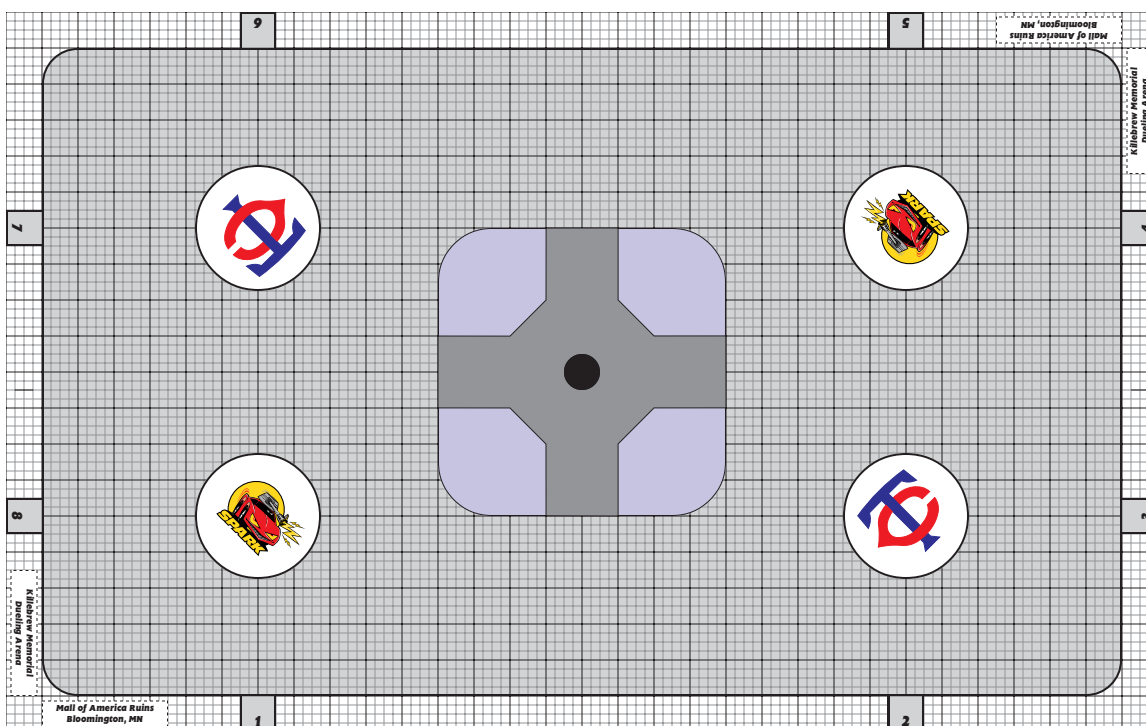


Killebrew Memorial Dueling Arena

Mall of America Ruins
Bloomington, MN

1x (1/3x) - v 1.0



Created by Michael Miller
of the St. Paul Area Road Knights
(parody@autoduel.org)

For arenas, counters, vehicles, and all sorts of fun stuff, visit:



<http://www.autoduel.org/>

About Killebrew Memorial

Killebrew Memorial was built in 2049 during a revival of AADA-sanctioned autodueling in Minnesota. It was built in the remains of the Mall of America, which was abandoned during the Food Riots and then was home to cycle gangs. SPARK sponsors and helps maintain what has become their home arena. It's named in honor of Harmon Killebrew, a Hall of Fame baseball player for the Minnesota Twins back in the 20th century. The arena is built on one of the sites where the Twins used to play. A chair from the old Met Center is hung from the pillar in the center of the arena.

A Note About Sizes

1" means a real inch, while 1 cl indicates a "car length" or scale inch.

Setting Up Killebrew

Killebrew's pretty easy to set up. At 1.5x scale, Killebrew takes up a 32"x20" area, so make sure you have enough space on your table. Print the entire document (I recommend using cardstock) and cut everything out. The black edges are part of their component, so make sure you cut just to the edges. Do a quick measurement to find out where one corner should go and use that point to place the walls and gates. The long sides have 4 long wall segments between gates; the short sides have 2 short wall segments. The logo pillars are centered on the two gates in their corner. The center and its ramp system (nicknamed the "water feature") is centered in the arena.

Variants

The standard Killebrew has an indestructible ramp system in the center of the arena, over a 2 cl deep pool of water. The ramps are the 2 cl extending from each of the sides (before it spreads out) and are the type that you cannot jump from. The center platform of the ramp system is 1 cl taller than the rest of the arena, providing for the occasional top shot. In the very center of the ramp is a 1 cl diameter indestructible pillar. LOS is blocked across the entire platform and all but the first ½ cl of the ramps. The four outer pillars are 1½ cl tall.

The "water feature" ramp system may be flattened, retracted, replaced with a destructible material, or replaced with a flat metal grating for use with the flame jets.

Flattened: the entire center is the same height as the arena floor.

Retracted: only the center pillar remains.

Destructible: typically, the ramps have 20 DP and the center 30. (Feel free to adjust this to two hits for the ramps and three for the center from a powerful weapon/salvo for the division you're using.)

Flat grating and oil jets: Treat the entire arena center as a flaming oil counter for damage and fire mods and as half-strength hot smoke for targeting (blowers clear out some of the smoke). The grating cancels the oil's normal +D for maneuvers and hazards. All Dropped Solids and Liquids fired on the grating fall through and/or are destroyed harmlessly.

