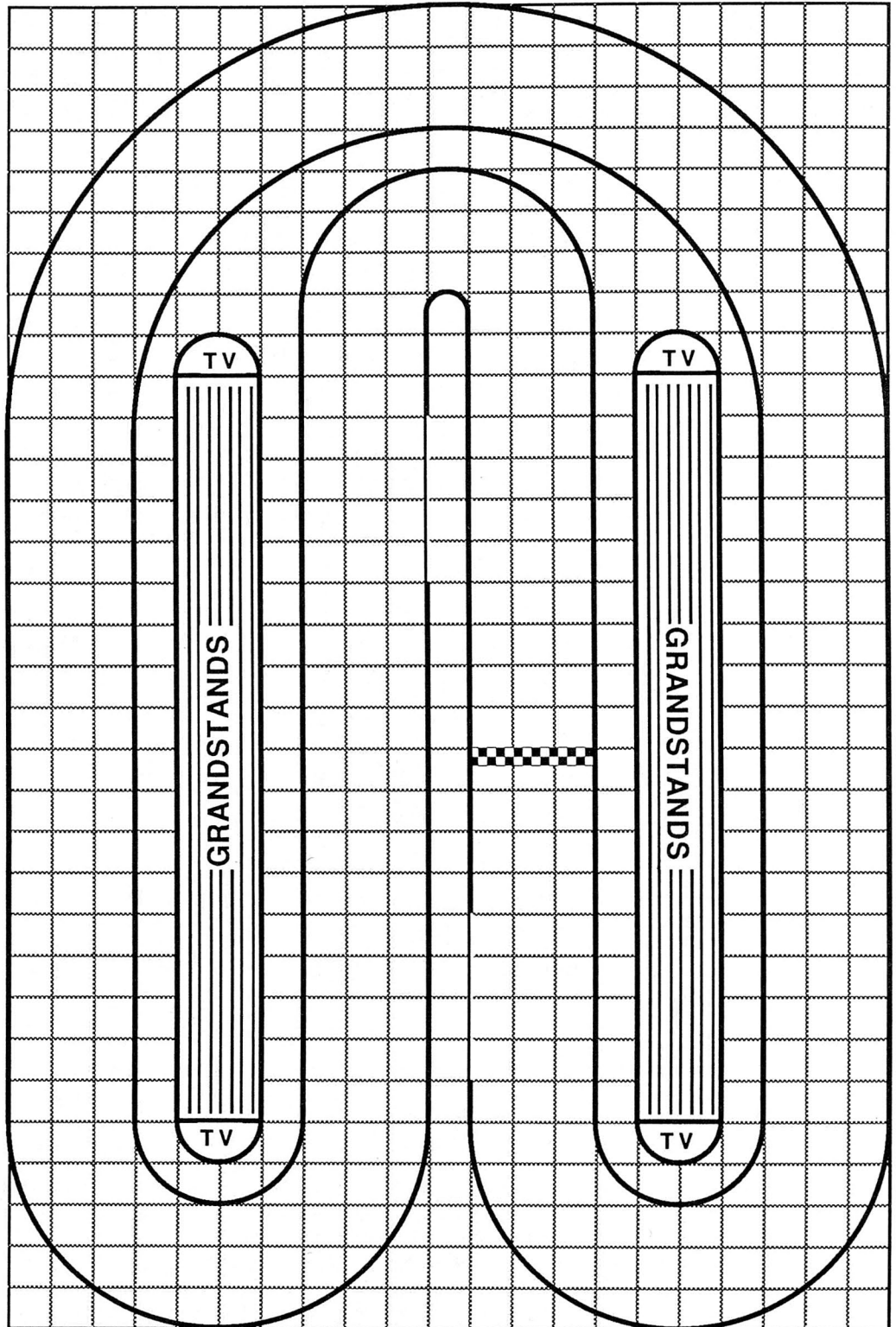
Pits. The pit areas are off the bottom edge of the map. The only access to them from the track is through the 1" wide infield; vehicles may exit to the pits during an event, but they may not reenter. Thus, races here tend to be short, since no pit stops are allowed.

TV and grandstands. There are two sets of grandstands, each overlooking the center portion of the track. Since a lot of the action takes place behind the stands, large TV monitors are suspended from the ceiling over the infield to give the spectators a view of the action. These scenes are shot from the four TV towers flanking the grandstands. The stands and towers have solid concrete bases; the seats are protected by 20 DP armorplast windows.

Road sections. The Airship was designed to fit on one 21" x 32" map sheet, but you can use road sections if you alter the track shape slightly. Use regular curves for the long corner and tight curves for the hairpins. Add a 16" straightaway in the middle of the long curve to make the road sections line up. Overall, you will need nine straights, five half-length straights, four regular curves and twelve tight curves.

