

# **CAR WARS**<sup>®</sup> **ARENAS**<sup>™</sup>

**The Future's Baddest Duelling Grounds, Ready To Play**



**STEVE JACKSON GAMES**



# TO BE THE BEST . . .

You've got to beat the best. And that means taking to the many different autoduellling arenas across the *Car Wars* world and testing yourself under all kinds of conditions.

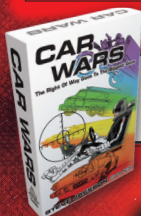
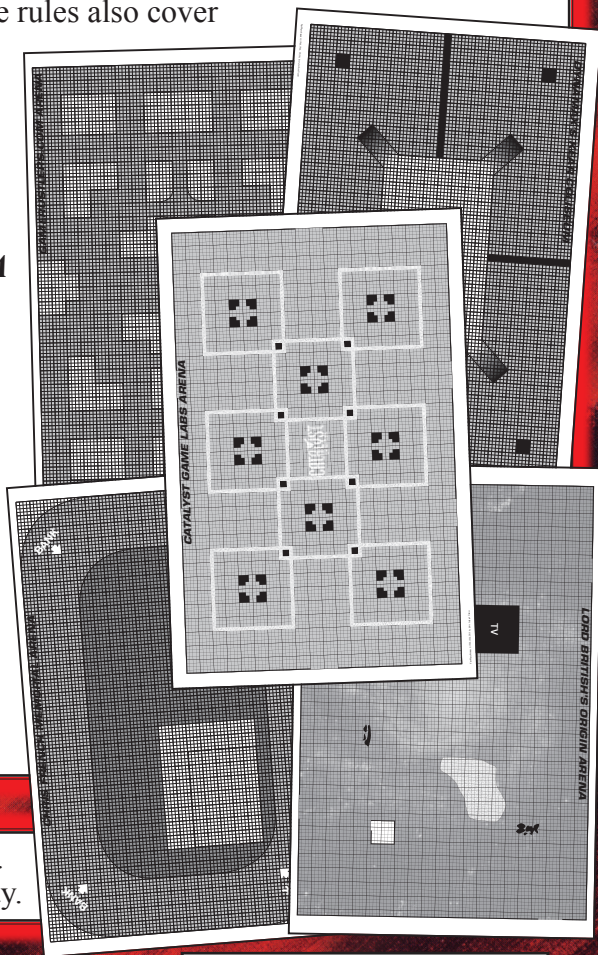
*Car Wars Arenas* gives hardcore autoduellists more exciting locations to showcase their skills and blow away their opponents. This boxed set contains five two-sided 22" x 34" arena maps and a booklet detailing the special features of each arena. The rules also cover revised versions of popular variants like the AADA pro circuit and more.

The arena designs have appeared in various *Car Wars* supplements (including the *Car Wars Arena Book* and *The AADA Duel Circuit: L'Outrance*), but only as scaled-down maps. In this set, they come out of the box ready to play in full *Car Wars Classic* scale.

Have you got what it takes?  
Find out with *Car Wars Arenas*.

## Includes:

- 24-page rulebook.
- Five two-sided game maps.
- Endless destruction.



Not a stand-alone game.  
Requires *Car Wars* to play.



1st Edition, 1st Printing  
Published December 2015



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carwars.sjgames.com

# CAR WARS<sup>®</sup> ARENAS<sup>™</sup>

**10 full-scale maps for  
*Car Wars Classic*, ready to play!**

**Game Design by Chad Irby and Steve Jackson**

**Arenas by Ray Morriss (GameRustlers.com Arena, Catalyst Game Labs Arena), James Clay (The Iron Mike), Charles Oines (McKimmet Autodome, Chris French Memorial Coliseum), John Nowak (Nixon Northumberland Arena), Stephen Beeman (Hightech Fuel Refining Arena), Douglas Kelley (BattleGrip Bowl), Tim Jacques (Dynamax's KEAR Coliseum)**

**Additional Material by Aaron Allston (AADA Schedule), Jim Davie, and Paul Chapman (Gold Cross)**

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Special thanks to the many contributors to the *Car Wars* forums on the Steve Jackson Games website for their comments and suggestions. Come join us at [forums.sjgames.com](http://forums.sjgames.com).

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# So What Is This?

In the nearly 35 years of *Car Wars*, we've published a lot of things to add variety and excitement to the game. More counters, more road sections, more city maps, and even a complete truck stop.