Killebrew may also be flooded for use as a small boat arena. The ramps are retracted and everything but the center pillar and the four outer pillars is covered in ¾ cl of water.

Special Events

Cloverleaf

This is a duellrace that uses the standard center. Start the vehicles on the center platform, at the edge of the ramps. To complete a loop, you must exit the center via a ramp, circle one of the adjacent pillars, and enter the center via the other ramp adjacent to that pillar. (Your entire vehicle must enter the top platform to score the loop.) Dropped weapons are prohibited anywhere on the water feature. First person to loop all four pillars wins.

Across the Inferno!

Use the flaming oil center. Double points for kills while on and once you cross the lake of fire (you must exit by the opposite side from the one you entered by to get the permanent bonus). Triple points while on and after you cross the lake using the other pair of ramps.

King of the Hill

This uses the destructible center. Triple points for kills while on top of the platform. You gain one bonus point the first time you enter or exit the hill by a specific ramp; up to four bonus points are available.

Schedule

Monday - Closed

Tuesday - Boat Duels and other Water-based events

Wednesday - Closed

Thursday - Arena Tours and Kiddie Events

Friday - Amateur Night

Saturday - Special Events and Practice Sessions

Sunday - Circuit Events

Legal Notes

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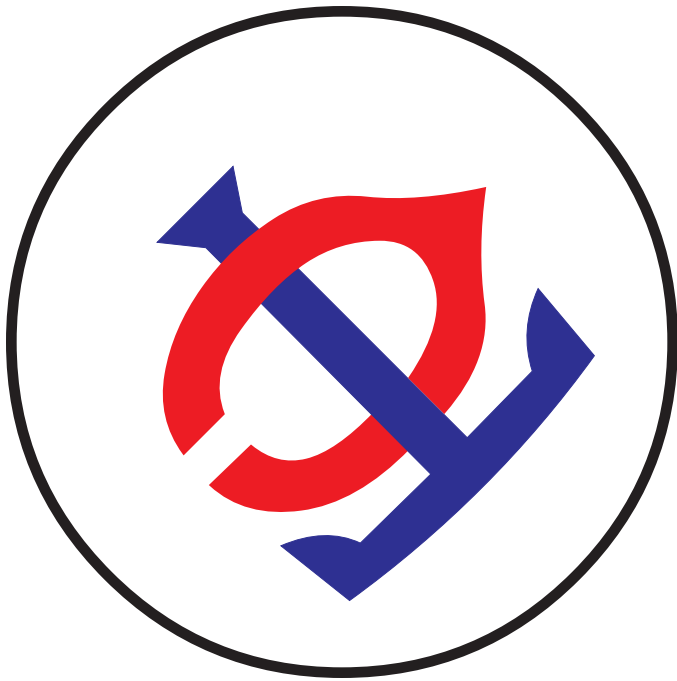
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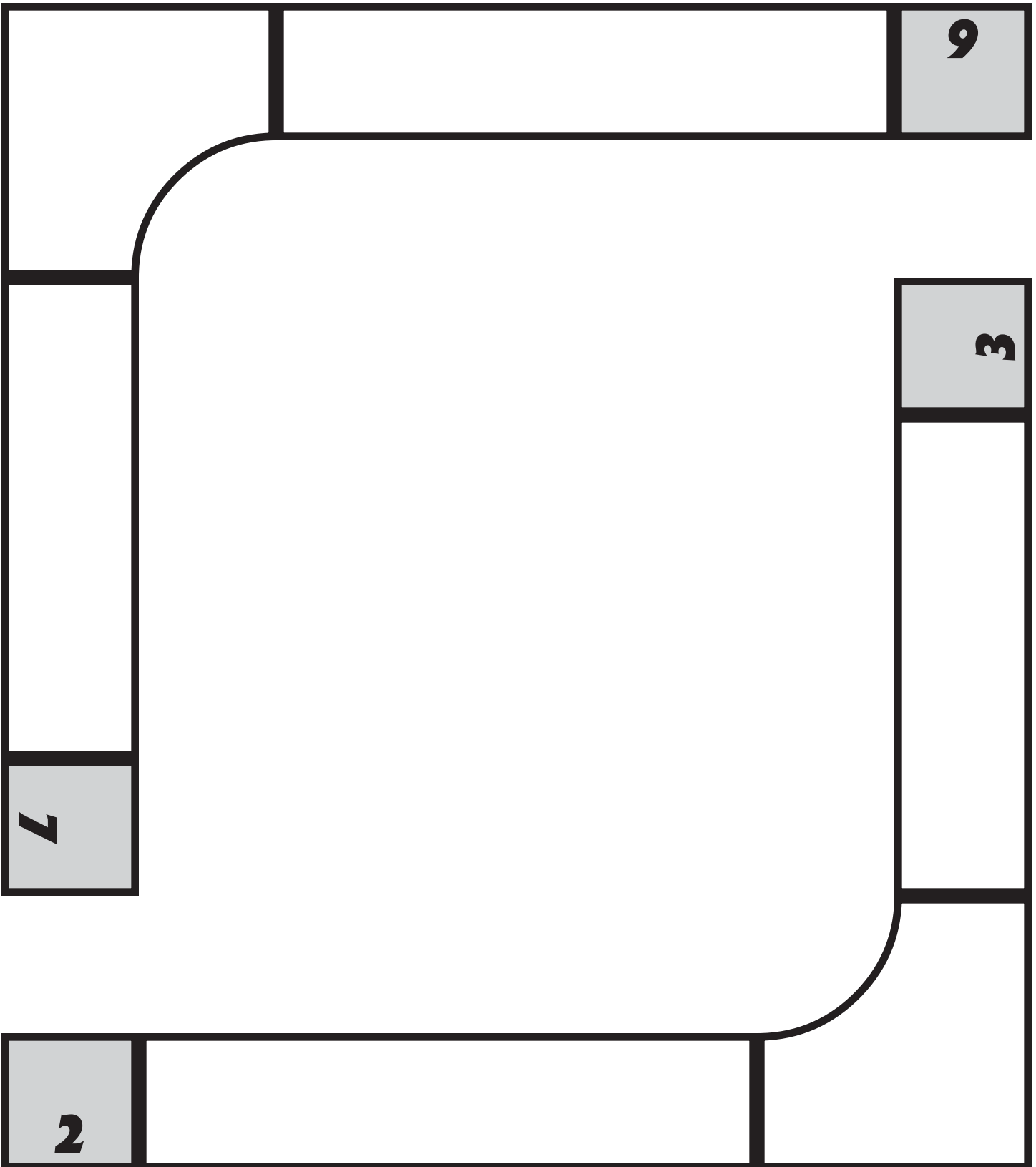
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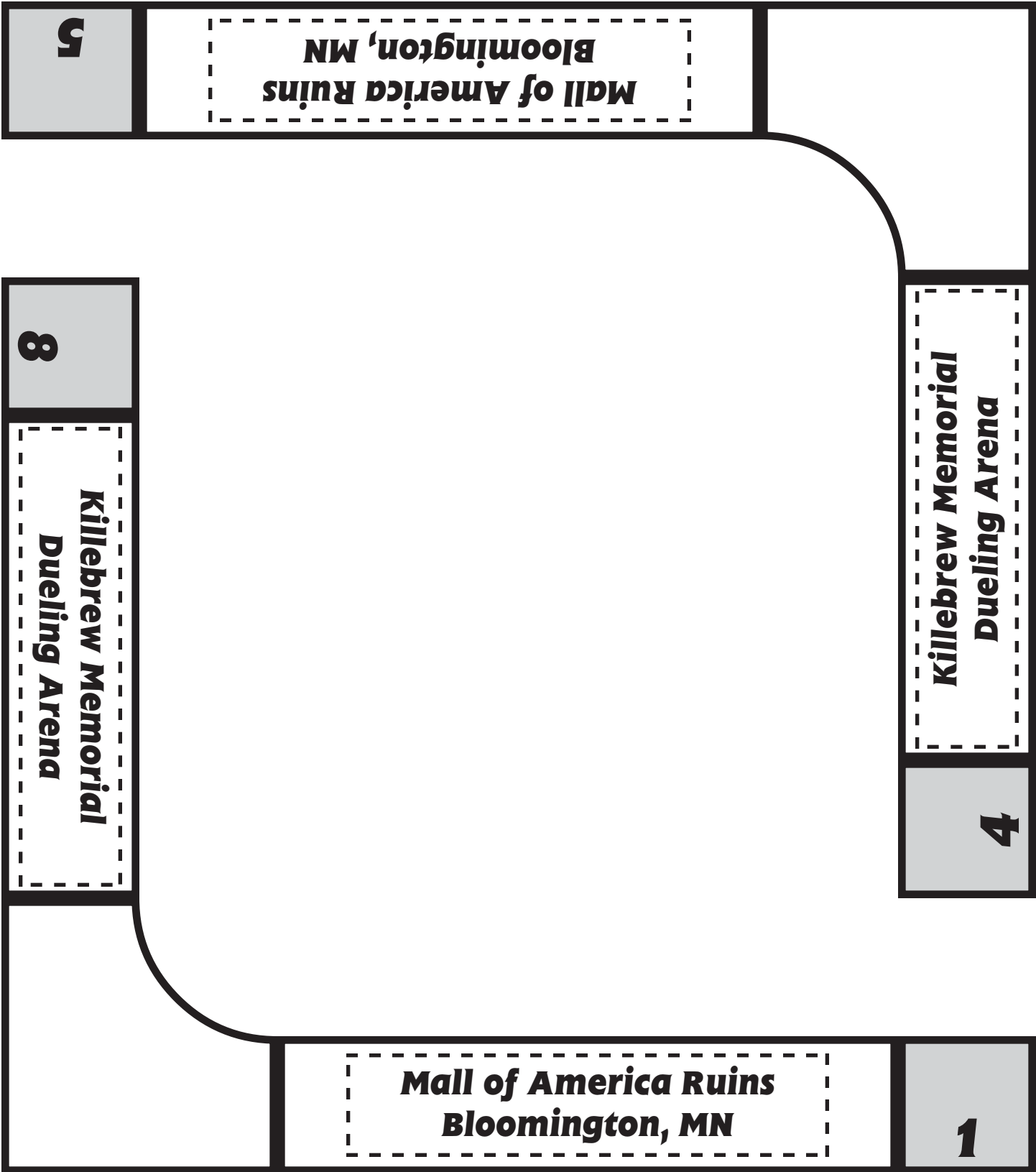
To contact Mike, email parody@autoduel.org.



