

A **CAR WARS** SUPPLEMENT

# ARENA BOOK 1

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**STEVE JACKSON GAMES**





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# CAR WARS<sup>®</sup>

## ARENA BOOK 1

**WRITTEN AND COMPILED BY PHILIP REED  
AND PAUL CHAPMAN  
BASED ON CAR WARS BY CHAD IRBY  
AND STEVE JACKSON  
EDITED BY STEVE JACKSON**

**ADDITIONAL MATERIAL BY AARON ALLSTON  
(AADA SCHEDULE), STEPHEN BEEMAN (MACON DUEL  
EXTRAVAGANZA AND RAINBOW BAY BLAST FURNACE),  
DAVID BOWDEN (ROAD ATLAS QUOTES AND THE  
SOUTHERN CODE), JIM DAVIE (GOLD CROSS QUOTE),  
TIM JACQUES (RAT RACE ARENA), DENNIS LAUHALA  
(RAT RACE ARENA), RAY MORRISS  
(ALADDIN'S CASTLE), CHARLES OINES (AMEX PROVING  
GROUNDS, BELLE ISLE DUELPARK, AND MAYOR SMITH  
MEMORIAL ARENA), CRAIG SHEELEY (ROAD ATLAS  
QUOTES), BARTON H. STANO (COOK COUNTY  
AUTODUEL ARENA), AND M.K. STOECKLIN  
(COOK COUNTY AUTODUEL ARENA)**

<b>EDITOR-IN-CHIEF</b>	<b>STEVE JACKSON</b>
<b>CREATIVE DIRECTOR</b>	<b>PHILIP REED</b>
<b>MANAGING EDITOR</b>	<b>ANDREW HACKARD</b>
<b>CAR WARS LINE EDITOR</b>	<b>PAUL CHAPMAN</b>
<b>PROJECT ADMINISTRATOR</b>	<b>MONIQUE CHAPMAN</b>
<b>PAGE DESIGN</b>	<b>ALEX FERNANDEZ</b>
<b>PRODUCTION</b>	<b>ALEX FERNANDEZ, HEATHER OLIVER, AND PHILIP REED</b>
<b>PRINT BUYER</b>	<b>MONICA STEPHENS</b>
<b>SALES MANAGER</b>	<b>ROSS JEPSON</b>

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# STEVE JACKSON GAMES



# introduction

While *Car Wars* events can take place almost anywhere, from the battered roadways to the crumbling cities of 2052, the most popular location for *Car Wars* battles is in the arena.

This book presents 11 arena designs and scenarios to go with each of them. In addition, two new Division 15 vehicle designs and a large selection of counters (including small fold-up bunkers and towers) are included to make your games more exciting.

## How to Use This Book

Like the *Car Wars* Starter Sets, this book is designed to be taken apart. The inside front cover has two new Vehicle Sheets. The back cover has more counters for your game, including those needed for the two new vehicles. The center counter sheet includes fold-up bunkers (in which drivers and vehicle crew may hide) and tall TV towers.

The arenas in this book are all designed to fit a 3' × 6' (or smaller) table. The arena maps are drawn on a square grid to make it easier for you to scale up the arena for game play. Each square is 3".

Arenas can be marked on the table with masking tape or using common household items (such as cereal boxes). Ambitious players may choose to construct three-dimensional versions of the arenas in this book. See [www.sjgames.com/carwars/](http://www.sjgames.com/carwars/) for links to modeling resources.

## Autoduel Times and the Web

Catch the latest *Car Wars* news and developments at the *Car Wars* web HQ at [www.sjgames.com/carwars/](http://www.sjgames.com/carwars/). For even more in-depth autodueling action, surf to [www.autodueltimes.com](http://www.autodueltimes.com).

# AADA SCHEDULE

Most arena events are a part of the American Autoduel Association (see *Car Wars Division 5 Vehicle Guide*).

## AADA ANNUAL SCHEDULE

This schedule is followed by all AADA-sanctioned arenas and members.

### March: Regional Duelling

The March duels are regional competitions. The duelist may only register at local or state arenas. City duelists will have enough variety at home, but small-town combatants will cross the state these four weeks, planning their trips well in advance to coincide with the competitions.

Regional combats tend to be comparatively friendly – there are few deaths. These combats bring full points.

### April through September 15: Regular Season

Each weekend, six sites across the continent (each in one of the 11 circuits, see p. 3) are *Designated Arenas* for official competition. The chosen arenas change from week to week.

The Designated Arenas are chosen well in advance, based on arena offers of facilities and publicity. One arena can be designated several times during the year. Only duels fought in Designated Arenas are counted toward official AADA point totals for the season.

A duelist may choose which of the six sites he will attend. Most plan a "tour" around the country that hits their favorite arenas at least once during the year.

Duelling still goes on elsewhere: Amateur Nights, challenge and grudge matches, demonstration duels, and semi-professional duelling off the circuit. As summer comes on and rating points rack up, tempers get short – and the lethality of arena combat rises dramatically.

### September (Last Half): Regional Championships

During the third and fourth weeks of September, the United States and Canada hold their regional championships for each Division.

## PRESTIGE MODIFIERS

Prestige earned during an AADA event can be modified as follows:

- Prestige gained during the regional, national, or world championship matches counts double.
- All arenas have a *Prestige Rating* (see box, p. 12). These are either .5, 1, 1.5, or 2. Score prestige as you normally would after an event and then multiply the score by the PR of the arena. *Example:* Reckless Randy enters the Gladiator Arena and earns 3 prestige points. The Gladiator Arena has a PR of 2, so Randy's final prestige earned for that event is  $3 \times 2 = 6$ . The next week Randy competes in the Peoria Speedway and earns just 1 prestige point (it was a bad night for poor Randy). The Peoria Speedway's PR is 1, so Randy's final prestige earned for that event is  $1 \times 1 = 1$ . Better luck next week, Randy!

Prizes are also modified by the PR of the arena.

The 30 highest-scoring duelists from each region return to their regional circuit's Designated Arena and duke it out for the championship. The top 10 point scorers for each Division advance to the national championship.

In Texas, Louisiana, Oklahoma, Mexico, and Quebec, the autoduelist returns to the arena registered as his *home arena*. The 30 top-scoring duelists from each arena participate in the circuit finals, and, when the dust clears, the 10 top-scoring duelists in each division from each AADA arena in that country are advanced to the national championships.

### ***October (First Half): National Championships***

National championships are held at a Designated Arena – no arena may sponsor the nationals more than once every five years.

Non-champion duelists continue to compete into October. These late season matches allow competitors to acquire ratings points which, while not counting for championship purposes, still count for career standings. Scouts for the major autodueling sponsors watch late season matches carefully, looking for next year's stars.

### ***October (Last Half): World Championships***

The national champions in each Division meet in the World Championship's Designated Arena. The United States, Canada, Quebec, Mexico, Texas, Oklahoma, and Louisiana are each represented by their Divisional champions. The winner of each Division is proclaimed that year's world champion for that Division.

### ***November through February: Off-Season***

The regional, national, and world champions appear in commercial after commercial on television. Arenas remain open for practice, grudge matches, challenges, and the occasional exhibition.

## **PLACEMENT AND POINT SCORING**

In each official AADA competition, the top finishers earn rating points. These points determine the duelist's place in the official AADA standings. How many points the competitor receives for an arena duel depends on his placement among finishers of the duel. The first place finisher gets 5 points, the second place finisher gets 3, and the third place gets 2. All other surviving participants get 1 point.

To place in competition, a duelist must be alive at the end of the duel – not necessarily conscious, but alive. If the apparent victor of a duel is found to be DOA, the second-place finisher is advanced to winner, the third-place finisher is advanced to second place, etc.

If a duelist dies in competition but has Gold Cross (see p. 4), he is not eliminated from the year's circuit, but he cannot place among the winners of the duel in which he died (and receives no ratings points for it), regardless of how well he did in the duel.

## **THE AADA CIRCUITS**

***Atlantic Armor Circuit:*** Maine, Maryland, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Vermont, Virginia, West Virginia, District of Columbia.

***Canadian Crown Circuit:*** Manitoba, Prince Edward Island, New Brunswick, Newfoundland, Nova Scotia, Ontario.

***Desert Mountain Circuit:*** Desert Autonomous Region, Idaho, Montana.

***Dixie Duel Circuit:*** Arkansas, Florida, Georgia, Kentucky, Mississippi, North Carolina, Tennessee.

***Flashfire Circuit:*** Colorado, Kansas, Nebraska, North Dakota, South Dakota, Wyoming.

***Great Northwest Circuit:*** Alaska, Alberta, British Columbia, Saskatchewan, Yukon Territory.

***Hot Asphalt Circuit:*** Arizona, Nevada, New Mexico.

***L'Oustrance Circuit:*** Illinois, Indiana, Iowa, Michigan, Minnesota, Missouri, Ohio, Wisconsin.

***Overdrive Circuit:*** California, Hawaii, Oregon, Washington.

***Quebecois Circuit:*** Quebec.

***Shooting Stars Circuit:*** Louisiana, Mexico, Oklahoma, Texas.

## **THE DUEL CIRCUIT CAMPAIGN**

There are several ways to play out a Duel Circuit campaign. The following is just one possible way. Referees will no doubt devise their own campaign ideas. See *Autoduel Times* ([www.sjgames.com/carwars](http://www.sjgames.com/carwars)) for other ideas.

### ***Rags to Riches***

The Rags to Riches campaign follows a character (or several characters) from a lowly beginning in Amateur Night to fame and fortune – or flaming death – on the AADA Duel Circuit.

In a Rags to Riches campaign, the duelist (or duelling team, if there are more characters involved) starts out as an amateur with no money and base skills, and enters Amateur Night at a local arena. Prizes for Amateur Night events are detailed on p. 15 of any *Car Wars* Starter Set. A beginning duelist is allowed to enter Amateur Night up to three times or until he's finished first in an event. If a duelist fails Amateur Night three times, the sponsors tend to think he's not worth the dollar value of the cars, and drop him.

After the duelist has (presumably) won an event and made a little money, he can get himself a car, hit the circuit, and attempt to make a name for himself.

A lone character must pay all his expenses – new cars, maintenance, ammo and other supplies, travel, basic life-support and so on. A small group, with diverse skills, can make the going easier. Extra money can be made through convoy escort, courier missions, and other odd jobs if the referee allows. Note that a duelist will probably have only one vehicle until he's gained considerable experience and notoriety.

Many large organizations like NorAm Chemical have sufficient personnel to make their own on-site clone facility feasible, but after figuring maintenance, supplies and medical personnel expenses, the savings over Gold Cross are usually minor. The military forces keep their own facilities to safeguard their command personnel during wartime. Many commercial clone banks exist, and some even offer substantial discount rates, but it is my experience that customers of these facilities often pay the price in terms of poor memory-transfer, clone flaws, or inferior security against sabotage and assault. They follow the minimum guidelines set by law, but then who wants to pay for the minimum?

— Jonathan P. Goldstein, M.D.,  
*Autoduel Quarterly*, Spring 2048

This is a real life-insurance plan, made possible by the miracles of medicine available to the wealthy in the 2050s. If referees wish to ignore this section and make their campaign a little (or a lot) more deadly, feel free.

Basically, Gold Cross is a clone bank. A few cells from your body are quickly grown into a mature clone. The clone will be in perfect health, and will seem about 25 years old. Should anything happen to you, your clone can be activated and you live again! Your new body will be legally recognized as “you,” and will have access to your bank account, ownership of your material goods, etc.

