Reverse Maneuvers - +D1

A 3 Swerve

To Pivot, you must be going exactly 5 - 5 MPH. First move forward ¼", then hold a front corner. A pivot in Reverse works the same way: back up, around that corner, and slide the vehicle any amount with the mark you want. When you stop, the bottom inch of the drift section, then slide your vehicle to match the bend. Place a turning key so your vehicle is on the mark you want. Difficulty is D1 + the D of the bend.

Drifts

First do a D1 drift, then hold the opposite rear corner and move your vehicle to match a bend. Place a turning key at the angle you wish to bend. Slide your car forward halfway, rotate it to the new angle, then slide it the rest of the way. (If there's nothing you can run into, just pick up your car and put it in the new spot.)

Drifts

Bends

- D1-D6 (pp. 9-10)

- D2 - 30°
- D3 - 45°
- D4 - 60°
- D5 - 75°
- D6 - 90°

Pivot

- D0 (pp. 11)

To Pivot, you must be going exactly 5 - 5 MPH. First move forward ¼", then hold one rear corner and rotate the vehicle any amount around that corner. Place a turning key at the angle you wish to bend. Slide your car forward halfway, rotate it to the new angle, then slide it the rest of the way. (If there's nothing you can run into, just pick up your car and put it in the new spot.)

Reverse Maneuvers - +D1

A 3 Swerve

To Pivot, you must be going exactly 5 - 5 MPH. First move forward ¼", then hold a front corner. A pivot in Reverse works the same way: back up, around that corner, and slide the vehicle any amount with the mark you want. When you stop, the bottom inch of the drift section, then slide your vehicle to match the bend. Place a turning key so your vehicle is on the mark you want. Difficulty is D1 + the D of the bend.

Drifts

First do a D1 drift. Then hold the opposite rear corner and rotate your vehicle to match a bend. Difficulty is D1 + the D of the bend.

Reverse Maneuvers - +D1

A 3 Swerve

To Pivot, you must be going exactly 5 - 5 MPH. First move forward ¼", then hold a front corner. A pivot in Reverse works the same way: back up, around that corner, and slide the vehicle any amount with the mark you want. When you stop, the bottom inch of the drift section, then slide your vehicle to match the bend. Place a turning key so your vehicle is on the mark you want. Difficulty is D1 + the D of the bend.

Drifts

First do a D1 drift. Then hold the opposite rear corner and rotate your vehicle to match a bend. Difficulty is D1 + the D of the bend.
**Bootlegger Reverse - D7**

You must be going between 20 and 35 MPH to perform a Bootlegger Reverse. Cycles and oversized vehicles may not attempt this maneuver.

All tires take 1 point of damage when you start the bootlegger.

On the phase you start the Bootlegger, move forward \( \frac{3}{4} \)" and rotate yourself 90 degrees in the direction you wish to turn. On your next full inch of movement, move \( \frac{1}{2} \)" forward, \( \frac{3}{4} \)" in your original movement direction, and rotate another 90 degrees. Set your speed to 0 after a bootlegger.

If you lose control, move to the first position then apply crash table results. Your movement vector is sideways, like a T-Stop. (See below.)

Once a vehicle starts a Bootlegger, it cannot fire aimed weapons.

---

**Controlled Skid - varies**

A Controlled Skid combines a Bend or Swerve with up to 1" of skid. Add the modifier for the amount of skid to your Bend or Swerve to get the total D for the maneuver.

You must decide how much skidding to add to your Bend or Swerve before you perform the Bend or Swerve. If you make the control roll, skid the selected amount on your next inch of movement (finishing your movement forward if necessary), take the tire damage, and decelerate (if necessary). The weapons fire modifiers are applicable after the skid until the end of the turn.

- ¼" skid: +D1 difficulty
  - No aimed weapons fire
  - No deceleration
  - No tire damage

- ½" skid: +D2 difficulty
  - -3 to aimed weapons fire
  - 5 MPH deceleration
  - No tire damage

- ¾" skid: +D3 difficulty
  - -6 to aimed weapons fire
  - 5 MPH deceleration
  - 1 point of damage per tire

- 1" skid: +D4 difficulty
  - No aimed weapons fire
  - 10 MPH deceleration
  - 2 points of damage per tire

---

**Deceleration**

<table>
<thead>
<tr>
<th>Speed Change</th>
<th>Standard Brakes</th>
<th>HD Brakes</th>
</tr>
</thead>
<tbody>
<tr>
<td>-5</td>
<td>-</td>
<td>-</td>
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<tr>
<td>-10</td>
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<td>-15</td>
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<td>-20</td>
<td>D2</td>
<td>D1</td>
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<tr>
<td>-25</td>
<td>D3</td>
<td>D2</td>
</tr>
<tr>
<td>-30</td>
<td>D5</td>
<td>D3</td>
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<tr>
<td>-35</td>
<td>D7 *</td>
<td>D5</td>
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<tr>
<td>-40</td>
<td>D9 **</td>
<td>D7 *</td>
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<tr>
<td>-45</td>
<td>D11 ***</td>
<td>D9 **</td>
</tr>
<tr>
<td>-50</td>
<td>-</td>
<td>D11 ***</td>
</tr>
</tbody>
</table>

* Each tire takes 2 points of damage.
** Each tire takes 1d damage.
*** Each tire takes 1d+3 damage.