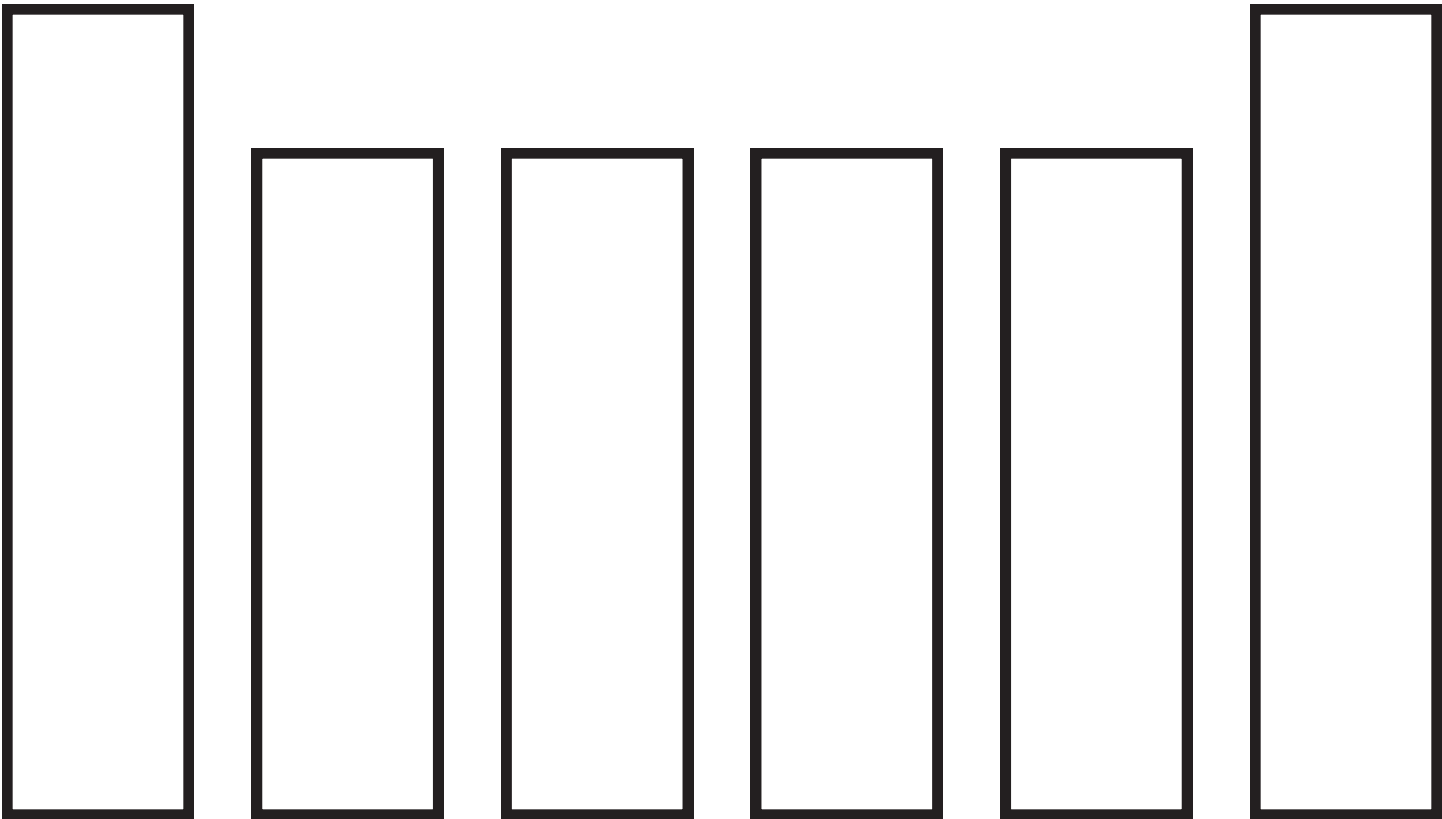
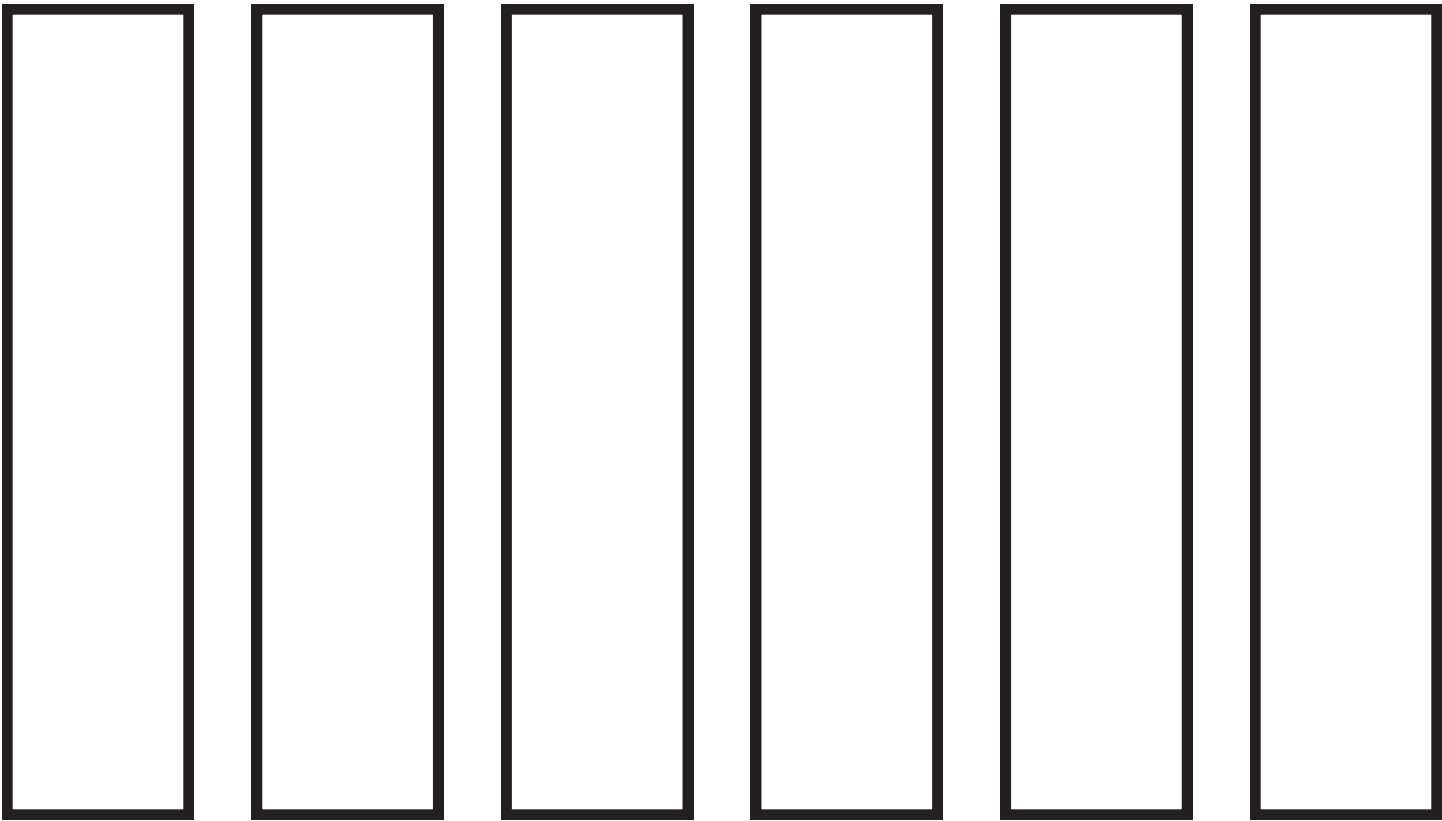
1x Killebrew Pillars