## The Process

Naturally, there are a few catches. The process is expensive (see fee schedule, below). When something happens to you, your brain must be transported to a Gold Cross center within 24 hours of your death, or within a week if the body is frozen within 24 hours of death. A totally burned body (more than 3 hits from a fire), or a body that took more than 10 hits overall, does not have enough structure left, and cannot be “read.” If your brain gets to your clone in time, and is acceptably intact, the clone can be programmed with all your memories, up to the moment of death, and all your skills.

As an alternative to rushing to Gold Cross after something happens, you can record your memories *before* anything happens to you, using a mechanical memory storage device (or MMSD), a recording of your memories. In the event your brain is too damaged to read, the MMSD can be used to program a clone.

If your clone is too far away, your brain can be taken to a Gold Cross MMSD station, a specialized facility which has no cloning tanks, but can create a MMSD. If you have no MMSD, your own body is the only source of your memories — so if something permanent happens to you, you’re really dead. Note also that if your clone is activated from an MMSD, the clone will have only the memories and skills you had when you programmed it.

## I Ain’t Got No Body

It happens all the time. A duelist puts off joining Gold Cross . . . and boom, now he’s dead. He could have afforded it; he’s still got the money. Or maybe his friends want to pool their bucks and save him. Except he’s dead. It *can* be done.

The first thing to do is to get the body to Gold Cross as quickly as possible so the memories can be read, as described above. Since the patient has no clone body waiting for him, the memories will have to go into an MMSD. Of course, this incurs both the “program an MMSD” fee as well as the “read a MMSD” fee, but will produce a clone with memories up to the moment of your death.

Once the memories are safely stored, a clone has to be grown. Growth of the new clone will take a month; during that time, the patient is out of the campaign.

## Activating the Clone

When something happens to you, Gold Cross will act as soon as they are notified, preparing your clone for activation if your body is on the way or transferring the memories from your MMSD to a clone body. In most cases, notification comes from the friends of the temporarily deceased. The AADA does report casualties, but only monthly. This results in delays of over a month.

In all cases, the donor’s brain or his MMSD must be present to transfer memories. The process takes less than an hour. Transport of the client’s brain, frozen body, or MMSD to the proper Gold Cross office is covered by the standard fee schedule.

In no case is it legal to program a clone before the death of the original, or to program a clone with the MMSD of anyone other than its donor. The techniques exist, but have been outlawed. This ban is aggressively enforced by the Gold Cross Main Office, due in no small part to urban legends like the Eugene Incident.

Gold Cross has offices in all major cities, and MMSD stations within an hour of every AADA arena. Each office is independently owned and operated, though the central office often sends inspection teams to insure its standards are being met. Its services are available to everyone, though wanted criminals often have to pay a substantial bribe to a doctor or administrator. It’s a mercenary operation; keep Gold Cross paid, and they are very reliable. Miss a payment, and your clone will get chopped up for organ transplants.

## Gold Cross Fee Schedule:

Clone body:	\$10,000
Clone maintenance (monthly):	\$1,000
Program (or update) an MMSD:	\$5,000
Read a dead body (or MMSD):	\$5,000

## THE EUGENE INCIDENT

In 2035, a doctor activated a number of clones using her personal MMSD. The clones took over Eugene, Oregon, declared themselves to be the “First Humanist Collective,” and brutally executed all non-clones. Within a few weeks, a military strike burned the town to the ground.

Or at least that’s the urban legend. In reality, Eugene still exists, with no trouble from clones. In different areas, the name of the city changes, as well as elements of the story. Sometimes the clones flee to haunt the lonely highways, sometimes they kill each other. The one constant is the moral of the story: clones who share one set of memories inevitably become evil, bloodthirsty monsters.



## ALADDIN'S CASTLE

LAS VEGAS, NEVADA – PR 2

Aladdin's Castle, one of the smallest arenas registered by the AADA, is the premiere duelling facility in Las Vegas. Built in 2048 by the Aladdin casino and hotel chain, this fully-accredited arena hosts events with some of the larger prizes in North America. And don't let the small size fool you – Aladdin's Castle hosts some of the most televised AADA events in the world!

Aladdin's has guaranteed-safe seating for thousands of spectators – TV systems display the action on the screens in two Vegas casinos, but there is no on-site seating. Off-track betting is more popular here than in any other arena, and local AADA offices are always crowded with gamblers waiting to get the latest performance statistics on the duelists.

Despite its popularity, however, Aladdin's has come under fire from the AADA on numerous occasions from rule infractions (and was closed for a month in 2050 due to such infractions). The arena management is insufficiently careful when screening applicants for Amateur Night events. Often such events will pit overweight, vacationing Shriners against top-notch pro duelists.

Rumors have persisted for years now that the ranks of participants are fleshed out by bankrupt gamblers competing involuntarily, though this has never been substantiated. Nevertheless, the action (and the money) here draw huge crowds, and the prestige (and again, the money) draw some of the best duelists in the country.

### Arena Events

The Castle hosts a round-the-clock ticket of events. An Amateur Night is held daily and anyone can compete for the \$10,000 prize. Professional duels in all divisions are also held daily, with awards of cash and prestige averaging twice that of most arenas. In Amateur Night events and other battles involving minor-name duelists at best (and thus only needing the TV coverage of the central tower), pedestrians can, for a mere \$50, rent an SMG from the arena and go up on one of the corner TV towers and take potshots at the roofs of passing cars. The casualty rate of such snipers hovers around 80%, but giving the customer what he wants is the name of the game in Las Vegas.

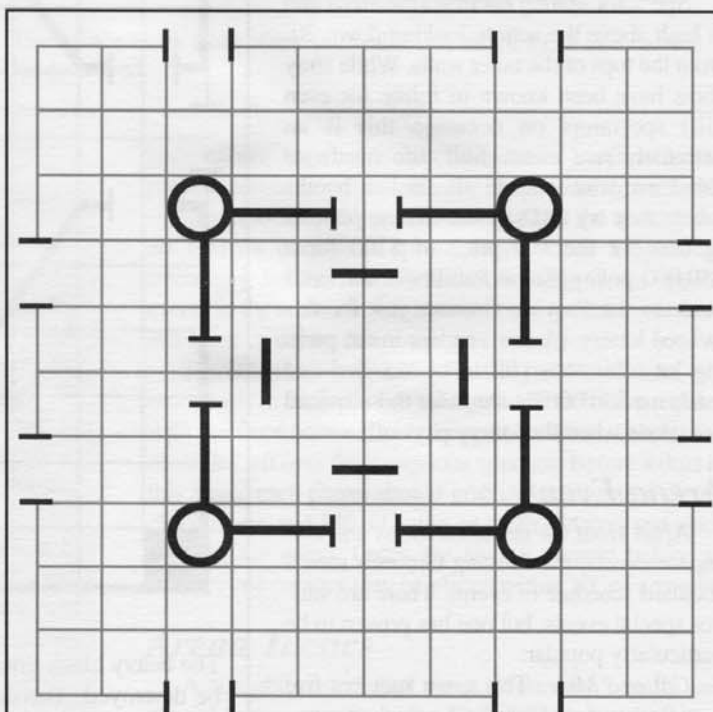
**Down with the King:** An event held on special occasions pits eight duelists against an arena team. The duelists each have one Division 10 vehicle, start from the gates and must attempt to enter the castle and capture a prize. The castle is defended by three

pedestrians on each of the four towers, armed with \$5,000 total, and by two Division 15 vehicles (see p. 16) which start next to the central TV tower. The "prize" is captured if a duelist enters the castle and completes a circle around the tower. Any number of duelists may capture the prize; the winner is the first one to exit the arena (all gates are open for this event). The arena team wins if no duelist escapes.

The prize is \$1,000. The winning vehicle gets complete repairs at no charge. All surviving duelists are paid \$1,000 for each vehicular kill and \$250 for each pedestrian kill.

### Arena Tactics

The very short ranges make low-accuracy weapons a better bargain here than in most other arenas; use high-accuracy guns for tire shots. The area inside the castle proper has its own advantages and disadvantages – the terrain there provides cover from weapons fire, while maneuvering for a ram is a tricky prospect. Dropped weapons are especially useful for blocking the gates after you enter. If you're outside the castle, try blocking the gates with your own dropped weapons and waiting for the enemy to emerge from the safety of the castle.



The heavy black lines mark the walls. All block LOS and cannot be destroyed. The four circles at the corners of the central structure are TV towers – each may hold up to four pedestrians at a time. Pedestrians access the towers using ladders hidden within the tower – peds climbing up or down are safe from attack.

# AMEX PROVING GROUNDS

## ANN ARBOR, MICHIGAN – PR 1

Ann Arbor is closely tied to Detroit but the local college, University of Michigan, keeps it from being a Detroit subsidiary. The college dominates the city as it is not only responsible for the economic survival of Ann Arbor but for the laws, defense, and administration as well. When the city's government collapsed in the upheaval of the Food Riots, the college president organized the students into a fighting unit and took over the town. None have dared to challenge the college's hold over the city in more than two decades.

– *The AADA Road Atlas and Survival Guide*

Amex Combat Autoworks (best known for their newly-released Banshee) does most of its vehicle testing well away from Detroit. There are several different testing areas on-site (a dueltrack, an off-road obstacle course, and a quarter-mile dragstrip are just a few such areas), but only the arena is open to the public. In addition to sanctioned AADA events, Amex holds demonstrations of new combat vehicles and technology and hosts monthly University of Michigan collegiate duelling. For a few years, the United Broadcast Network's popular *Tomorrow in Autodueling* television show was broadcast weekly from the Proving Grounds.

Spectator seating encircles the arena and is high above the action, looking down 30' from the tops of the outer walls. While stray shots have been known to injure (or even kill) spectators on occasion this is an extremely rare event. Still, life insurance salesmen wait outside the ticket booths where they try and sell last-minute policies to fans for the low price of \$100 for a \$50,000 policy. Some families and friends come to the Proving Grounds just for this twisted lottery. (A few vendors in the parking lot offer "My (fill in blank) died and made me \$50,000!" t-shirts for those special occasions when the lottery pays off.

