

Fantasy Missile Proving Ground

What do you do with all those cool military cars? You use them on a fantasy missile firing range. "Missiles.scarm" is just that fun fantasy location. Although certain areas were planned for using certain cars, you may station any car any place it would be fun to play with. Try not to keep cars parked on the main line for too long however.

For scenic ambiance, in the upper right corner is a radar tower to make sure the airspace is clear, such as the Lionel Rotating Radar Antenna #197. For both scenic ambiance and functionality, at an angle in the upper left corner is a floodlight tower, such as the Lionel Floodlight Tower #195. If desired, you could substitute a communications antenna, such as the Lionel Microwave Relay Tower #199. For scenic ambiance, in the lower left corner is a missile range command center building, such as the Lionel Quonset Hut #6-22902. If you had one, you could substitute a Lionel Heliport Control Tower #419.

The open space to the right of the command center is just wide enough between the front of the module and the main line, that you could place a #443 Missile Launching Platform, and/or a #448 Missile Firing Range Set if you had them. Otherwise, this open space is normally used for side-unloading temporary targets and missiles from flatcars.

On the far left of the module a spur designated "Target Track" splits from the main line towards the rear of the module. It curves upwards, then back down across the main line through a 45 degree crossing, then bends over towards the right edge of the module. Curves are 36 inch diameter, because they save space, and all the military cars will negotiate them. The head of the track is separated electrically from the rest of the track (indicated by yellow in the SCARM drawing). The end of the track is also electrically separated from the rest of the track, and is designated as the "IRBM Launcher Track". Farther down the main line another spur designated "Support Car Track" splits from the main line, crosses the target track through a 90 degree crossing, then curves towards the right edge of the module. The end of this track is also separated electrically.

The main line runs through the middle of the module, and has three action car activation magnets (there is also one on the target track and two on the IRBM launcher track). These are intended for operating cars that launch missiles forwards down the track, such as the Lionel Minuteman Cars, or for operating cars that launch missiles sideways towards the rear of the module, such as the Lionel Missile Firing Cars (although you could also use them to launch various vertically rising flyers).

The target for the minuteman cars would be stationed on the 45 degree crossing, and the minuteman missile car would be parked over a correctly distanced magnet that allows the missile to hit the target car. You could also station this car on the IRBM track and fire the missile at the 90 degree crossing, or even into the empty area near the modules front (where you can place a precisely distanced a temporary target).

The target cars for the missile firing cars would be stationed on the curving target car track, across from a properly distanced activation magnet (the curve of the target track insures that some main line magnets are located farther or closer). The open space between the target track and the main line is where you can place temporary targets, such as custom made tissue paper targets that you could shoot through.

IRBM missile launchers could be operated from anywhere, but for ease of aiming, the IRBM launcher track is normally where the missiles are fired from. Target cars are usually placed on the crossings, but also between the main line and the support car track will be located a Lionel Ammunition Dump #943 target. Some of the plastic vehicles that come with those toy plastic army men are of a correct enough scale that they could function as durable temporary targets which you can station around the proving ground.

Supporting military cars are typically parked on the support car track. Some examples of cars that might be parked here are searchlight cars, operating radar scanning cars, and various spare missile storage cars.