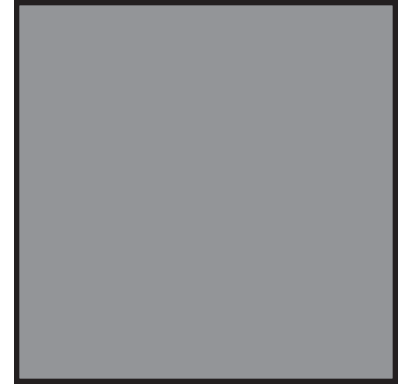
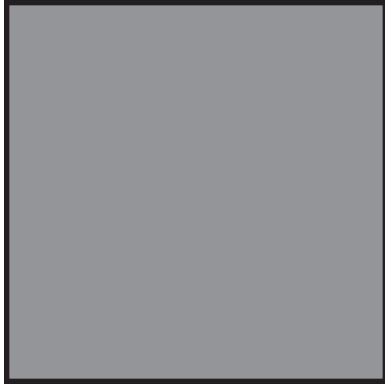
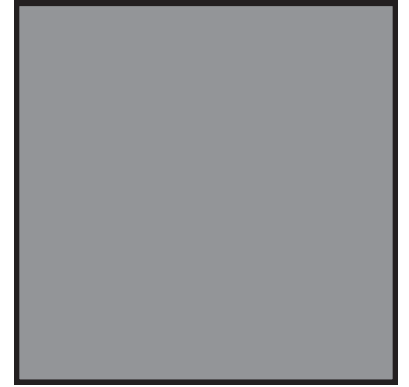
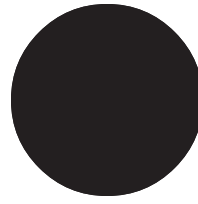
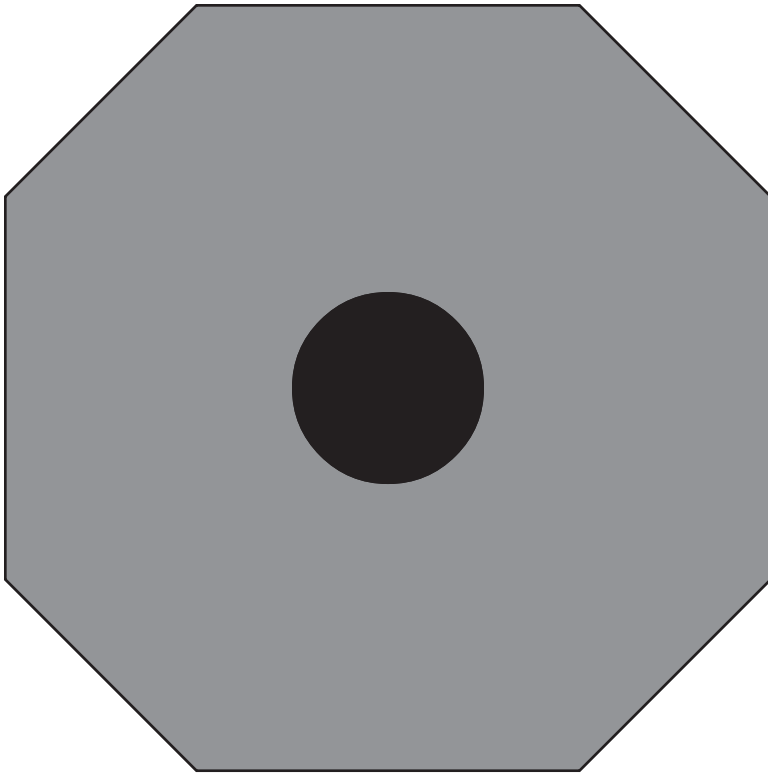
1x Killebrew NW and SE Corners