### Arena Events

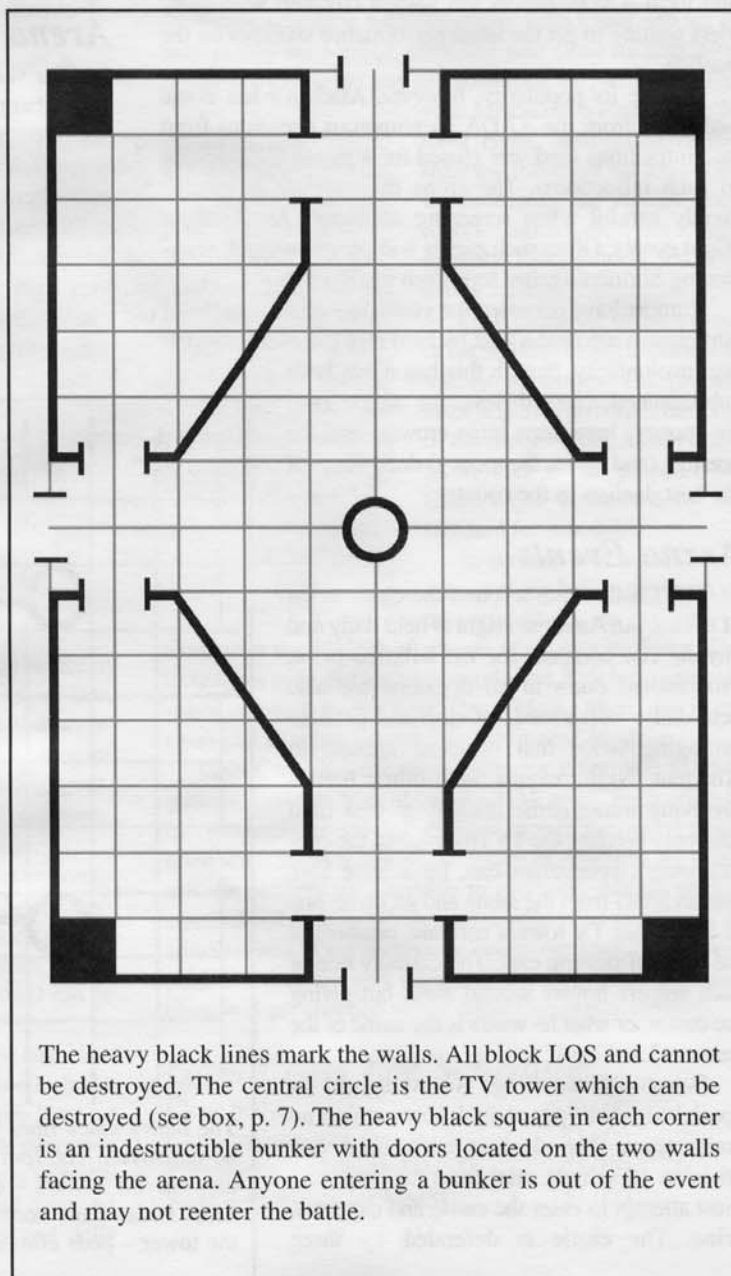
Apart from the demonstrations and collegiate events, the Proving Grounds runs a standard schedule of events. There are various special events, but one has proven to be particularly popular:

**Cat and Mice:** This event requires five participants; four Division 5 vehicles on one team (each starting in a different corner), and one Division 20 vehicle (see *Hotshot vs. Piranha* for Division 20 vehicles) which starts out circling the TV bunker. The objectives are simple: The cat doesn't want any

of the mice to escape, and the mice want to get rid of the cat, or get out reasonably intact. For this event the gates remain closed until after 12 seconds have passed.

### Arena Tactics

There are very few places in this arena where a clear LOS exists for a long range attack, making low-accuracy weapons useful. The walls and central TV bunker make maneuvering at high speeds difficult so it is advisable to either take a vehicle with a high HC or remain at relatively safe speeds (60 mph or lower). Try not to get trapped within one of the corner rooms by an opponent using dropped weapons.



The heavy black lines mark the walls. All block LOS and cannot be destroyed. The central circle is the TV tower which can be destroyed (see box, p. 7). The heavy black square in each corner is an indestructible bunker with doors located on the two walls facing the arena. Anyone entering a bunker is out of the event and may not reenter the battle.



# BELLE ISLE DUELPARK

DETROIT, MICHIGAN – PR 1.5

**AADA Advisory:** *Downtown Detroit is in a perpetual state of violence. Travelers are advised to stay within walled compounds as much as possible.*

**AADA Advisory:** *The Detroit water and food supplies contain toxic levels of pollutants. Travellers are advised to inspect food and drink very carefully, and are encouraged to avoid local produce altogether.*

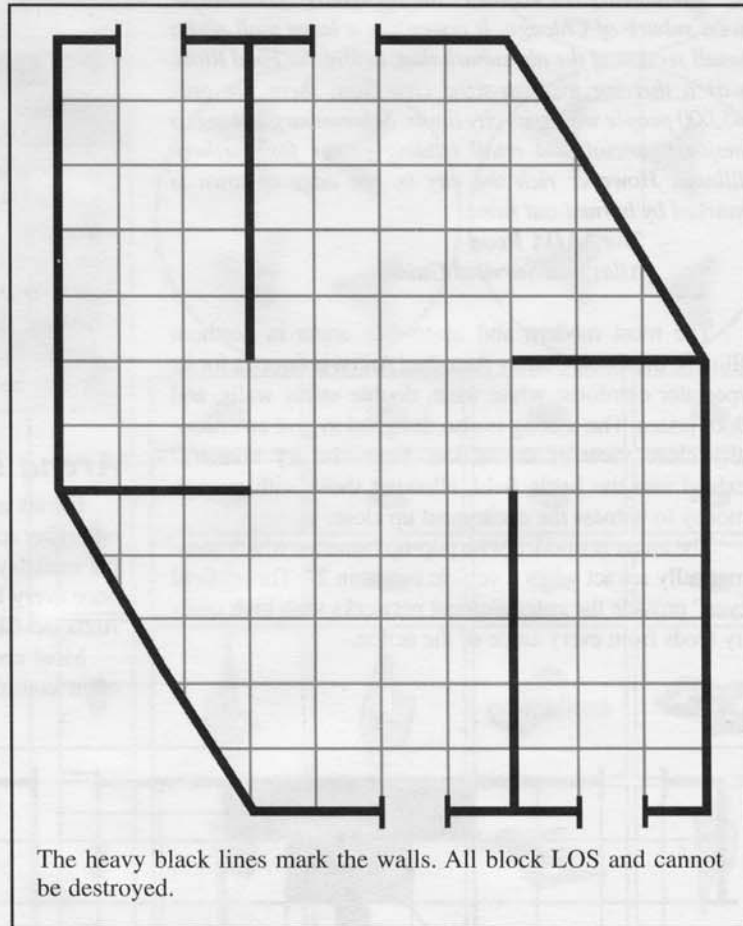
– **The AADA Road Atlas and Survival Guide**

The Belle Isle Duelpark is an amusement park with an onsite arena, thrill rides, arcades, overnight accommodations, and expensive restaurants. Located on the Detroit river just east of Lake St. Clair, Belle Isle is fortified and protected from the anarchy in Detroit by the water barrier. Tickets are expensive – \$1,000 for a family of four per day – and the waiting lines to get in can stretch for days.

The arena is the site of more than three-quarters of the L'Outrance Circuit championship matches. Duelling goes on practically around the clock.

## Arena Events

The arena runs standard AADA divisionals on weeknights and weekends with an Amateur Night event once every two hours, on the hour. The Belle Isle Duelpark



isn't known for flashy, special events . . . it relies on proven combat events, with the occasional team battle thrown in to keep things interesting. Still, the arena owners host the occasional special event just to keep things interesting for the fans. Referees wanting to run special events in the arena are free to select any special event from this book or devise their own.

The arena is not typically cleaned between events, and most duels in the Belle Isle Duelpark are violent spectacles with the floor covered with dropped weapons, debris, and obstacles left over from previous matches. Before a duel in this arena, each player should grab debris counters, obstacle counters, and 1d6 oil, mine, or spike counters and place them in the arena. Gates are always cleared before an event . . . no counter may be placed within 10" of any gate.

## Arena Tactics

A straightforward duel arena, there aren't really any special tactics specific to the Belle Isle Duelpark. Sound advice is to use a balanced vehicle that has a good mix of speed, handling, armor, and firepower. The Hotshot and Piranha are popular vehicles with duelists who frequent this arena.

## TV BUNKERS AND TOWERS

Most arenas feature bulky TV bunkers and tall TV towers so that the action on the field can be properly recorded and broadcast on any number of television stations.

Bunkers are heavily reinforced and cannot be destroyed. Any collision with a TV bunker causing 30 or more points of damage will be violent enough to knock the camera out of commission for the remainder of the game.

Towers, on the other hand, are not nearly as tough. Any collision with a TV tower causing 30 or more points of damage will destroy the tower which will crash to the ground in a direction opposite the impact point. It takes three phases from the time of impact until the tower hits the ground. On the third phase grab a handful of debris and obstacle counters and drop them over the area where the tower will land. Any vehicle hit by these debris or obstacle counters takes 3d damage to top armor. Unlucky peds in the way are killed instantly.

# COOK COUNTY AUTODUEL ARENA

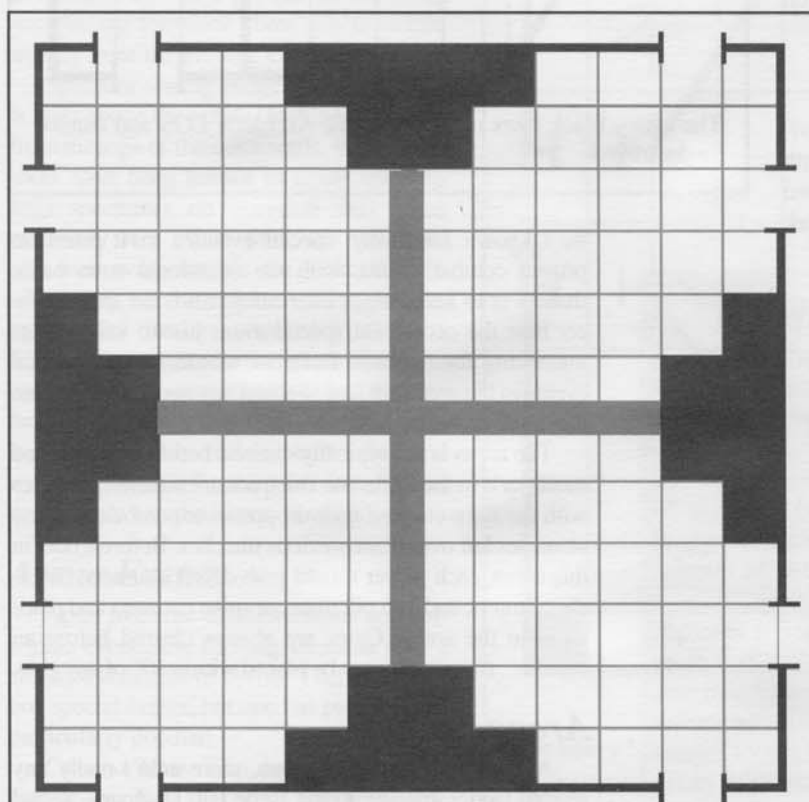
## SCHAUMBURG, ILLINOIS – PR 2

Schaumburg (nicknamed "Shoppingburg") is a northwest suburb of Chicago. It comprises a large mall and a small section of the old suburb that, before the Food Riots, was a thriving medium-sized city. Now, there are only 65,000 people within its city limits. Schaumburg today is a major financial and retail trading center for northern Illinois. However rich the city is, the edge of town is marked by burned-out ruins.

– *The AADA Road  
Atlas and Survival Guide*

The most modern and up-to-date arena in northern Illinois, the Cook County Autoduel Arena is famous for its spectator comforts: white wine, double safety walls, and door prizes. The seating is also designed to give an unusually close view of the action. Four "luxury bunkers" extend into the battle field, allowing those with enough money to witness the excitement up close.

The arena is studded with pop-up cameras, which automatically retract when a vehicle is within 2". These "field eyes" provide the entertainment networks with high quality feeds from every angle of the action.



The heavy black lines mark the walls, which cannot be destroyed. The black block sections are spectator suites. They block LOS and cannot be destroyed. The gray lines intersecting in the center of the arena show the area covered by the oil slick when the sprinklers are activated.