But for most autoduellists, the arena is where it's at. The bright lights, the screaming fans, the fame, the thrills, the prize money. . . there's nothing like it. And over the years, there have been a lot of arena maps published in a lot of products. But many of those arenas have only been published in scale versions, forcing players to get out their own large sheets of paper and rulers and markers and draw their own versions, at a scale that fits the vehicles and other game pieces they play with.

That changes with *Car Wars Arenas*. Thanks to the generous *Car Wars* fans on Kickstarter, we were able to put together this box set, complete with ten arena maps, printed at full, ready-to-play scale. Just pull out the map, spread it out on your game table, then unpack the counters and dice – it's time to duel!

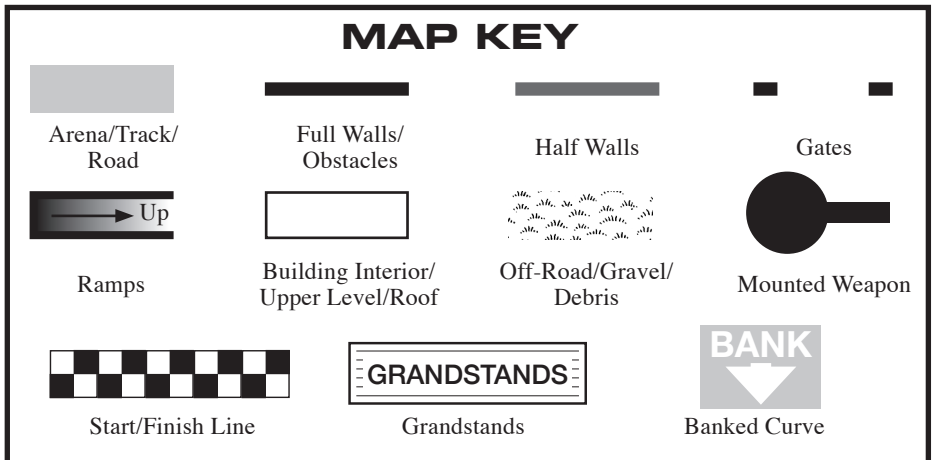
## What Is Kickstarter?

Kickstarter ([www.kickstarter.com](http://www.kickstarter.com)) is a crowdfunding website that lets publishers gauge the market for a product before committing to the many expenses of production. It also creates a community of fans who can follow the project from idea to completion. We had 1,697 *Car Wars* fans participate in the *Car Wars Arenas* Kickstarter, and we thank each and every one of them for their support.

# The Maps

Each map is a standalone arena, printed on 22" × 34" sheets. There may be some slight variations in the size – these various maps were designed over the span of many years, after all! All maps have the standard 1/4" *Car Wars* grid to govern movement and count off distances.

While the original versions of these maps had some minor variations in shadings and textures, all the maps in *Car Wars Arenas* use the same map symbols, as shown below in our Map Key.





# The Arenas

## Lord British's Origin Arena Fresno, CA

**Originally:** Harshman Memorial Stadium

Lord British's Origin Arena is one of the oldest autoduel grounds in the country. Once named after the world's first autoduelist, "Crazy" Joe Harshman, the Origin Arena's lack of amenities is more than made up for by the profound sense of autodueling history that radiates from every scorch mark and bullet-riddled retaining wall.

