

RED WHITE & BLUE RACIN' Stock Car Action Game "House Rules"

These ideas were submitted on the PLAAY Games Delphi Forum, www.forums.delphiforums.com/plaaygames. Do you have a "house rule" for RWBR? Feel free to submit, and we'll add yours to the list! E-mail your ideas to info@plaay.com...

RON ARNST

TV list

- Drivers designated by 2d6
- Last week's winner
- Previous winner this year at this track
- Feud list drivers

Duels

- If Duel fails because higher placed driver used a Performance Chip, no Trouble roll required
- Duel losers go to Feud list IF:
 - >They fail ESCAPE roll and fail REPAIR roll
 - >They fail ESCAPE roll, pass REPAIR roll but have HEAT quality

Skip Pit Decision Table

(used only on final pit stop if within 2 turns of end of race)

- Pit Crew rating A – dr 5 or less
- Pit Crew rating B – dr 4 or less
- Pit Crew rating C – dr 3 or less
- Pit Crew rating D – dr 2 or less
- Pit Crew rating E – dr 1 or less
- Drivers in TOP Group only

Rain Delay

If rain stops race before halfway, interpret this is a rain delay. At re-start all drivers who have performance chips lose them.

JOE BRYAN

Alternate Duel Rules

For all turns except the final one, a Duel is resolved the same as a quality challenge within the group. Gas and Brake pedals are used; however, no Brake Bonus is given to the defending driver. The duel is between the duel instigator and the car(s) in the box chosen by the white die (the red, white, and blue dice are all rolled). If the white die indicates position(s) lower than the instigator's position, he challenges the driver in the next position up (for the middle group, Odd challenges Odd / Even challenges Even). No PC or Trouble for winning/losing the duel. Triples on the red, white, and blue dice result in a Trouble check for both drivers. On the final turn, the normal Duel rules apply with the instigator always challenging the highest position in the group.

Pit Stop includes Bottom Group Drivers (positions 20 through 31)

I use a bottom board while playing. A roll of 5 on the black die during a pit stop results in the bottom drivers (20 through 31) being checked for a Fast Pit. Drivers must roll doubles and be lower or equal to their Fast Pit rating. If successful they receive a PC and are re-ordered the same as middle and top group drivers during the pit stop turn. At the conclusion of the turn, all PC are removed from the bottom group.

Metallic Dice Doubles

On the final turn of the race, if the metallic dice are doubles, instead of using Problem as the extra event, use the race cam quality located next to 7 in the Race Cam Results section of the track card.

Pit Stop Metallic Dice Doubles

Instead of doubles on the metallic dice resulting in pit stop violations and the driver(s) moving to the end of the Bottom group, the driver in the middle group box switches places with the driver in the top group box (the black die determines which middle group driver using the Odd / Even designation).

MIKE SAGLIANO

Pit Stop after Yellow

Allow cars to pit stop during a single yellow flag turn OR during the second yellow flag turn. Not all drivers are sent in. Most drivers continue to circle the track and hold their positions temporarily at least. Drivers in all four groups have a chance to pit during yellow. Roll the black die (as in regular pit stops) only for determining which group(s) or types of drivers (TV) are affected, but there is no swap. Next roll a red die to determine which driver(s) in the designated group(s) or TV drivers pitted.

Pit Stop includes Bottom Group Drivers

The stack (BOTTOM Group) drivers will always be able to pit. Roll a red die to determine which pair of drivers pitted. No swap in stack.

No fast pit after Yellow

The drivers who pitted in the TOP, MIDDLE and Leader groups automatically receive a PC. This is to reflect a tire change (2 or 4) and added fuel. The drivers in the stack (BOTTOM drivers) do not receive a PC as the RWB rules do not allow this. Positions in TOP and MIDDLE are reordered by pc. The stack (or BOTTOM) drivers who pitted in yellow will be moved to the beginning of the stack. The pit turns are re-numbered from a single yellow flag turn or after the second yellow flag turn (just as is done for Early Pit after Yellow by the Leader in RWB).

Restart after Yellow

The turn following one or two yellow flags is called the restart turn. The TOP drivers challenge the Leader for the lead. Unlike regular pit stops, this challenge happens in the turn after Yellow Flag(s). Throw 1 dice: 1-3, the second driver challenges, 4-5, the third driver challenges, 6, the fourth driver challenges. If successful (as in RWB), swap positions with Leader. Throw black and metallic die this turn as usual after the challenge.

BOB JINKERSON

My only "house rule" (which I've shared with you) is that the top three finishers of a race are automatically on the TV list for the next race, regardless of how many other drivers make the list. If "snake eyes" or 3 are rolled, the TV list would just consist of those three drivers. To me this provides more consistency.

CHARLIE SACHELLI

I award the top three drivers a PC for the following week. I also give a PC to the current point leader.