### LAND OF LINCOLN AUTODUEL CHAMPIONSHIPS

Once every five years, 10 duelists are randomly selected from the ranks of the AADA. These lucky ten compete in a Division 15 event known as the Land of Lincoln Autoduel Championships. \$750,000 in cash prizes are offered, making the event one of the largest on the L'Outrance circuit. Betting is heavy, and the random selection has more than once catapulted a low-ranking duelist to stardom. For this event only, the arena's PR jumps to 2.5.

See box, p. 12, for how to divide the prize money.

### Arena Events

Events are run only on weekends, with AADA events on Friday and Saturday, and practice and cleanups through the weekdays. Sundays are reserved for special events, and once every five years the arena hosts the Land of Lincoln Autoduel Championships.

Most events are normal duels, but the arena itself is often considered an opponent. Special dischargers randomly disperse various hazards. Every turn, there is a 2/6 chance of a counter appearing. Determine the type of counter randomly (1 – debris, 2 – obstacle, 3 – spikes, 4 – mines, 5 – smoke clouds, 6 – oil), and drop one to three onto the center of the arena, from 24" above the surface. In higher division events, it may be necessary to double the number of counters dropped, or increase the frequency of the counters, or both.

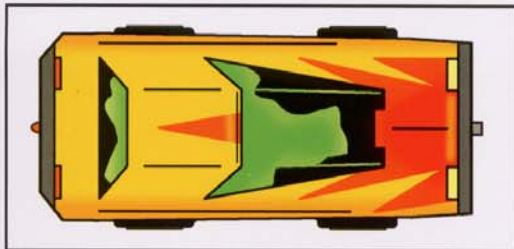
A series of sprinklers can create a oil slick twice the normal width, running across the arena. During Amateur Night events, these sprinklers may be turned off, but for more experienced drivers, the system can deliver flaming oil.

### Arena Tactics

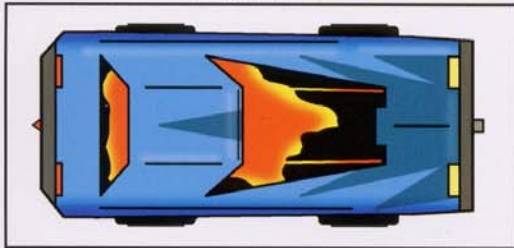
Duelists who frequent the Cook County Arena swear by solid tires and suspension upgrades, for obvious reasons. Also, rockets are popular, since the close quarters counter their poor accuracy, and their extra damage helps to end matches quickly.



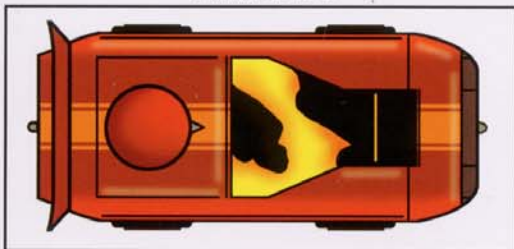
DEVASTATOR



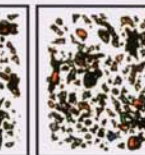
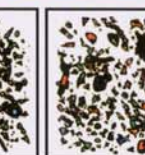
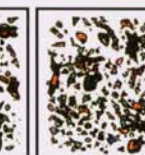
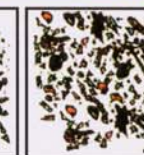
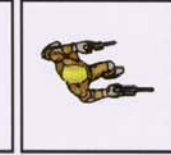
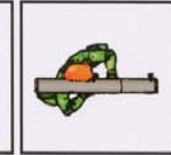
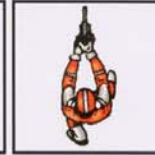
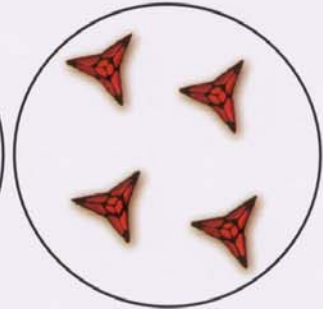
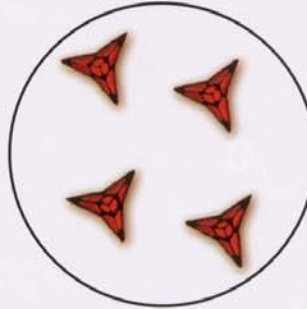
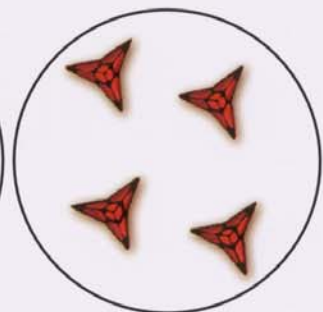
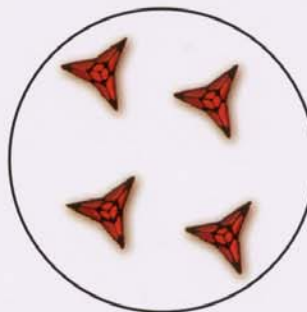
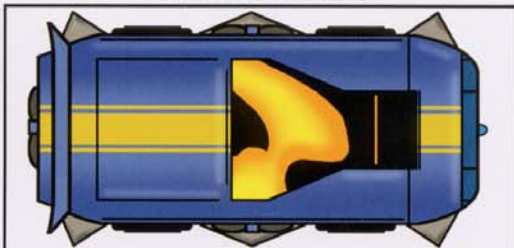
DEVASTATOR II



TERMINATOR X



TERMINATOR XTREME



Cut *outside* the black lines to make the counters exactly the right size. A hobby knife gives a straighter cut than scissors, but if you use a knife, don't cut your fingers off, or if you do, don't complain to us.



DEVASTATOR



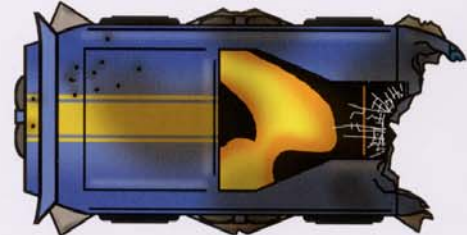
DEVASTATOR II



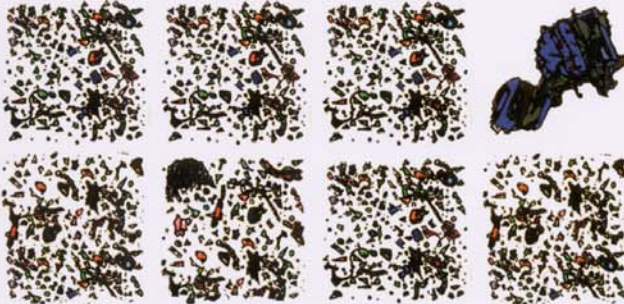
TERMINATOR X



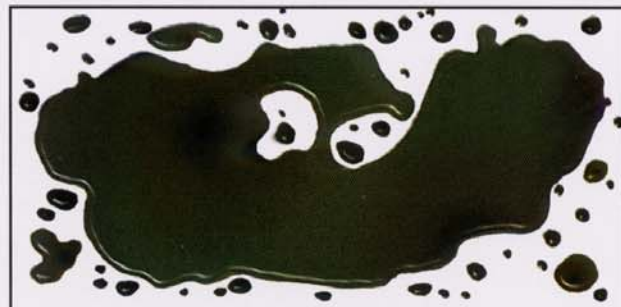
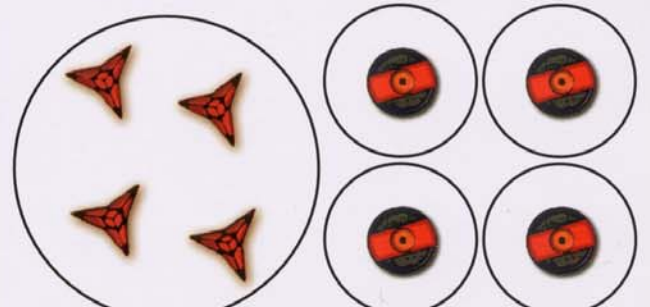
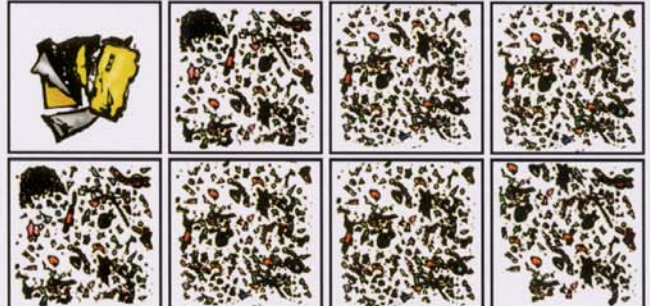
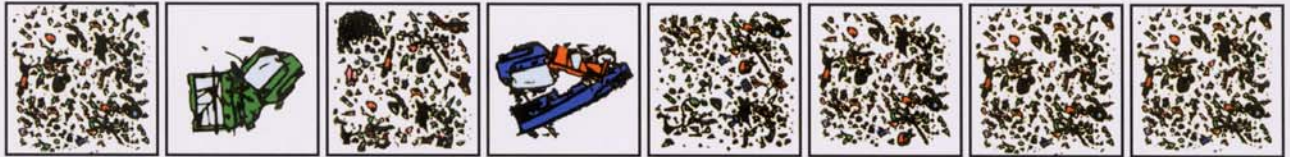
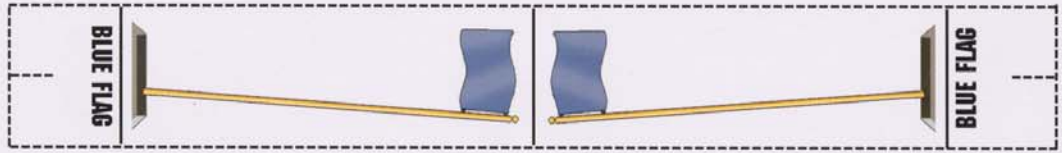
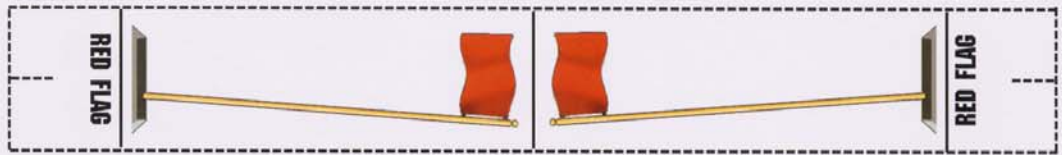
TERMINATOR XTREME













# THE INFERNO

## LITTLE ROCK, ARKANSAS – PR 1

*Attendance at arenas in the Little Rock area is phenomenally high. People who go to Little Rock duelling events should bring lots of firepower to defend themselves from other rowdy spectators and – sometimes – from frustrated duelists who strafe the stands (Arkansas arena grandstands have no armor protection).*