ABS negates tire damage from braking.

Decelerating does not count as your one maneuver for a phase but it is treated as a maneuver for Crash Table purposes.

---
### Movement Table

<table>
<thead>
<tr>
<th>Speed</th>
<th>1</th>
<th>2</th>
<th>3</th>
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<tr>
<td>5</td>
<td>½</td>
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<td></td>
<td></td>
<td></td>
<td>1d-2</td>
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<td>½</td>
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<td>2</td>
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<td>13d</td>
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<tr>
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<td>2</td>
<td>15d</td>
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### Hazards and Tire Penalties

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<thead>
<tr>
<th>Damage</th>
<th>Penalties</th>
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<tbody>
<tr>
<td>1-5 damage</td>
<td>D1 hazard</td>
</tr>
<tr>
<td>6-9 damage</td>
<td>D2 hazard</td>
</tr>
<tr>
<td>10-19 damage</td>
<td>D3 hazard and drop Debris</td>
</tr>
<tr>
<td>20+ damage</td>
<td>D3 hazard and drop Obstacle</td>
</tr>
<tr>
<td>Hitting Debris</td>
<td>D1 hazard and D6-3 to all tires</td>
</tr>
<tr>
<td>Hitting Obstacle</td>
<td>D3 hazard and D6-3 to all tires</td>
</tr>
<tr>
<td>Hitting Pedestrian or Curb</td>
<td>D3 hazard (and ram pedestrian)</td>
</tr>
<tr>
<td>Driver injured or killed</td>
<td>D2 hazard</td>
</tr>
<tr>
<td>Loss of first Plasticore rubber</td>
<td>-1 Max HC</td>
</tr>
<tr>
<td>Loss of any tire</td>
<td>Drop Obstacle</td>
</tr>
<tr>
<td>Loss of last Radial on location (only once)</td>
<td>-1 Max HC</td>
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<tr>
<td>(in addition to tire/wheel loss)</td>
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</tr>
<tr>
<td>Loss of last Slick on location (front and back)</td>
<td>-1 Max HC</td>
</tr>
<tr>
<td>(in addition to tire/wheel loss)</td>
<td></td>
</tr>
<tr>
<td>Loss of first tire/wheel in group (not only)</td>
<td>D2 hazard</td>
</tr>
<tr>
<td>Loss of more tires/wheels in group (not last)</td>
<td>D3 hazard</td>
</tr>
<tr>
<td>Loss of last tire on location</td>
<td>D3 hazard</td>
</tr>
<tr>
<td>Reduce Handling Status to -6</td>
<td>D6 hazard</td>
</tr>
<tr>
<td>Loss of all wheels on one location:</td>
<td>D6 hazard</td>
</tr>
<tr>
<td>(for vehicles with 4 or more locations)</td>
<td>-3 Max HC</td>
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<tr>
<td>Reduce Handling Status to -6.</td>
<td>D6 hazard.</td>
</tr>
<tr>
<td>Loss of all wheels on two locations:</td>
<td>Crash Table 1</td>
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<tr>
<td>(or one for vehicles with 1-3 locations)</td>
<td>(D6 sends you)</td>
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<tr>
<td>Decelerate 30 every 5 phases</td>
<td></td>
</tr>
<tr>
<td>No maneuvers or voluntary speed changes</td>
<td>Handling Status is permanently -6.</td>
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</tbody>
</table>
Crash Table Modifiers (p.13)

Difficulty of Maneuver or Hazard - 3
- Driving Skill
± Speed Modifier from Control Table
= Crash Table Modifier

Crash Table Results (p.13)

Apply fishtails immediately, before rolling again. (Unless you are already in a spinout, roll, or vault.)

Skids happen on your next phase of movement. You complete your maneuver unless it was a T-stop or bootlegger.

Anything more severe than a skid replaces your maneuver. If started by a hazard it begins on your next phase of movement.

If you (somehow) spinout, roll, or vault while going ±5 or 10, or if a combination of events reduces you to 0 and causes you to spinout, roll, or vault, you spin/roll 90° before you stop. (From Eric Freeman’s rulings.)

A stopped vehicle (speed 0) does not roll on the crash tables. Any remaining crash table movement is canceled, though you still suffer the aimed weapons penalties.

If you need to roll for multiple events or are out of control and must roll again, you only suffer the worst result.

* Aimed weapon fire at -3 until end of turn.
** Aimed weapon fire at -6 until end of turn.
*** No aimed weapon fire until end of turn.