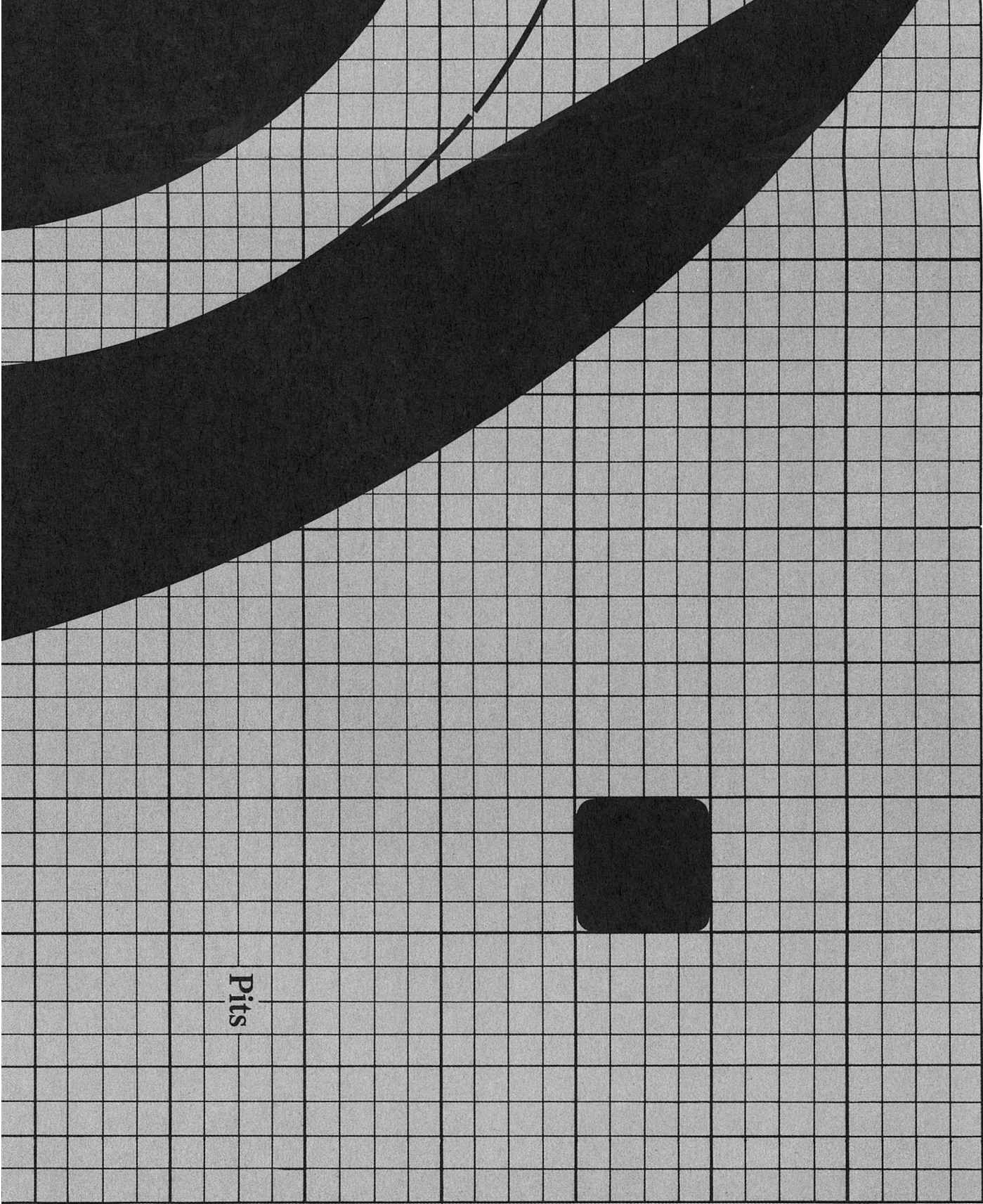
Arena Events

The Airship runs a standard schedule of racing events. Set forth by the AADA, this schedule consists of Monday through Friday practice sessions and time trials, followed by the racing events themselves on Saturday and Sunday.



Arena Tactics

Races involve very different tactics from other events. Dropped weapons of any sort are always prohibited, to protect the track and encourage high speeds; smoke and paint block the spectators' view and can themselves be hazardous (visibility is very important at 240 mph!) Rams are *deadly* in races — avoid them whenever possible. They cut speed and waste time. Also super-light racing frames are especially vulnerable to collision damage.



Pits

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