– *The AADA Road Atlas and Survival Guide*

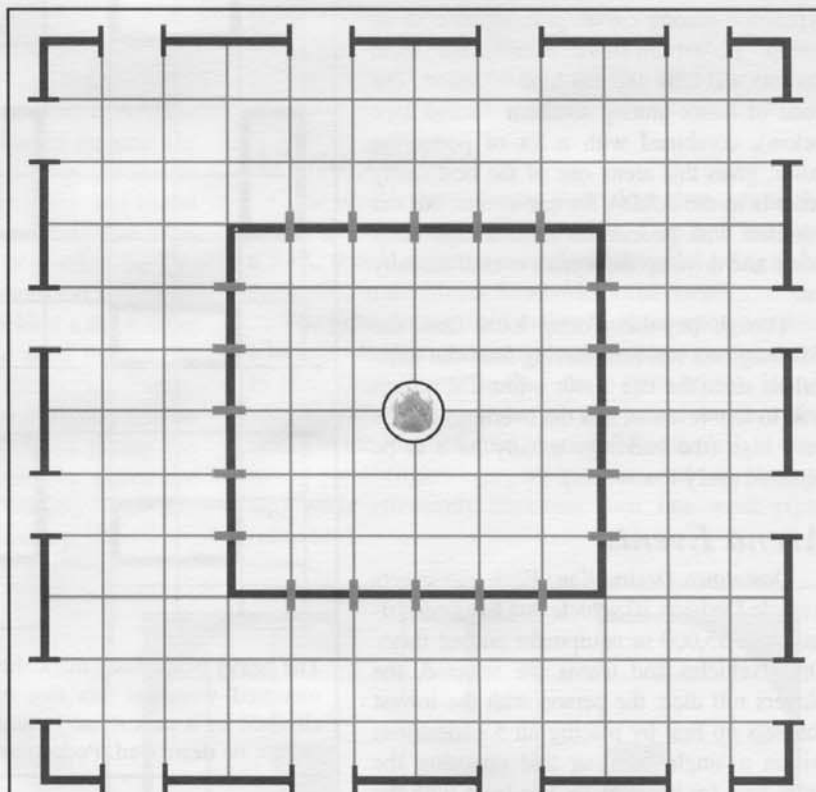
Like the Rainbow Bay Blast Furnace (see p. 13), the Inferno has based its reputation on the inherent danger of just driving in the arena. The arena is separated into an outer ring and an inner room by mobile walls. When a wall section takes a certain amount of damage in a single collision, that section drops into the ground. The “drop” occurs quickly enough that the vehicle which hit it can continue without losing speed. Weapons fire does not trigger a drop, but will reduce total DP. Each section of wall is one of three different resistances, rated on the number of hits required to “drop the wall”: easy (5 hits), regular (15 hits), and solid (30 hits). The walls cannot be destroyed.

The walls reset at the beginning of each turn. Any vehicle caught on top of a wall as it springs up takes 2d damage to its underbody, a D4 hazard (in addition to any hazard from the damage), and the barrier drops back into the ground.

Each of the four walls is made up of 6 sections, each 3” long. It is impossible to tell the thickness of a barrier without actually driving through it. The sections are randomly reset after each match.

oil, or ice, depending on the division involved. No vehicle is allowed to fire until it has entered the interior room and completed at least one lap.

**The Cage:** Half the wall sections are dropped for this event, and the rest are set at solid. In the center is the “tiger,” a pair of linked HD FTs in an indestructible bunker, represented by a fire counter. Circling the tiger, inside the cage, earns the driver 5 points. Weaving between the sections is known as “lacing the cage,” and earns the duelist 10 points.



The heavy black lines mark the walls. All block LOS and cannot be destroyed. The gray lines intersecting the center square represent the different sections of the interior wall. See the main text for the resistances of these sections.

### Arena Events

Most events call for one of the sections on each side to be “odd man out.” To determine randomly which section this will be, roll 1d and count from a corner. Repeat for each side.

**First Timer’s Night:** This event is a variant of the popular Amateur’s Night event. All the walls are set to “easy” except for one section on each side, which is set to “regular.” Circling the interior of the room gains the driver 2 points.

**Pandora’s Box:** In this event, one section on each side is set at “easy,” and one section is set at “solid.” The rest are on “regular.” The interior room is covered with gravel,

### Arena Tactics

For obvious reasons, ramcars are popular in this arena. However, several winning designs have relied on letting others knocking down a section, then sliding through before the wall resets. Doing so requires excellent speed and timing, and is generally applauded.

Dropped weapons seem to be popular as well, although counters on a lowered section are removed when the wall resets. Given the amount of debris generated around the inner walls, a few carefully placed mines can allow a duelist to form a funnel, forcing his opponents into a solid section.

# MACON DUEL EXTRAVAGANZA

## MACON, GEORGIA – PR .5

*Macon, Georgia is surrounded to the east and south by impoverished cycle gangs that would like nothing better than to loot and burn the town. The people of Macon are armed to the teeth to prevent this.*

– *The AADA Road Atlas and Survival Guide*

The Macon Duel Extravaganza was built in 2040 from the ruins of the Macon Mall, and features close, urban terrain. Macon has a poor reputation among circuit pros because of its cheap, pedestrian-filled events, but local duelists and fans like this kind of action. The code of honor among southern duelists (see below), combined with a lot of pedestrian cover, gives this arena one of the best safety records in the AADA for car events, but the combats with pedestrians have a high body count and drive up the arena's overall casualty rate.

Though popular among local fans, the Extravaganza has been having financial difficulties since the late 2040s – low TV ratings lead to low revenue, and the overhead here is very high (the buildings usually have to be repaired every few weeks).

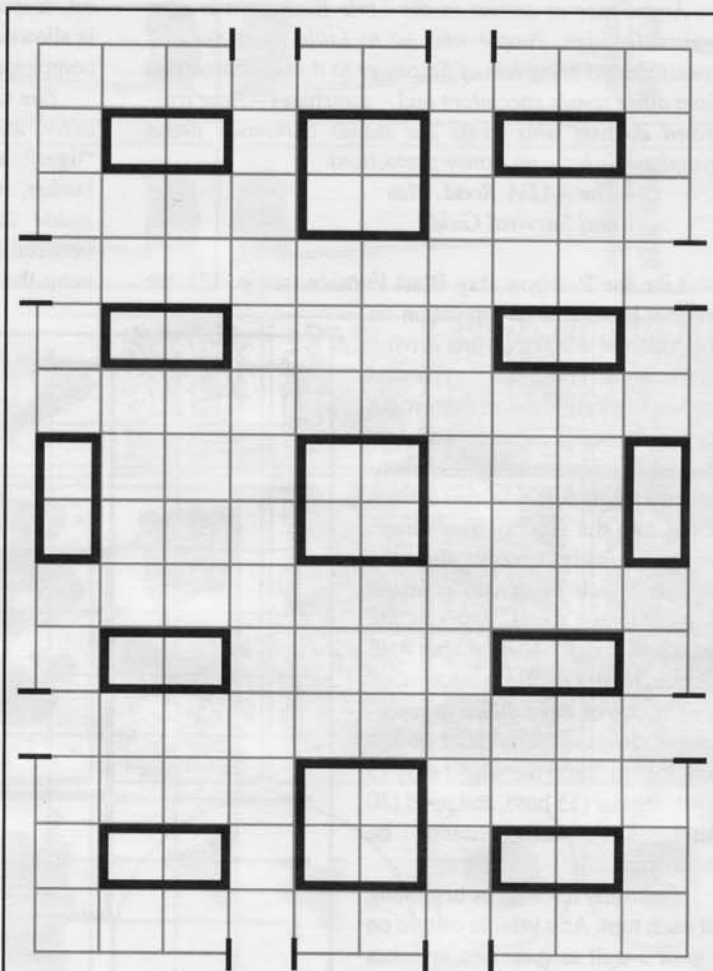
### Arena Events

**Downtown Destruction:** Each player gets a single Division 10 vehicle and five pedestrians with \$5,000 in equipment among them. Once vehicles and teams are selected, the players roll dice: the person with the lowest roll sets up first by placing all 5 pedestrians within a single building and choosing the entry gate for his vehicle. The team with the last survivors left in the arena wins.

**Downtown Dash:** Setup is identical to the previous event, except that an indestructible flag (a flag counter is included for this) is placed in the exact center of the arena.

### THE SOUTHERN CODE

1. Always accept the surrender of another duelist unless the duelist has not accepted the surrender of others (but never surrender unless it is your only chance of survival).
2. Do not fire at spectators or camera crews unless they are really starting to get on your nerves.
3. Firing at tires is "sissy," so avoid it except in an emergency.
4. If your vehicle is immobilized and you can still walk, get out and fight like a man.
5. Killing is what you are there for. Remember: Blood makes the grass grow.



The heavy black lines mark the walls of the buildings. Only turret-mounted weapons can fire over the walls. The walls may be climbed by a pedestrian (counts as movement for that phase) and cannot be destroyed. Pedestrians behind walls are -2 to hit.

A pedestrian (not a driver) may grab the flag with a firing action if it is not already possessed by a conscious enemy. The winner is the team whose member exits the arena with the flag.

### Arena Tactics

When fighting peds, think MG or VMG! Their bonus to hit peds and the chance to do damage (even on a miss) is valuable in this arena's pedestrian-filled events. A targeting computer (to help nail those pesky peds) and high handling (to maneuver in the tight corridors of the arena) are also useful. Bloodthirsty fans love nothing more than to see a pedestrian cut down with body blades – doing so at the Extravaganza earns the duelist +1 prestige point for the event (no matter the number of peds hit with blades).

When your peds are fighting cars, think cover – pick a location that doesn't have a long, straight path leading up to it. One-shot weapons may be all you need, since one shot could be all you get.



# THE MAYOR SMITH MEMORIAL ARENA

LAFAYETTE, INDIANA – PR 1

*Inside the city, all you have to worry about are frat fights – as if these weren't bad enough! The Lafayette Police and Purdue Security Police try to keep these civil and off the streets if possible.*

*Outside the city things are much worse. Two cycle gangs, the Hoosiers and the Death Watch, are sworn enemies of everybody – especially those who aren't Hoosiers or Death Watch. Reverend Death, leader of the Death Watch, is worth a quarter million dollars to anyone who can deliver his body (dead or alive) to the Purdue Security Police.*

– *The AADA Road Atlas and Survival Guide*

This is a fairly standard little arena, running an AADA-approved schedule of events through most of the year. On the second weekend of May, however, it hosts the annual auto-dueling meet between Purdue University and Floral Gulch State University. During this event, the entire town is either on the streets, in the stadium, or glued to the TV.

The arena has seating for several thousand spectators and all of them are safely protected behind a thick layer of transparent armor (much like that used for vehicle windshields).

The Lafayette police use the arena as a practice field on most Mondays. Occasionally charity events pitting the Lafayette police against the Purdue security police are held. These are never “to the death,” but every now and then an officer dies, at which point the money raised goes to the “pay the Gold Cross fees” charity.

## Arena Events

All standard events involve four or eight contestants. Most run according to the usual straight duel, but there are a few unique events.

**Slalom:** The objective is simple – each duelist must circle around the outer corner of each bunker and then exit the arena through any gate. The first one to do so wins.

**Combat Zone:** The arena management likes to save time and money by not cleaning the arena floor immediately after an event and, on some nights, lets the resulting wreckage and dropped weapons remain on the floor until the arena has closed. To simulate the effects of previous duels, each player drops a handful of debris and obstacle counters on the arena before the game starts. None of these counters may be within 6” of a starting gate. After these are in place, each player drops one car wreck – again, no closer than 6” to a starting gate.