### Notes

**Walls.** The arena walls are a sturdy 15' high and have 35 DP.

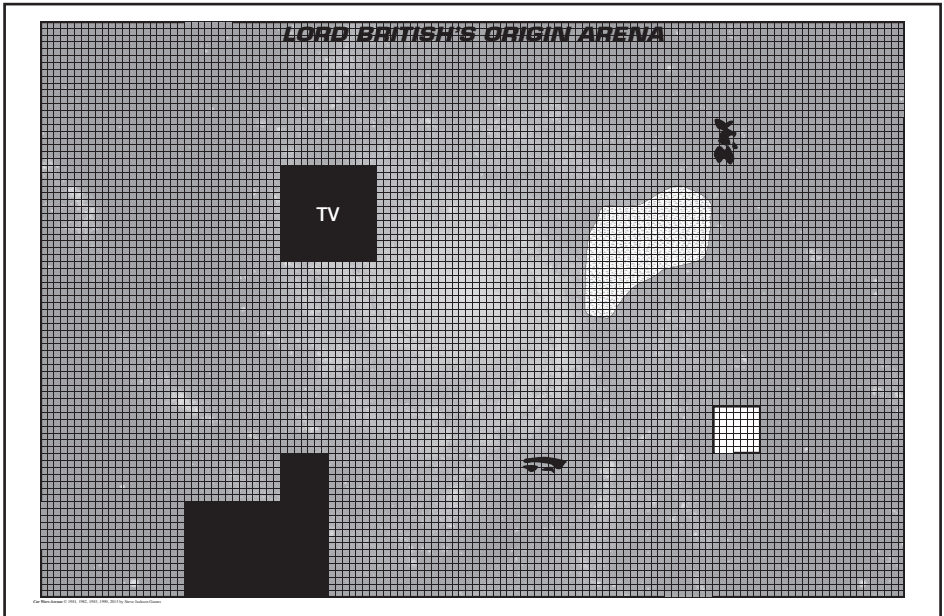
**Buildings.** The current TV bunker is in the middle of the arena and has – so far – withstood everything that has hit it, accidentally or otherwise. The old TV bunker (along one edge of the arena) was abandoned after a van came through the wall one Sunday. It made for an interesting obstacle,

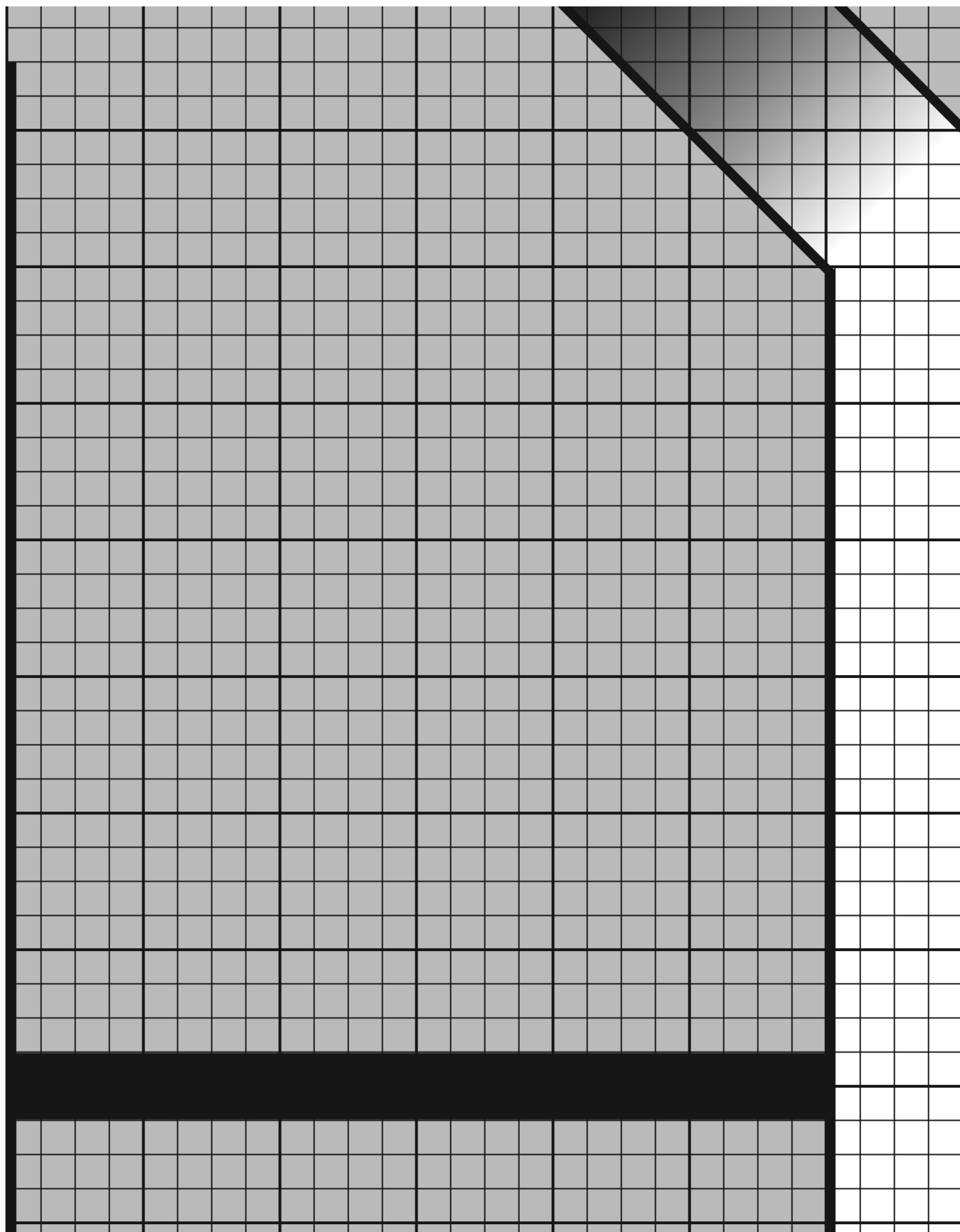
so it was sealed off and left in place.