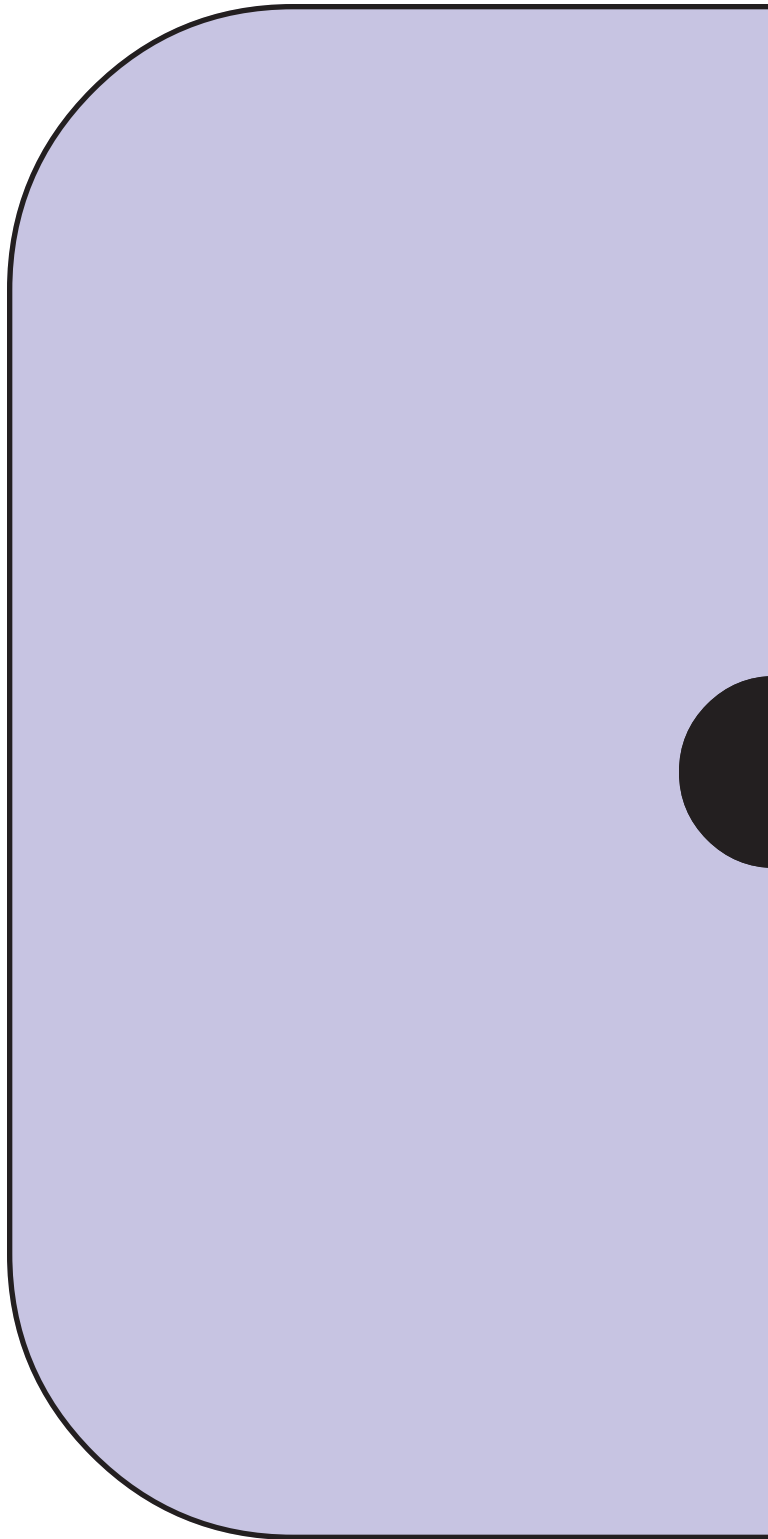
1x Killebrew NE and SW Corners



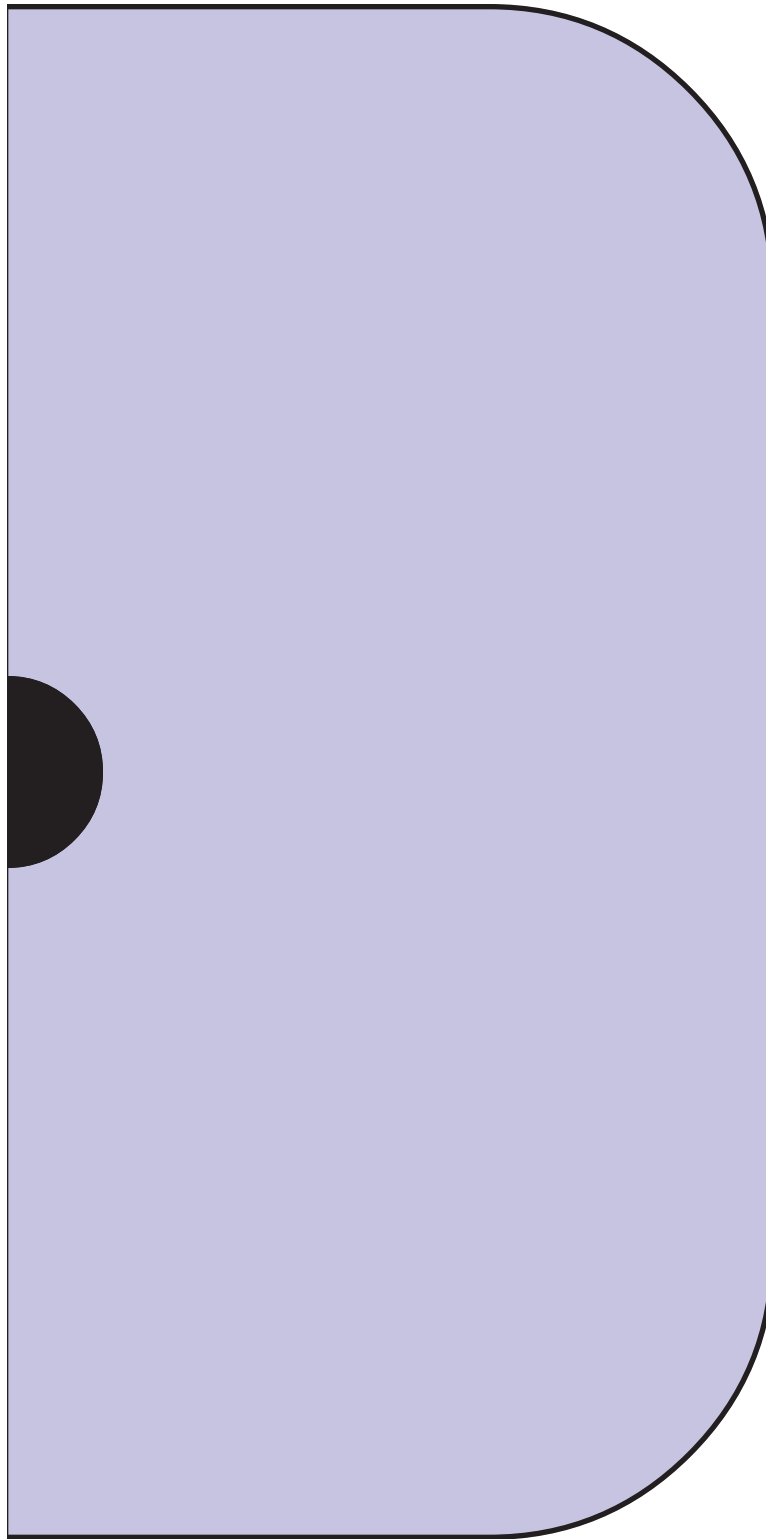