## TYPICAL ARENA SCHEDULE

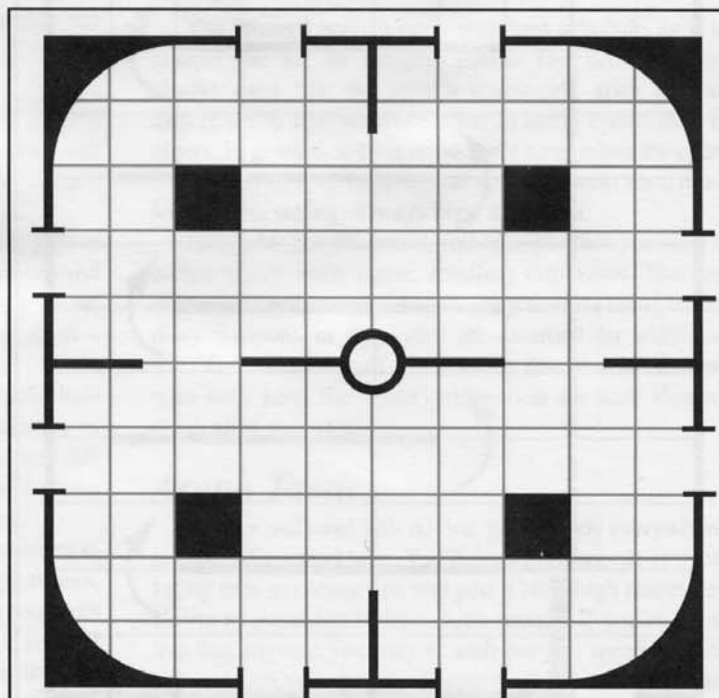
Most AADA arenas follow a set schedule for events. While the schedule below is fairly typical referees should feel free to adapt and modify the schedule to better suit their games.

Sunday .....	Special Events
Monday .....	Closed
Tuesday .....	Amateur Night
Wednesday .....	AADA Divisionals
Thursday .....	Challenge Night
Friday .....	Team Events
Saturday .....	Amateur Night/AADA Divisionals

## Arena Tactics

This small, cramped arena places high demands on the handling abilities of the car and driver. Cars with less than a 3 HC should never be considered if you're going to be competing in the Mayor Smith Memorial Arena.

The tight playing field makes high-accuracy weapons a lot less valuable, and flamethrowers are not as hindered by their limited range as they are in other arenas. Heavy rockets, with their miserable accuracy, find the short distances of the Mayor Smith Memorial Arena plays to their strong points (lightweight, inexpensive, and very damaging) while effectively removing their one weak point (accuracy).



The heavy black lines mark the walls. All block LOS and cannot be destroyed. The central circle is the TV tower. The four black blocks are bunkers. See p. 7 for TV tower and bunker rules.

# RAT RACE ARENA

## LEXINGTON, KENTUCKY – PR 1

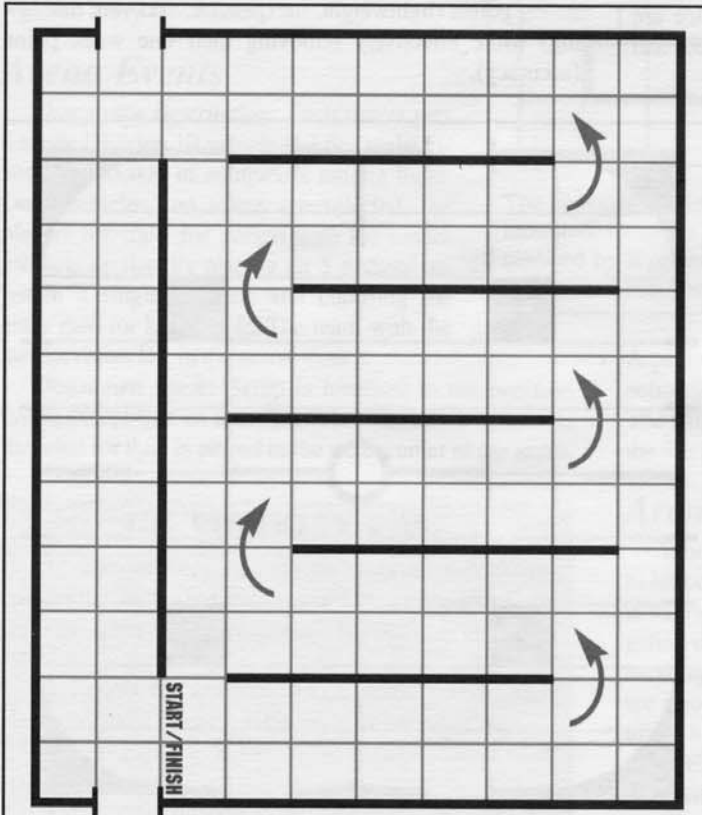
*Duelling is really popular in Lexington, Kentucky – some say too popular for its own good. In 2047, a running shootout between three duelists down East Main Street caused the deaths of 21 pedestrians. The citizens of Lexington think this lends character to the city, so they don't complain.*

– *The AADA Road Atlas and Survival Guide*

The Rat Race is one of three arenas in the Lexington area, and the only one to concentrate on racing events, providing an alternative to the traditional racing oval. Its construction in 2048 was plagued by cost overruns, and some things were skimmed on, but the arena pulls in a steady profit, and repairs have been planned for the future . . .

Spectator seating at the Rat Race is minimal, with most fans watching the events from the comfort of the onsite sports bar. Once a month, the arena owners bring in a squad of AI's Gals to give the spectators something different to enjoy for the night.

The AADA has repeatedly threatened to remove the Rat Race from their list of sanctioned arenas due to safety concerns but, so far, bribes to the right officials and administrators have kept the arena on the sanctioned list.



The heavy black lines mark the walls. All block LOS and cannot be destroyed. The arrows and START/FINISH are painted on the arena floor.

### TYPICAL CASH PRIZES

The total cash pot for any given event is (usually) equal to the total cost of the vehicle's participating multiplied by the arena's PR (see box, p. 2). If, for example, a Division 10 event with four competitors is held at the Belle Isle Duelpark (PR 1.5), the total cash pot will be \$60,000.

Only the top three finishers get any prize money. The first place finisher gets 50%, the second place gets 30%, and the third place gets 20%.

In addition, all competitors who are not killed or knocked unconscious will receive a "survivor's bonus" to the tune of  $\$1,500 \times \text{PR}$ . This is not a great amount, but it gives them a chance to earn some of the money they'll need for repairs. A duelist who surrenders or leaves the arena while the duel is still on will also receive survivor's money.

### Arena Events

The Rat Race runs a fairly standard schedule of events but due to the layout of the arena most events tend to be races of some type.

**Rat Racing:** This is the most common event at the Rat Race. Most races feature two, three or five laps, allowing no weapons fire until at least one player completes a lap. Short races will just follow the outer wall, but most follow the arrows. Dropped weapons are forbidden in most racing events – check with your referee before race time.

**The Hard Way:** This event is much like the above, but the racers must slalom through the small gateways opposite the arrows.

### Arena Tactics

Handling is at a premium in this arena. Spoilers and high-performance tires are a must. Taking a subcompact or compact into the Rat Race is also an excellent idea. Ramplates can be useful when that corner turn would be a little too tight.

Even when dropped weapons are allowed, *don't use them*. Remember, "What goes around, comes around." It would be extremely embarrassing to lose due to your own dropped weapons.

In 2050 three visiting duelists tried using unarmed vehicles designed for pure speed. Though they managed to win their events, all three were murdered in the parking lot by enraged fans who were at the arena to watch vehicular *combat* and not just racing. No unarmed vehicle has competed in the Rat Race since.



# RAINBOW BAY BLAST FURNACE

## BILOXI, MISSISSIPPI – PR 1

*Biloxi has tried to provide for every need a tourist could have, including the desire to see people kill each other at high rates of speed. There are two large arenas, the Rainbow Bay Blast Furnace and the Dead Drop Arena. The Dead Drop, set on Fort Point across the bay from the city, has an interesting feature – the duels are held on the edge of a cliff with no wall or railing. But as dangerous as the Dead Drop sounds, the Furnace is even more terrifying!*

– *The AADA Road  
Atlas and Survival Guide*

The Rainbow Bay Blast Furnace is one of the smallest and most dangerous arenas sanctioned by the AADA. Unpredictable walls of flame burst forth to block the narrow corridors, while the short distances make for highly accurate gunplay. Furthermore, the walls and bunkers are covered with highly polished armored steel, making any missed laser shot a hazard for anyone in the arena. The local duelists, though, seem to take it all in stride – Amateur Night events here are just as frequent and just as full as in any other arena.

Fireproof armor is expressly prohibited in the Rainbow Bay Blast Furnace. Incendiary weapons, on the other hand, are encouraged! All duelists participating in an event at the Furnace are given a free fireproof suit.

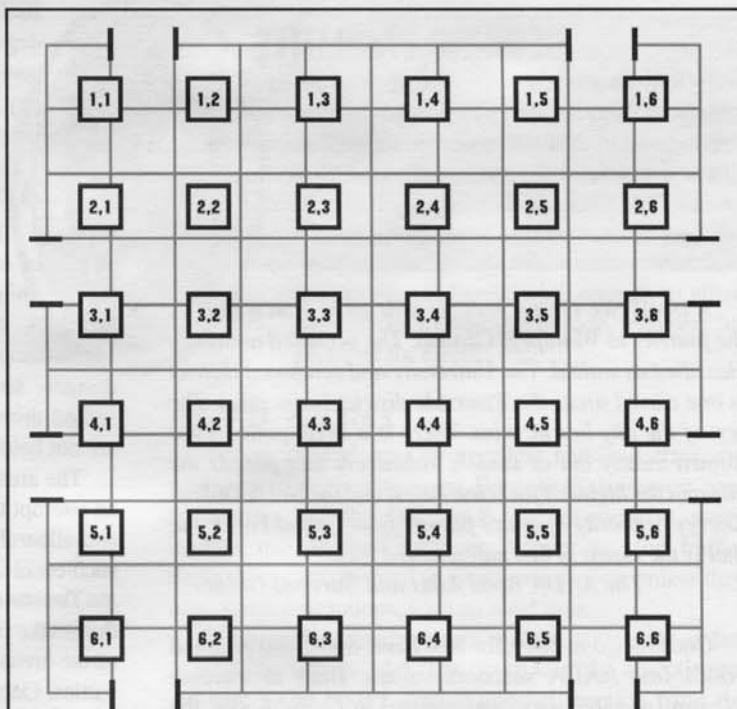
### Special Notes

**Flame Walls:** At preset intervals, random bunkers will shoot four sheets of flame, one from the midpoint of each side.

The walls ignite at the beginning of a turn, before speeds are set. For most events, roll two different-colored dice to find the row and column of the bunker to set ablaze. For more lethal competitions, roll more often – perhaps once at the beginning of each phase.

The flames burn for the entire turn. Any vehicle driving through the wall of flame takes 1d hits of damage to the side of armor adjacent to the firing bunker. Vehicles unfortunate enough to be caught motionless in a flame wall will take 1d hits at the beginning of every turn.

**Reflections:** The walls here are specifically polished to make laser fire more dangerous. Whenever a laser misses, continue the line of fire past the target. If the line encounters a wall or bunker, the beam bounces off at the same angle at which it struck the obstruction: if it hits straight into the wall, it reflects back the way it came. The shot will keep going until it hits something (a vehicle, smokescreen or other wall). Whenever the shot encounters a vehicle, roll to hit that vehicle at a -4 (no other modifiers apply to this roll).