In the far corner from the new TV bunker is a heavily fortified access to a tunnel under the arena. Any pedestrian who can get into the center section has left the arena; they are safe, but cannot re-enter that combat.

**Gates.** The four arena gates all lead to the pit areas. The pits are outside the stadium proper. Vehicles usually start just outside the arena, though the pit areas are large enough to allow up to 40 feet of acceleration before entry. The ground rules forbid firing on a target in the pit area – so any vehicle that can cross the line back into the pits has escaped combat.

**Surface Features.** The two oil slicks and large patch of gravel are both permanent fixtures at Lord British's Origin Arena. Drivers who complain often find extra hazards littering the arena floor near their entry gate.





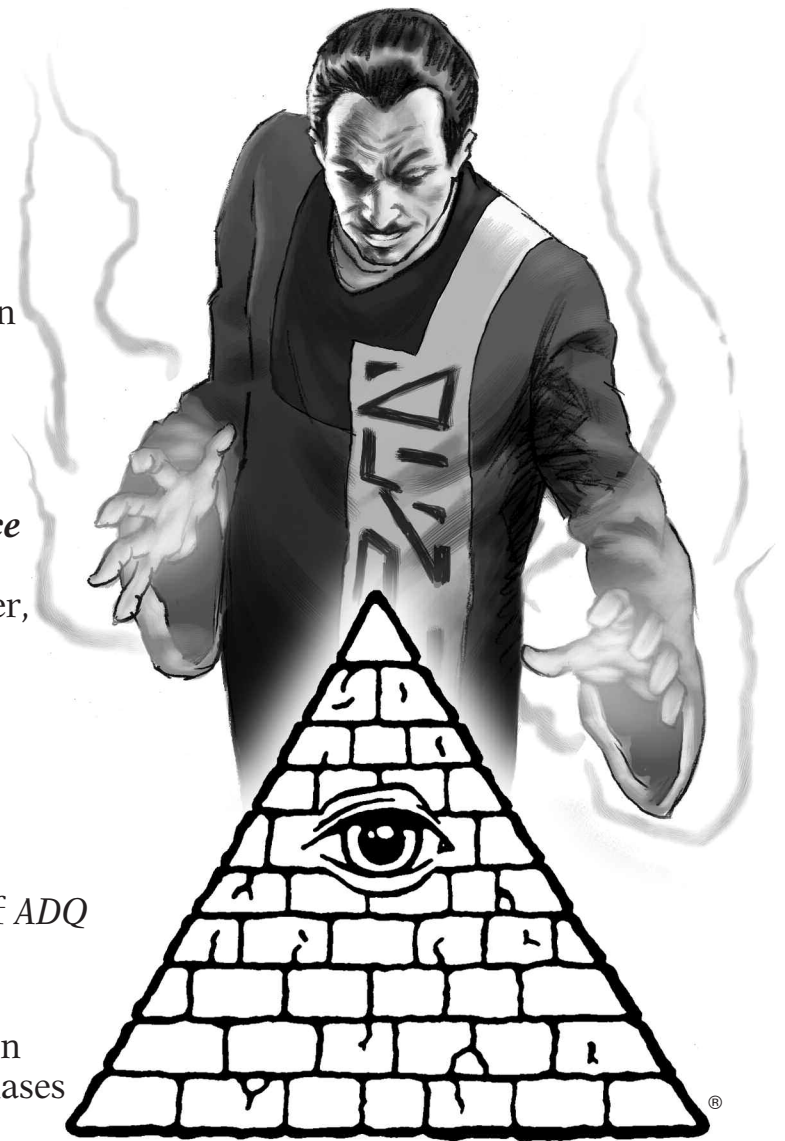


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