1x Killebrew Wall Segments



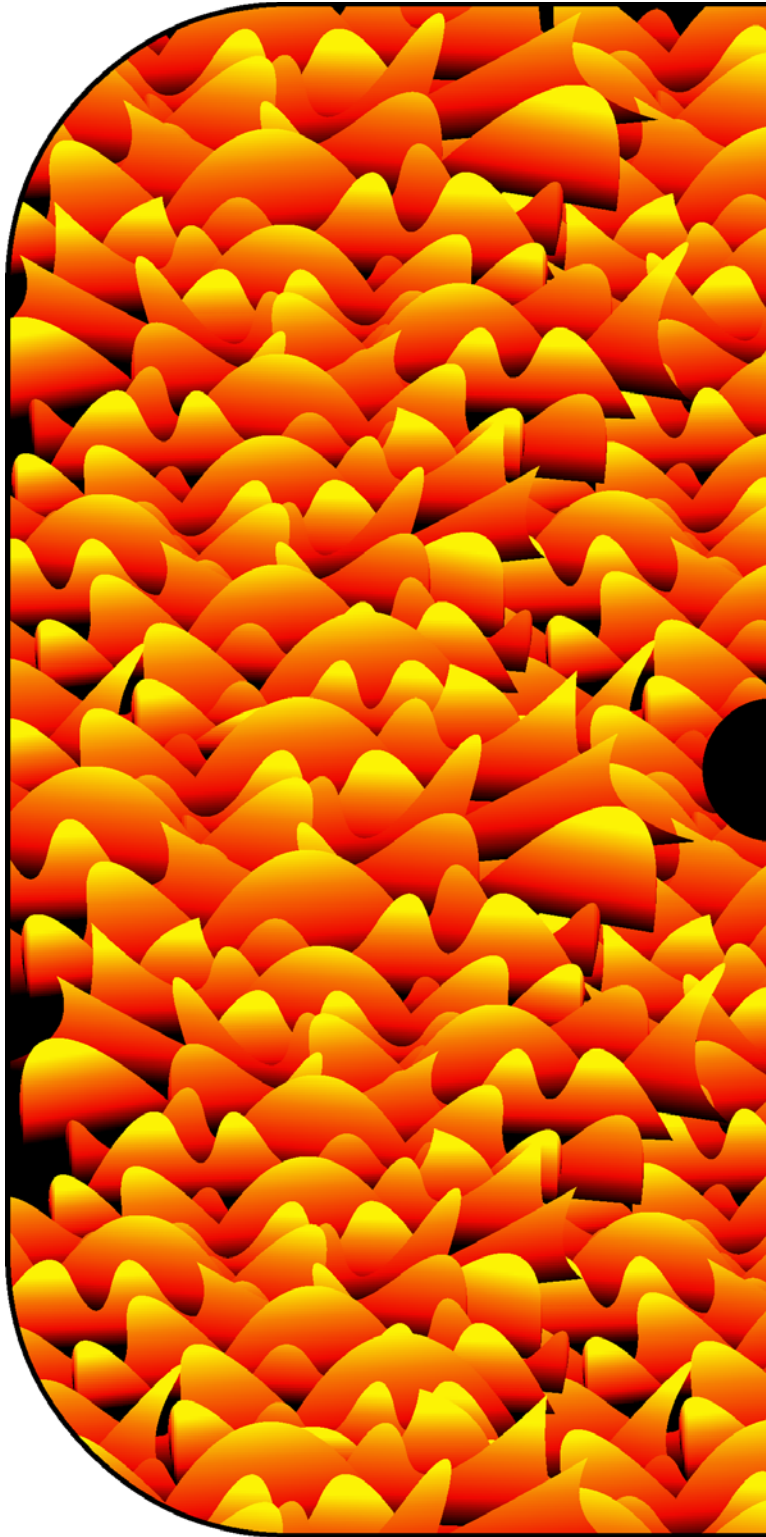
1x Killebrew Ramps, Center, and Extra Pillar