The heavy black lines mark the walls of the bunkers mounted with flame wall projectors. Decide before the event starts which color die represents the rows and which the columns.

### Arena Events

The Furnace hosts a fairly mundane schedule, as if to compensate for its inherent perils. The fire walls are always used (it's the arena's trademark, after all) but they're set to activate more often in some events than in others. In general, keep it to once per turn unless the event is Division 15+, or there's some special reason for a more lethal arena setting. Always keep it random.

**Firefight:** For this event, roll once per turn *per vehicle* to see which walls ignite, rerolling duplicates. The survivors are each awarded \$1,000. Any duelists using incendiary weapons in this event are awarded an additional \$1,000. The owners of the Furnace like to reward those who help keep the arena's reputation for fast, flaming death alive and well.

### Arena Tactics

**Spoiler and ram!** This advice, good nearly everywhere, is especially sound here. You'll need high speeds to avoid losing tires to enemy fire, and you'll need high maneuverability to avoid fire walls at high speeds. If you're going that fast anyway, you may as well put that speed to good use and ram your targets. Flaming oil jets and mines are particularly vile weapons to use in these tight spaces.

# RED RIVER SNOWFIELD

## GRAND FORKS, NORTH DAKOTA – PR .5

### CLONING FACILITIES

Gold Cross has never set up operations in Grand Forks. Medical Park, the area's largest hospital, started its own cloning operations in 2049. Clones grown and maintained at Medical Park are more expensive than those at Gold Cross facilities (1.5 times Gold Cross prices) and they do not have an MMSD, so all memories must be read to the clone.

*A small city, Grand Forks is little more than a stop on the journey to Winnipeg, Canada. The occupied areas are classified as walled. The University and southwest district is one closed area; the Riverside district is the other. The rest of the city lies in ruins. There is a small police force formed mostly out of student volunteers that patrols the city and the highway for a few miles, and the North Dakota Energy Authority operates patrols from Grand Forks, but that is the extent of law enforcement.*

– *The AADA Road Atlas and Survival Guide*

Constructed in 2049, the Red River Snowfield is Grand Fork's first AADA sanctioned-arena. Built to increase tourism (and the associated money) in Grand Forks, the

Red River Snowfield has not yet achieved any real degree of popularity with duelists or fans. Ticket costs are kept low and the arena owners frequently pay ranked duelists to attend events in order to keep the few small TV contracts they have.

### Arena Events

The Snowfield hosts a fairly standard schedule of AADA events. What makes events at the arena unique is the constantly freezing temperatures and the thick sheet of ice covering the entire arena floor. Maneuvering in the arena is difficult with standard vehicle designs, so all vehicles are equipped with skates and spiked tires (see below) before each event. Cycle events are not held in the Snowfield.

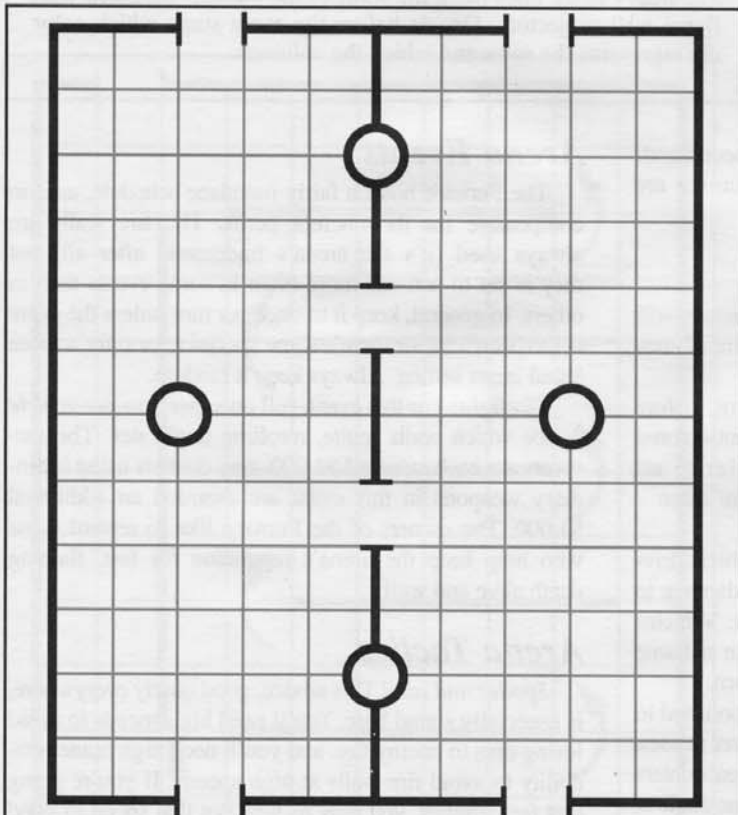
The arena has been trying a variety of special events in an attempt to find something that will increase the ratings and allow them to keep the doors open another year. One such event is:

**Two-in-One:** The central gates are closed and two duels take place simultaneously, two vehicles in each half of the arena. The tight spaces make for extremely violent battles. Once one vehicle is knocked out of the event, the doors open and the remaining vehicles compete to be the victor.

**Cycle Races:** Division 5 or 10 events using up to 6 cycles are common at the Snowfield. Using spiked tires these nimble, two-wheeled machines (sidecars are not allowed) make for an exciting show. See *Road Wolves* for complete cycle rules.

### Arena Tactics

Handling is the most important feature of any car competing at the Red River Snowfield. Try keeping your speed at a safe level (usually no faster than 60 mph) and use weapons that will deliver massive amounts of damage to an opponent (to try and force him to lose control). Blast cannons and anti-tank guns are especially popular in the arena.



The heavy black lines mark the walls. All block LOS and cannot be destroyed. The four circles in the arena are TV towers. See p. 7 for TV tower rules. The central gates can be closed and, when closed, cannot be destroyed (but the TV towers on the central wall could be destroyed to create an opening between the two halves).

### SPIKED TIRES

Free of charge, the arena mounts spiked tires on vehicles used in events here. Spiked tires have 1 fewer DP than the tires they replaced.

Spiked tires halve the penalty for driving on ice. A vehicle attempting to drive with spiked tires on any surface other than ice suffers a -1 to HC.



# UNCLE ALBERT'S ARENA

BOSTON, MASSACHUSETTS – PR 2

There is no autoduelist or duelling fan in North America who has not heard of Uncle Albert – and it's a rare duelist who doesn't have at least one piece of Uncle Albert's equipment on his vehicle. After building a successful regional auto parts business, Albert Stoliczynski entered the duelling accessories business in 2039. He was one of the first to see how big autodueling would become, and entered the duelling business full-time in 2041.

The rest, as they say, is history. Today Uncle Albert's Auto Stop and Gunnery Shop is one of the 50 biggest businesses in North America, and the single largest privately-owned company in the United States.

– *Autoduel Quarterly*, Spring 2050

When you're as well known as Uncle Al, your arena doesn't need a flashy name! Constructed in 2047 with its own Auto Stop and Gunnery Shop (where components are sold for a 10% discount) and the Uncle Al's museum makes it the perfect place to spend the day while waiting for your chance at fame and fortune in the arena.

## Arena Events

Uncle Al's hosts all the standard events, and is a popular stop on any circuit. Many beginning duelists frequent this arena, hoping to encounter a big-name ace on the field.

Uncle Al's Arena is open every night until midnight. The majority of events hosted here focus on driver skill and sportsmanship. Bloodthirsty or gimmick duelists occasionally enter, but they are made to feel distinctly unwelcome.

**Ace of Aces:** Every year, in November, Uncle Al personally invites a group of aces to his arena. This "unofficial" event is surprisingly informal, given its exclusive nature. The best 6 to 8 drivers from the previous year's championships compete for nothing more than Al's personal entertainment, though his approval can smooth the path to lucrative endorsement deals. The duel is never "to the death," and if a death does occur, the driver responsible is expected to pay for the clone. Spectators are limited to Uncle Al's personal guests, though videotapes of the event always sell well.

**Bootlegger Derby:** This event scores the normal points for kills, but awards bonus points for bootlegger turns. Two points are given for a bootlegger which ends no more than 4" away from the wall, and every inch closer earns the daredevil two additional points, to a maximum of 8. Drivers who perform four Bootleggers in the same event are awarded an additional four points.

**Jousting Night:** Four vehicles enter, one at each gate. Each vehicle accelerates toward and past the opponent it's facing, trying for disabling shots, and

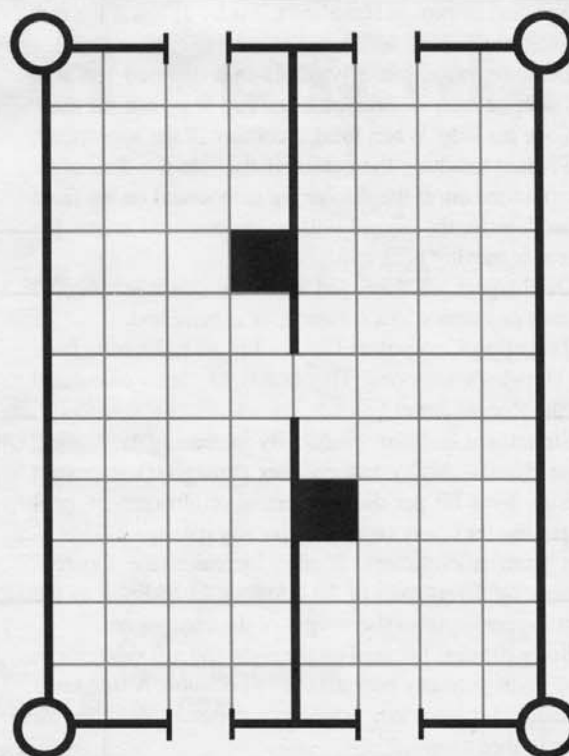


ignoring the other two vehicles. Any vehicle which deliberately rams another is immediately disqualified, but tire shots are common. Three passes are allowed. Because of these multiple passes, dropped weapons are generally regarded as foolish. The vehicle which took the least damage is the winner. Damage taken to a wheel counts double. Then, the two winners must joust each other through the middle opening. This run requires more skill; the opening is barely wide enough to allow the vehicles to pass side by side, with very little room for error!

## Arena Tactics

Nerves of steel, and an excellent handling class, are necessary to master this arena. Because of the narrow center opening, and the tight bends that are common, many duelists use dropped weapons, hoping to clog traffic. Experienced drivers tend to avoid such tactics, unless they have taken precautions, such as solid tires.

Winning the crowd requires making your turns as fast as possible; drivers who slow down to make a bootlegger are sure to be booed. And a positive reaction from the spectators is very important here, because Uncle Al himself is often among them.



The heavy black lines mark the walls. All block LOS and cannot be destroyed. The four circles on the corners are TV towers. The two black boxes are TV bunkers. See p. 7 for rules on TV towers and bunkers.

# VEHICLES

## TERMINATOR X

The Terminator X has over 180 points of armor, HD tires, Low Profile, and a Paint Sprayer; in any defensive situation, this car has a variety of options. Offensively, the driver has a Variable-Fire Rocket Pod, and the gunner has a turreted Rocket Launcher, aimed with a targeting computer – 360 degrees of highly accurate destruction.

