

CAR WARS[®] ARENAS[™] 2

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

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

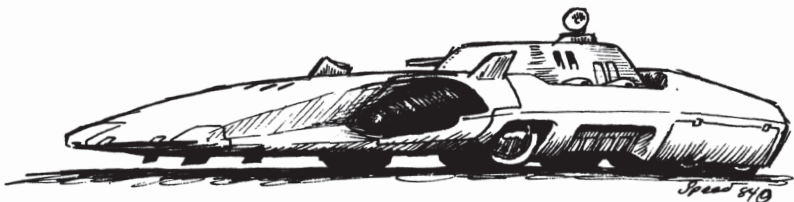
**Arenas by
Charles Oines
(Amex Proving Grounds, Southtown Arena),
Tim Jacques
(Grand Rapids Municipal Arena, Pershing Arena)**

Illustrations by George "Speed" Webber

President/Editor-in-Chief: Steve Jackson

Chief Executive Officer: Philip Reed • Chief Operating Officer: Samuel Mitschke
Managing Editor: Miranda Horner • Line Editor: Scott Haring
Production Administrator: Darryll Silva
Production Artists: Gabby Ruenes and Ben Williams
Production Assistant: Bridget Westerman • Prepress Checker: Miranda Horner
Marketing Director: Brian Engard • Director of Sales: Ross Jepson

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.



Car Wars, AADA, *Car Wars Arenas*, *Car Wars Arenas 2*, the AADA logo, Warehouse 23, and the all-seeing pyramid are trademarks or registered trademarks of Steve Jackson Games Incorporated. *Car Wars Arenas 2* is copyright © 1988, 1990, 2015 by Steve Jackson Games Incorporated. All rights reserved.

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES
carwars.sjgames.com



\$8.00 SJG 7156

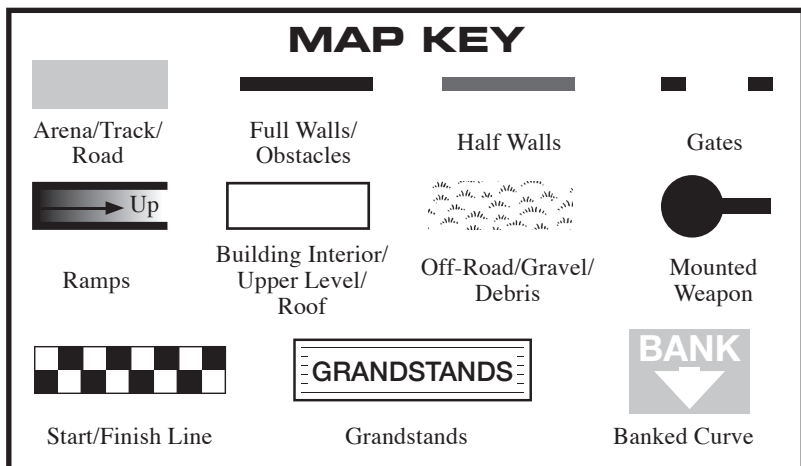
Made in China

The Maps

Each map is a standalone arena, printed on 22" × 34" sheets. There may be some slight variations in the size – these 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:



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* and *Car Wars Arenas 2*. Thanks to the generous *Car Wars* fans on Kickstarter, we were able to put together a box set, complete with ten arena maps, printed

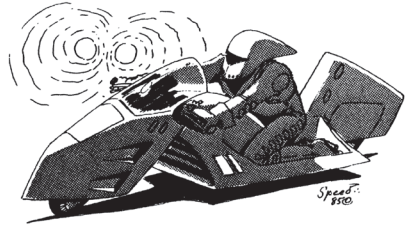
at full, ready-to-play scale, plus this bonus pack of four more maps. Just pull out the map, spread it out on your game table, then unpack the counters and dice – it's time to duel!

What is Kickstarter?

Kickstarter (www.kickstarter.com) 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 Arenas* fans participate in the *Car Wars Arenas* Kickstarter, and we thank each and every one of them for their support.

Grand Rapids Municipal Arena Grand Rapids, MI

Duelling isn't terribly popular in Grand Rapids; there's only one arena in town, and it's open only on weekends. Those citizens who aren't involved in industrial or agricultural work are members of the city's militia. If it weren't for the visiting duellists and spillover from Detroit, the Grand Rapids Municipal Arena could not stay open. The locals have only a passing interest in arena combat, and in-town ratings are lukewarm at best.



