



/// CAR LESBIANS

LESBIAN CAR-RACING GAME

Track Pack 1

Les Angeles

Bright lights, fast cars, and hot girls, this is street racing at its finest!

Trimmed Hedges (Car -1)	Wide Open (Car +2)	Red Light District (Car +0, Hotness +1)	Parking Lot (Car +0)
The grass is greener, but the park is full of picnickers! Look out for those sundresses and skirts, and keep your eyes on the race! No parking on the grass - Pit Stops are not allowed during this leg!	This leg is straight and empty, so pour it on and melt that asphalt!	Girls are out in droves, and sin is in! It's no sweat to pick up a fan in this crowd!	The lot's crowded, so hit the gas and get the best spot! If your Car is trashed, you can steal a new one here (roll 1d6+2 for the new Car). Stealing a car here is an action, not a Pit Stop!
QUEEN OF HEARTS	QUEEN OF DIAMONDS	QUEEN OF CLUBS	QUEEN OF SPADES

Wrong Way Down a One-Way (Car -4)	Cones, Cones Cones (Car -2)
"But I exit from there!"	Road work ahead, so ditch the crowd and dodge those steamrollers! Any time you fail a Car check, your Car stat takes 1 point of damage!
BLACK JOKER	RED JOKER

Desperate Housewives (Car -2)	Tight Squeeze (Car -2)	Beach Blanket Blitzkrieg (Car -2)	Well-Used Street (Car -3)
You're in the middle of Suburbia for this leg, and all those station wagons seem to be <i>trying</i> to slow you down! Every time you pass a Hotness check during this leg, you get another -1 to Car checks!	It's getting close - too close! If two racers are tied this leg, they're plugging it up and blocking anyone from passing! Hang out in the rear or spend a Drift point to leap ahead!	All this sand is making it hard to get anything done - your Car stays at -1 after this leg until you take a pit stop to get it wet!	It's bumper-to-bumper around here, so hang on and look out!
ACE OF HEARTS	ACE OF DIAMONDS	ACE OF CLUBS	ACE OF SPADES

Dry Heat

Keep your cool when things get hot, or you'll blow more than your radiator!

Flat as a Board (Car +0)

Nothing around for a country mile, so make your own lane! All Car checks to pass during this leg are at +2 !

QUEEN OF HEARTS

Wide Open (Car +2)

This leg is straight and empty, so pour it on and melt that asphalt!

QUEEN OF DIAMONDS

Oiled Up (Car +0)

Oil wells everywhere! If you take a Pit Stop during this leg, add +1 to either your Hotness or Car until the end of the race!

QUEEN OF CLUBS

Take the High Road (Car -1)

This leg's a confusing maze of twists and turns, but you might get lucky! When you pass someone during this leg, you can spend a Drift point and pass the racer in front of her too!

QUEEN OF SPADES

Flash Flood (Car -3)

It's wet - too wet! Everything's slippery, and if you're not careful you'll get swept away! Every time you fail a Car check during this leg, you are passed by the racer (or racers) in the position behind you!

BLACK JOKER

Sandstorm (Car -4)

You can't see or hear anything! No bumping the other racers during this leg, and every time you have a critical fail your Car takes 1 damage!

RED JOKER

Rough Patch (Car -2)

The road's all torn up, and you might be too! If you fail to pass another racer during this leg, she kicks up a rock and your Car takes 1 damage!

ACE OF HEARTS

Mile-High Club (Car -2)

Make your way over those mountains, but don't send yourself over the edge! If you roll a critical failure during this leg, you must make a Car check or be out of the race for good!

ACE OF DIAMONDS

Beach Blanket Blitzkrieg (Car -2)

All this sand is making it hard to get anything done - your Car stays at -1 after this leg until you take a pit stop to get it wet!

ACE OF CLUBS

Tight Squeeze (Car -2)

It's getting close - too close! If two racers are tied this leg, they're plugging it up and blocking anyone from passing! Hang out in the rear or spend a Drift point to leap ahead!

