

A **CAR WARS** SUPPLEMENT

ARENA BOOK 1

**ELEVEN COMPLETE ARENAS . . . MAPS, SPECIAL RULES,
AND FULL DESCRIPTIONS . . . FOR DIVISION 5 AND UP!**

PLUS RULES FOR AADA LEAGUE COMBAT AND GOLD CROSS CLONING.

**THIS IS A SUPPLEMENT.
YOU NEED AT LEAST ONE *CAR WARS*
STARTER SET TO PLAY.**



ISBN 1-55634-617-4



50795



9 781556 346170

SJG00795 40-2001

Printed in
the USA

INCLUDES TWO NEW CARS !

DEVASTATOR vs. TERMINATOR X

STEVE JACKSON GAMES

CAR WARS®

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)

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

INTRODUCTION 2
AADA SCHEDULE 2
PRESTIGE MODIFIERS 2
THE AADA CIRCUITS 3
GOLD CROSS 4

ARENAS

ALADDIN'S CASTLE 5
AMEX PROVING GROUNDS 6
BELLE ISLE DUELPARK 7
TV BUNKERS AND TOWERS 7
COOK COUNTY AUTODUEL ARENA 8
THE LAND OF LINCOLN AUTODUEL CHAMPIONSHIPS 8
THE INFERNO 9
MACON DUEL EXTRAVAGANZA 10
THE SOUTHERN CODE 10
THE MAYOR SMITH MEMORIAL ARENA 11
TYPICAL ARENA SCHEDULE 11
RAT RACE ARENA 12
TYPICAL CASH PRIZES 12
RAINBOW BAY BLAST FURNACE 13
RED RIVER SNOWFIELD 14
CLONING FACILITIES 14
SPIKED TIRES 14
UNCLE ALBERT'S ARENA 15

VEHICLES . . . 16

Car Wars, AADA, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated.
Arena Book 1, *Pyramid*, and the names of all products published by Steve Jackson Games Incorporated are registered
trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *Car Wars Arena Book 1* is copyright
© 2002 by Steve Jackson Games Incorporated. All rights reserved. Printed in the USA.

ISBN 1-55634-617-4

1 2 3 4 5 6 7 8 9 10

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/ 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/. For even more in-depth autodueling action, surf to 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.

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.

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.

STUCK FOR AN ADVENTURE? NO PROBLEM.

**e23 sells high-quality game adventures
and supplements in PDF format.**

- Get complete sample adventures free for *GURPS*, *In Nomine*, and *Traveller*!
- PDFs from the major players in online publishing: Ronin Arts, Ken Hite, Atlas Games, and 01 Games.
- New gems from up-and-coming publishers, like Atomic Sock Monkey Press and Expeditious Retreat Press.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Original material for *Transhuman Space* and *In Nomine*, with new *GURPS* supplements from Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Buy it once, have it always. Download your purchases again whenever you need to.



Download ● Print ● Play

STEVE JACKSON GAMES

e23 is part of Warehouse 23, the online store at Steve Jackson Games.
Warehouse 23 is also the official Internet retailer for Atlas Games, Ninja Burger, and many other publishers.
Visit us today at www.warehouse23.com for all your game STUFF!