### VARIANT: TERMINATOR XTREME

For those times when a gunner isn't available, the Terminator Xtreme is the variant to use. The VFRP is still assisted by the targeting computer, but now it's strapped to the front of a heavy ramcar with Uncle Al's newest innovation . . . heavy structural reinforcement.

### Special Features and Weapons

**Variable-Fire Rocket Pod:** The VFRP can fire up to 3 rockets with one firing action. Roll separately to hit with each rocket, declaring the number fired before rolling for any. A VFRP can fire a "ripple salvo," spreading its attack over several targets within its arc of fire. Each rocket fired after the first suffers a -1 cumulative penalty to hit.

**Ramplate:** A hardened and reinforced front bumper. A vehicle with a ramplate takes only half damage when it rams another vehicle, and does +1 damage per die rolled (for a light ramplate) or +2 per die rolled (for a heavy ramplate). The ramplate is lost if all front armor is lost.

**Spoiler:** Improves Handling Class by 1; lost if the rear armor is lost.

**Discharger:** Essentially a one-shot dropped weapon, this weapon may be mounted on any side, but no more than one per side. When fired, a counter of the appropriate type is laid touching the center of the side the discharger was mounted on. If the discharger is mounted on the front of the vehicle, the hazard will be encountered unless the vehicle is moving backwards.

Dischargers are destroyed when the side it is mounted on loses any armor to a collision, or is breached.

**Targeting Computer:** Gives +1 to all to-hit rolls from that vehicle's weapons. This bonus has been calculated into the Record Sheet.

**Structural Reinforcement:** By increasing the bracing of the chassis, this system reduces damage taken from a collision by 1 hit per die for normal reinforcement, or 2 hits per die for heavy (applied *after* any damage modifications from a ramplate). It also increases the Confetti Number by 5 (normal) or 10 (Heavy), in addition to the normal increase from the weight of the component.

**Body Blades:** Located on the right and left sides, these do +2 damage to any pedestrian in a collision. A side loses its blades if it loses any armor to a collision, or when all armor is shot away.

### REPLACEMENT PARTS AND AMMO

**Rocket Launcher:** \$1,000 to replace, \$35 per shot.

**Paint Sprayer:** \$400 to replace, \$10 per shot.

**Variable-Fire Rocket Pod:** \$2,000 to replace, \$70 per shot.

**Flaming Oil Discharger:** \$100 to replace.

**Body Blades:** \$50 per side.

**Power Plant:** \$1,500 for either version.

**Tires:** \$175 each to replace Heavy-Duty tires.

**Armor:** \$15 per point replaced.

**Heavy Ramplate:** \$1,000.

**Turret:** Lost only if all top armor is lost. \$1,500.

**Spoiler:** Lost only if all back armor is lost. \$500.

Other items are lost only if the vehicle is destroyed.

## DEVASTATOR

An Anti-Tank Gun is one of the nastiest weapons in any arena. But combine that with over 230 points of armor, Armored HD tires and Structural Reinforcement, and you've got one tough, balanced Division 15 car. But to make it a little more interesting, the designer has added a Surge Rocket – sure to spice up any event.

### VARIANT: DEVASTATOR II

This variant loses a few points of armor from the original, but for certain arenas (like Cook County, p. 8), the solid tires and Rocket Launcher are far more valuable.

### Special Features and Weapons

**Anti-Tank Gun:** This weapon has enough recoil that it can never be mounted to the side of any normal-sized car or truck – it may only point to the front or rear.

**Surge Rocket:** This rocket causes no hits, but instead produces a pulse, which plays havoc with the target's electrical system for its next three phases. The PP is considered "destroyed" (see Starter Set, p. 10) for the duration. Additionally, all "to hit" numbers are dropped by 2, the effects of any Targeting Computer are lost, and all maneuvers are at +2D. Surged vehicles are noted by placing an "S" marker on the car. This weapon is considered "flammable" and "explosive" (see Starter Set, p. 11).

**Structural Reinforcement:** See *Terminator X*, above.

**Targeting Computer:** See *Terminator X*, above.

**Wheel Armor:** A gyroscopically balanced semicircle of armor attached to the hub. Wheel armor will intercept any weapon fire aimed at the wheel (though it is no use against dropped weapons). Wheel armor has 5 DP and, like tires, cannot be repaired; it must be replaced as a unit.

### REPLACEMENT PARTS AND AMMO

**Rocket Launcher:** \$1,000 to replace, \$35 per shot.

**Anti-Tank Gun:** \$2,000 to replace, \$50 per shot.

**Surge Rocket:** \$800 to replace.

**Power Plant:** \$1,500 for either version of the Devastator.

**Tires:** \$175 each to replace Heavy-Duty tires. \$425 each to replace Solids.

**Wheel Armor:** \$250 per wheel to replace.

**Armor:** \$15 per point replaced.

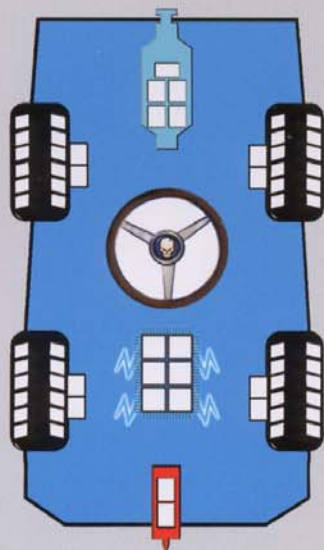
Other items are lost only if the vehicle is destroyed.



# DEVASTATOR II

HS

6  
5  
4  
3  
2  
1  
0  
-1  
-2  
-3  
-4  
-5  
-6



Low Profile Mid-Size:  
-1 TO TARGET

HC: 3

ACCEL: 10 MPH

TOP SPEED: 90 MPH

CURRENT SPEED:

## WEAPONS

ANTI-TANK GUN

ROCKET LAUNCHER

SIZE: MID-SIZE

WEIGHT: 5,794 LBS.

COST: \$14,920

TO HIT DMG AMMO

8 3d 10

8 2d 10

## EXTRAS

SOLID TIRES

HVY SUSPENSION

HVY STRUCTURAL REINFORCEMENT

TARGETING COMPUTER

## DRIVER

DRIVER SKILL:

GUNNER SKILL:

ARMOR: 228

CONFETTI NUMBER: 87

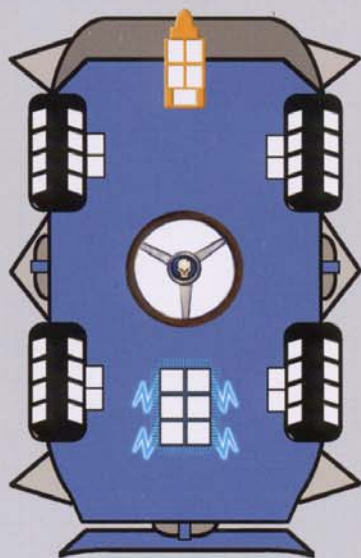
F: 76 B: 45 L: 37 R: 37 T: 10 U: 23

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# TERMINATOR XTREME

HS

6  
5  
4  
3  
2  
1  
0  
-1  
-2  
-3  
-4  
-5  
-6



ULTRA-LOW PROFILE MID-SIZE:  
-2 TO TARGET

HC: 3

ACCEL: 10 MPH

TOP SPEED: 100 MPH

CURRENT SPEED:

## WEAPONS

VARIABLE-FIRE ROCKET POD

FLAMING OIL DISCHARGER

FLAMING OIL DISCHARGER

FLAMING OIL DISCHARGER

TO HIT DMG AMMO

7 2d 15

D 1d-3 1

D 1d-3 1

D 1d-3 1

## EXTRAS

IMP SUSPENSION

HVY-DUTY TIRES

HVY RAMPLATE

HVY STRUCTURAL REINFORCEMENT

BODY BLADES

SPOILER

TARGETING COMPUTER

## DRIVER

DRIVER SKILL:

GUNNER SKILL:

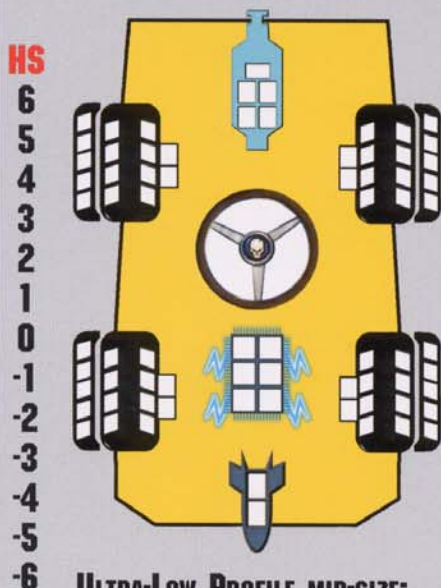
ARMOR: 226

CONFETTI NUMBER: 87

F: 85 B: 45 L: 35 R: 35 T: 10 U: 16

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# DEVASTATOR



ULTRA-LOW PROFILE MID-SIZE:  
-2 TO TARGET

HC: 3  
ACCEL: 10 MPH  
TOP SPEED: 100 MPH  
CURRENT SPEED:

WEAPONS  
ANTI-TANK GUN  
SURGE ROCKET

EXTRAS  
HD TIRES  
WHEEL ARMOR  
TARGETING COMPUTER  
HVY STRUCTURAL REINFORCEMENT

ARMOR: 233  
F: 80 B: 40 L: 40 R: 40 T: 12 U: 21

SIZE: MID-SIZE  
WEIGHT: 5,834 LBS.  
COST: \$14,995

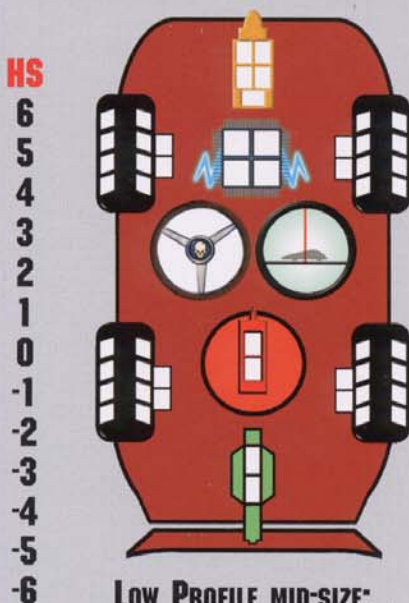
To Hit	Dmg	Ammo
8	3d	10
7	NA	1

DRIVER  
DRIVER SKILL:  
GUNNER SKILL:

HVY SUSPENSION  
FIRE EXTINGUISHER

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# TERMINATOR X



LOW PROFILE MID-SIZE:  
-1 TO TARGET

HC: 3  
ACCEL: 10 MPH  
TOP SPEED: 90 MPH  
CURRENT SPEED:

WEAPONS  
PAINT SPRAYER  
VARIABLE-FIRE ROCKET POD  
ROCKET LAUNCHER (TURRET)

EXTRAS  
HD TIRES  
IMP SUSPENSION  
SPOILER  
TARGETING COMPUTER  
PLAT CATS

ARMOR: 186  
F: 70 B: 36 L: 25 R: 25 T: 10 U: 20

SIZE: MID-SIZE  
WEIGHT: 4,983 LBS.  
COST: \$14,990

To Hit	Dmg	Ammo
0	NA	25
7	2d	15
8	2d	10

DRIVER  
DRIVER SKILL:  
GUNNER SKILL:

GUNNER  
DRIVER SKILL:  
GUNNER SKILL:

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