ACE OF SPADES

Palm Tree City

Welcome to Palm Tree City, where it's bikini season all year long!

Bikini District (Car +0)	Wide Open (Car +2)	Mall Madness (Car -1)	Parking Lot (Car +0)
Talk about bombshells! Thanks to all the fun-loving locals, your Hotness can't fall below 3 during this leg!	This leg is straight and empty, so pour it on and melt that asphalt!	If you take a Pit Stop during this leg you can buy as many Car Mods as you can afford!	The lot's crowded, so hit the gas and get the best spot! If your Car is trashed, you can steal a new one here (roll 1d6+2 for the new Car). Stealing a car here is an action, not a Pit Stop!
QUEEN OF HEARTS	QUEEN OF DIAMONDS	QUEEN OF CLUBS	QUEEN OF SPADES

Hot and Sticky (Car -2, Hotness -1)	Hurricane (Car -3)
You might like the mud, but not the bugs! Every time you fail a Car check you are passed by the racer(s) in the position behind you!	You can't see or hear anything! No bumping the other racers during this leg, and every time you have a critical failure you must immediately take a Pit Stop!
BLACK JOKER	RED JOKER

Skinny Dipping (Car -1)	Bad Neighborhood (Car -1)	Beach Blanket Blitzkrieg (Car -2)	Well-Used Street (Car -3)
This leg takes you through the shallows, so don't get too wet or things will get slippery! Every 1 you roll counts as -2 successes during this leg!	Downtown is a sea of tenements, so watch your tail! If you take a Pit Stop here, roll a d6. On a 1, you lose a Car Mod! If you have no Car Mods, lose 1 point from your Car instead!	All this sand is making it hard to get anything done - your Car stays at -1 after this leg until you take a pit stop to get it wet!	It's bumper-to-bumper around here, so hang on and look out!
ACE OF HEARTS	ACE OF DIAMONDS	ACE OF CLUBS	ACE OF SPADES

Nature's Bounty

Take in the fresh air, pick up the farm girls, and get down and dirty on back roads!

Flat as a Board (Car +0)	Wide Open (Car +2)	Roll in the Hay (Car +0)	Take the High Road (Car -1)
Nothing around for a country mile, so make your own lane! All Car checks to pass during this leg are at +2 !	This leg is straight and empty, so pour it on and melt that asphalt!	You're in farm country now! Pick up a local at a Pit Stop during this leg and she'll show you right where to go - if she's in the car you'll get +1 to your Hotness and Car during the next leg!	This leg's a confusing maze of twists and turns, but you might get lucky! When you pass someone during this leg, you can spend a Drift point and pass the racer in front of her too!
QUEEN OF HEARTS	QUEEN OF DIAMONDS	QUEEN OF CLUBS	QUEEN OF SPADES

Cow Crossing (Car -4)	County Line (Car -3)
The road is full of cows - and we don't mean the other racers! Slow down or you'll wreck your car!	The local authorities are out in force, and trying to bring you in! The racer in last place at the end of this leg is busted, and must immediately take a Pit Stop before they can continue!
BLACK JOKER	RED JOKER

Rough Patch (Car -2)	Deer in the Headlights (Car -1)	Mile-High Club (Car -2)	Through the Woods (Car -1)
The road's all torn up, and you might be too! If you fail to pass another racer during this leg, she kicks up a rock and your Car takes 1 damage!	Animals on the road! Any time you get less than 1 success during this leg, take a -1 to either your Hotness or your Car!	Make your way over those mountains, but don't send yourself over the edge! If you roll a critical failure during this leg, you must make a Car check or be out of the race for good!	You can't see the racetrack for the trees! Your Car checks to pass other racers are at -2 during this leg!
ACE OF HEARTS	ACE OF DIAMONDS	ACE OF CLUBS	ACE OF SPADES

Tropic Heat

Welcome to the jungle, baby!