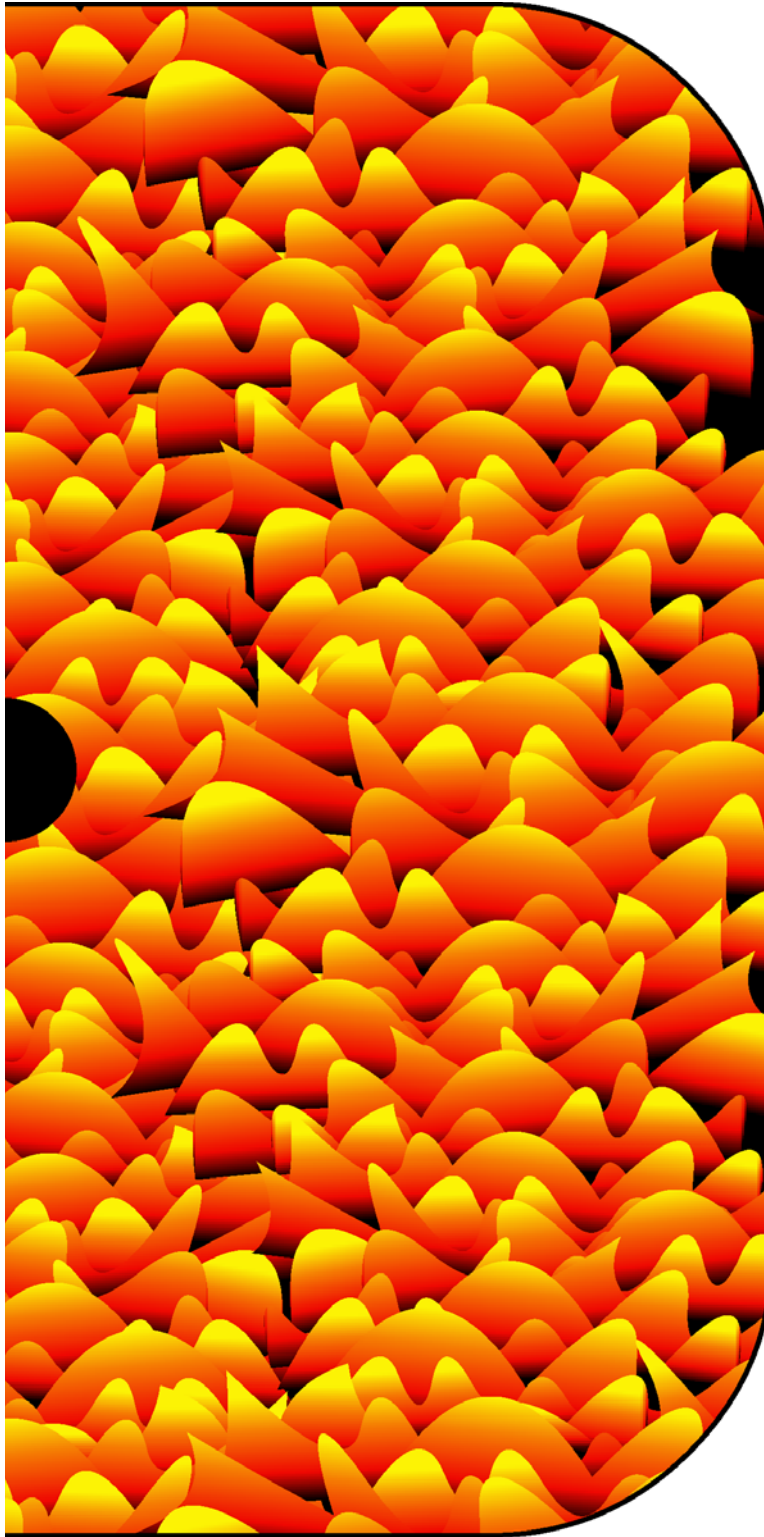
1x Killebrew Water Center W



1x Killebrew Water Center E



1x Killebrew Fire Center W



1x Killebrew Fire Center E