Events

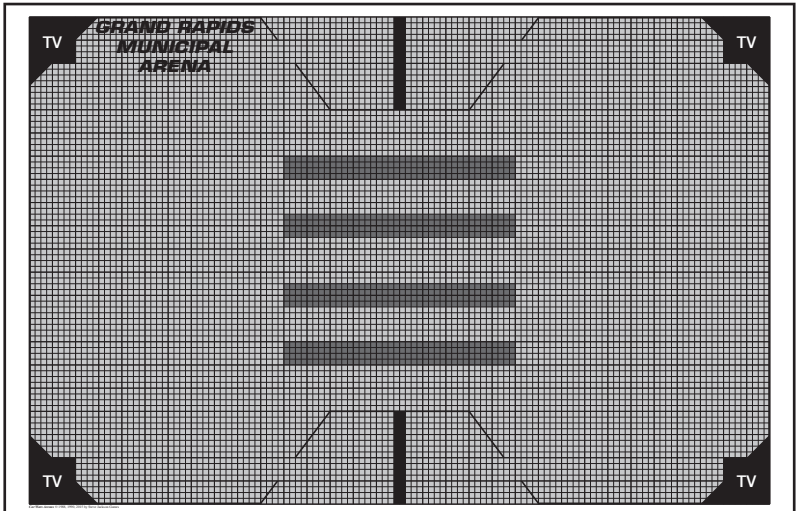
Jousting. Two teams of two vehicles start in the pit areas on the map, each team in its own half of the arena. At the start of the event, both teams accelerate out of the pits, circle around, and head for the other half of the arena. A vehicle is allowed to fire only while it's between the central barricades.

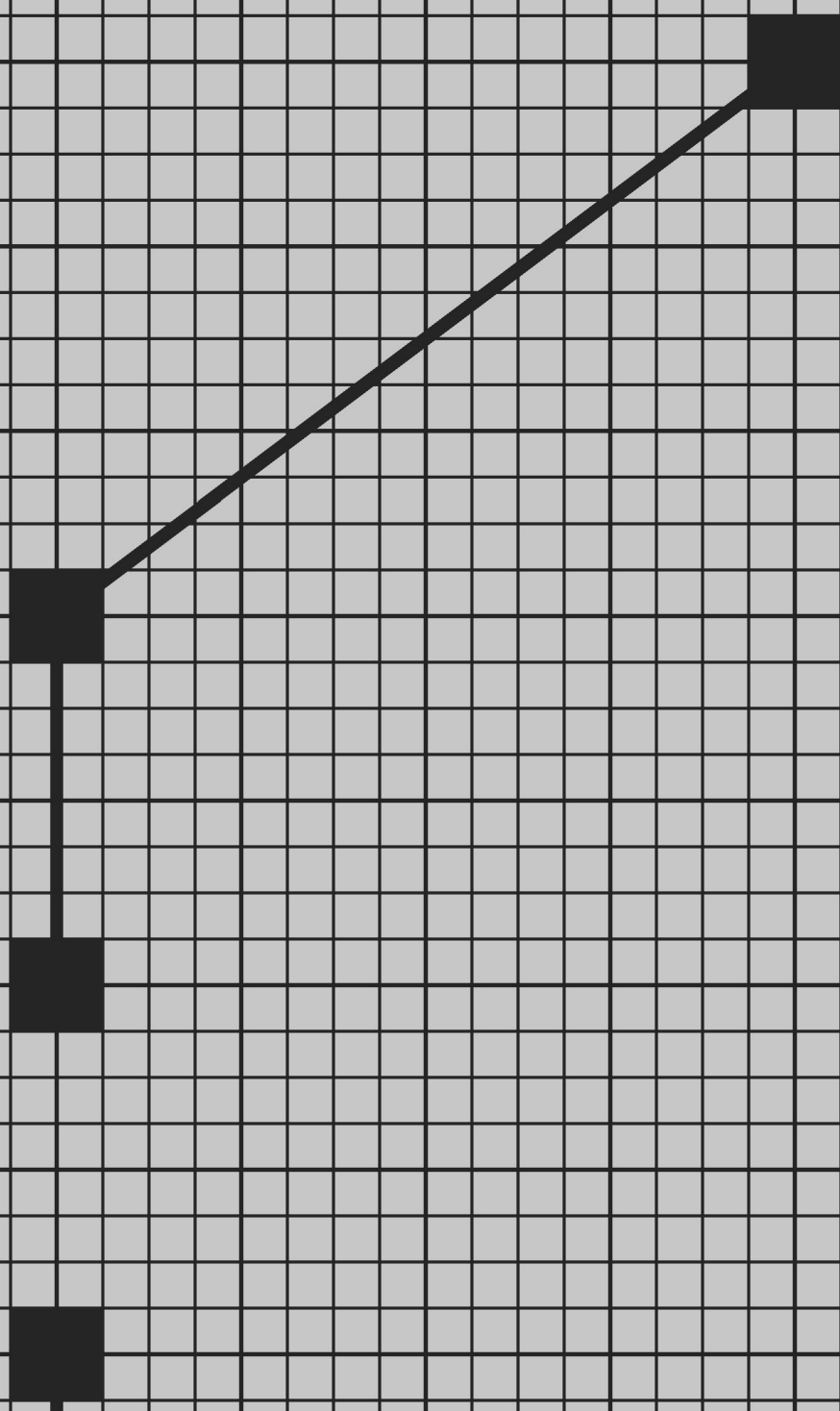
Notes

Walls. The walls are all 15' tall and 75 DP, except for the walls between pit areas, which are 150 DP. The central barricades are 4' tall (allowing only turret fire) and effectively indestructible. The grandstands are located at each end of the arena.

Arena Schedule

Sunday – WednesdayClosed
Thursday Amateur Night
Friday Divisionals
Saturday Special Events





STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality
game adventures and supplements
in print and PDF formats.

- Free downloadable adventures for *GURPS* and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy boardgames and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com