Bikini District (Car +0) Talk about bombshells! Thanks to all the fun-loving locals, your Hotness can't fall below 3 during this leg!	Wide Open (Car +2) This leg is straight and empty, so pour it on and melt that asphalt!	Mall Madness (Car -1) If you take a Pit Stop during this leg you can buy as many Car Mods as you can afford!	Me Car Lesbian, You Jane (Car -2, Hotness +1) The vines in the road are murder, but there's something about those waterfalls that brings out the animal in you!
QUEEN OF HEARTS	QUEEN OF DIAMONDS	QUEEN OF CLUBS	QUEEN OF SPADES

Hot and Sticky (Car -2, Hotness -1) You might like the mud, but not the bugs! Every time you fail a Car check you are passed by the racer(s) in the position behind you!	Temple of Zoom (Car -1) The road might be paved, but it's full of traps! If you're in first or second place, every time you fail a Car check during this leg your Car takes 1 damage!
BLACK JOKER	RED JOKER

Mile-High Club (Car -2) Make your way over those mountains, but don't send yourself over the edge! If you roll a critical failure during this leg, you must make a Car check or be out of the race for good!	Skinny Dipping (Car -1) This leg takes you through the shallows, so don't get too wet or things will get slippery! Every 1 you roll counts as -2 successes during this leg!	Through the Woods (Car -1) You can't see the racetrack for the trees! Your Car checks to pass other racers are at -2 during this leg!	Bad Neighborhood (Car -1) Downtown is a sea of tenements, so watch your tail! If you take a Pit Stop here, roll a d6. On a 1, you lose a Car Mod! If you have no Car Mods, you lose 1 point from your Car instead!
ACE OF HEARTS	ACE OF DIAMONDS	ACE OF CLUBS	ACE OF SPADES

Northern Exposure

Time to hit the slopes and find those ski bunnies!

Flat as a Board (Car +0) Nothing around for a country mile, so make your own lane! All Car checks to pass during this leg are at +2 !	Wide Open (Car +2) This leg is straight and empty, so pour it on and melt that asphalt!	Roll in the Hay (Car +0) You're in farm country now! Pick up a local at a Pit Stop during this leg and she'll show you right where to go - if she's in the car you'll get +1 to your Hotness and Car during the next leg!	Red Light District (Car +0, Hotness +1) Girls are out in droves, and sin is in! It's no sweat to pick up a fan in this crowd!
QUEEN OF HEARTS	QUEEN OF DIAMONDS	QUEEN OF CLUBS	QUEEN OF SPADES

Avalanche (Car -4) There's no going back, and there's only one way to go - down! If you take a Pit Stop during this leg you're out of the race for good!	Snowstorm (Car -3) You can't see or hear anything! Every time you have a critical fail your Car and the car in front of you both take 1 damage!
BLACK JOKER	RED JOKER

Rough Patch (Car -2) The road's all torn up, and you might be too! If you fail to pass another racer during this leg, she kicks up a rock and your Car takes 1 damage!	Slippery Curves (Car -1) The road is too slick and everyone's sliding into the wrong place! If you fail your Car check to pass another racer during this leg, you must immediately take a Pit Stop!	Mile-High Club (Car -2) Make your way over those mountains, but don't send yourself over the edge! If you roll a critical failure during this leg, you must make a Car check or be out of the race for good!	Through the Woods (Car -1) You can't see the racetrack for the trees! Your Car checks to pass other racers are at -2 during this leg!
ACE OF HEARTS	ACE OF DIAMONDS	ACE OF CLUBS	ACE OF SPADES

To use a Track Pack, discard the Jacks and Kings from your deck (trust us, you can have plenty of fun without them!), leaving the numbered cards, aces, queens, and jokers. The numbered cards are used for Random Events - you can keep that pile separate.

The ten remaining cards are used for the Track Pack, and are easy or beneficial (Queens), challenging (Aces) or murderous (Jokers). Each time a card is drawn it is discarded; the same leg never appears twice!

Alternatively, you can roll a ten-sided die; however, you may have to reroll duplicate results.

Erratum

In the main Car Lesbians rule book, the entry for Drift points under Cunning Stunts reads "One Score point is normally awarded for stunts." This should read "One Drift point is normally awarded for stunts."