

Car Wars The Card Game – “Solo Road Race” By Andrew Domino

You need two six-sided dice as round trackers.

Set up

Take one car card for you, the Player, and two other car cards for the rivals. Place one to the left of you and one to the right to be the Left Rival and the Right Rival. Put the other car cards back in the box.

Shuffle the deck and draw a hand of five cards.

Each round of play

1. Place one of the dice nearby set to the “one” face. In the second round, rotate the die to the “two” face, then increase the die by one to start each round.
2. To begin the seventh round, add the second die so one die shows “six” and the other die shows “one.” Rotate the second die each round, so both dice show “six” for round 12.
 - **Winning:** If your car is still operating at the end of round 12, the game ends and you win.
3. The round starts with your turn. Draw a card, then play one card (or more, depending on the card instructions). You can attack either rival or play a card on yourself, if the card can be used. Otherwise, discard a card. See the notes below for each type of card.
 - Remember which card you most recently played on each rival – other cards may affect it.
 - If a rival is eliminated, remove the car card from the game. There is only one rival for you to battle. If both rivals are eliminated, the Player wins!
4. Draw one card for the Left Rival’s turn. If the card can be used to attack the Player, or protect that rival, play the card. Otherwise, it is discarded with no effect. Rivals never attack or protect one another.
5. Then draw and play one card for the Right Rival’s turn.
 - **Raising The Stakes:** Starting with the seventh round, draw and play or discard two cards for each rival, one after the other.
 - No card can escape at any time.
6. After each rival draws and plays or discards a card or cards, the round ends. Return to step one.

Scoring

If you survive to the end of round 12, you drive away and earn 20 points. You also earn 10 points for each rival you eliminate. You lose 10 points if you are eliminated. Play two or more games in a row as a campaign, and add your scores together.

Card notes

Armor: If a rival draws an Armor card, the rival will play it only if it protects against the most recent Attack card played by the Player. Otherwise it is discarded.

Autocannon Backfires: If a rival draws an Autocannon Backfires card on its turn, the rival will play it to protect against an Autocannon card that was just played by the Player. If the previous Attack card played on the rival was not an Autocannon, the Autocannon Backfires card is discarded.

Autocannon: Attack card

Bootlegger Reverse: If a rival draws a Bootlegger Reverse card, it applies to the Attack card most recently played on the rival.

Debris: This card can be played as an attack against a rival or the Player's tires (it does not require a Bootlegger Reverse, Swerve, or Spin). If a rival draws a Swerve card, the rival will play it to protect against a Debris card if one was just played by the Player.

Dud Missile: If a rival draws a Dud Missile card on its next turn, the rival will play it to protect against a Missile card just played by the Player. If the previous card played on the rival was not a Missile card, the Dud Missile card is discarded.

Ejection Seat: This card is just discarded.

Fireproof Armor: If a rival draws a Fireproof Armor card on its next turn, the rival will play it to protect against a Flamethrower card just played by the Player. If the previous Attack card played on the rival was not a Flamethrower and the rival car has already taken Flamethrower damage, the Fireproof Armor is discarded.

Flamethrower: Attack card

Heavy Armor: If a rival draws a Heavy Armor card, the rival will play it only if it protects against the most recent Attack card played by the Player. Otherwise it is discarded.

Laser Overheats: A rival will "cool down" its Laser by immediately discarding the next card it draws.

Laser-Reflective Armor: If a rival draws a Laser-Reflective Armor card on its next turn, the rival will play it to protect against a Laser card just played by the Player. If the previous Attack card played on the rival was not a Laser and the rival car has already taken Laser damage, the Laser-Reflective Armor card is discarded.

Laser: Attack card

Machine Gun Jams: A rival will "unjam" its Machine Gun by immediately discarding the next card it draws.

Machine Gun: Attack card

Metal Armor: If a rival draws a Metal Armor card on its next turn, the rival will play it to protect against a Machine Gun card just played by the Player. If the previous Attack card played on the rival was not a Machine Gun and the rival car has already taken Machine Gun damage, the Metal Armor card is discarded.

Missile: Attack card

Paint Spray: This card is just discarded.

Ramming: Attack card

Ramplate: This card is used to protect a car.

Shaken: This card can be played without having to play a Ramming card first.

Skid Into A Wall: This card can be played as an attack against a rival or the Player (it does not require a Swerve or Spin). You decide which side of the car takes the damage.

Smokescreen: If a rival draws a Smokescreen card, the rival will play it to protect against the most recent Attack card played by the Player.

Spin: This card can be played as an attack against a rival or the Player and applies to the Attack card that was most recently played on that car. You decide which side of the car takes the damage.

Swerve: This card can be played as an attack against a rival or the Player's tires (it does not require an Attack card).

Tire Shot: If a rival draws a Tire Shot card, immediately draw the next card. If it is not an Attack card, just discard both cards.

Wheelguards: Armor card