Crash Table 1: Maneuvers (p.14)

<3: Trivial Skid. Skid ¼”. *
3-4: Minor Skid. Skid ½” and reduce speed by 5. **
5-6: Moderate Skid. Skid ¾”, all tires take 1 point, reduce speed by 10. Trivial Skid on following inch. **
7-8: Severe Skid. Skid 1”, all tires take 2 points, reduce speed by 20. Trivial Skid on following inch. ***
9-10: Spinout. Replaces maneuver. All tires take 1d damage. Rotate 90° and move 1” per phase of movement along previous movement vector. Spin in the fishtail direction (if any) otherwise determine randomly. After the first rotation and every 5 phases thereafter, decelerate 20 MPH. On the second and subsequent decelerations, make a new control roll at HS -6. If you regain control and the vehicle is facing forwards or backwards continue normally; if sideways either begin a T-stop or turn into the skid. ***
11-12: Roll. Replaces maneuver. Vehicle turns sideways (like the T-stop). Each phase of movement it goes 1” along previous movement vector and rolls onto a new side. That side takes 1d of damage; when rolling onto underbody each tire takes 1d of damage until all tires are gone, then underbody takes 1d. After the first rotation and every 5 phases thereafter reduce speed by 20 MPH. Cycles are not drivable after a roll. ***
13-14: Burning roll. As Roll, but the vehicle is on fire on a 4-6 on 1d6. ***
15+: Vault. Replaces maneuver. The vehicle flies into the air by its tires. All tires on the vaulting side (the leading edge of its movement vector) take 3d damage. The vehicle then flies through the air for 1d6”, rotating 2 sides per inch. If an unmodified D3 or higher bend sent it, the vehicle will flip end over end. When it lands, all occupants take 1 point (ignoring armor) and the vehicle takes collision damage at the vehicle’s speed. Continue as Roll. ***

Fishtails

To perform a fishtail, hold down the opposite front corner from the rolled direction and rotate the rear end of the counter until the same back corner has slid over the specified distance.

Fishtail direction is always determined randomly.

If a fishtail causes a new collision, finish applying Crash Table results then resolve the new collision.

Skids

To perform a skid, line up the turning key with the vehicle’s previous movement vector. Slide the counter along the turning key the skid distance. Reduce your speed and take tire damage (if any). If you have any movement remaining, take it after the skid.

Crash Table 2: Hazards (p.14)

1-4: Minor Fishtail. Fishtail ¼”. *
5-8: Major Fishtail. Fishtail ½”. **
9-10: Minor Fishtail and go to Crash Table 1. ***
11-14: Major Fishtail and go to Crash Table 1. ***
15+: Fishtail ¾” and go to Crash Table 1. ***

Car Wars Reference Sheets v1.0.0
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Compiled by Michael Miller

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Page references refer to the Car Wars Compendium, Second Edition Fifth Printing. Fire stats also come from the Uncle Albert’s Catalog From Hell.

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### Assigning Damage

**Front:** Front armor, random front weapon, front engine, crew compartment, cargo, back engine, random back weapon, back armor.

**Back:** Front, but in reverse order.

**Right:** Right armor, random right weapon, random interior location, random left weapon, left armor.

**Left:** Right, but in reverse order.

**Top:** Right, replacing Right with Top and Left with Underbody.

**Underbody:** Top, but in reverse order.

**Turret from side:** Top armor, random turret weapon.

**Turret from above:** Top armort, random turret weapon, random top weapon, random interior location, random underbody weapon, underbody armor.

**Tires:** Guard check, hub check, outer wheel, inner wheel.

*(Skip items you do not have.)*

### Putting Out Fires

- **FmD** (per discharger fired in same phase): 1 in 6
- **PFE** (takes firing action from turn ending): 2 in 6
- **FE:** 3 in 6
- **IFE:** 4 in 6
- **Gas Engine:** -1 in 6

### Fire and Explosion

#### Specific Targets

- Electric PP, FT, FOJ (and variants) takes damage 2 in 6
- ...from incendiary or laser weapons 4 in 6
- Gas engine takes 5+ points (but not half) 1 in 6
- Gas engine takes half or more of its DP 2 in 6
- Economy or HD tank is breached 3 in 6
- Racing or Duelling tank is breached 2 in 6
- ...from incendiary or laser weapons (gas & tanks) +1 in 6

**Vehicle takes a Fuel System engine critical** 2 in 6

### Fire Modifiers

*(Optional Fire Rules, p. 43)*

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Mod</th>
<th>Weapon</th>
<th>Mod</th>
</tr>
</thead>
<tbody>
<tr>
<td>LFT</td>
<td>2/3</td>
<td>LMG/MG/HMG, Incendiary</td>
<td>2/1</td>
</tr>
<tr>
<td>FT</td>
<td>4/3</td>
<td>TL, LL</td>
<td>0/0</td>
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<tr>
<td>HDTFT</td>
<td>5/3</td>
<td>ML, L, TwL</td>
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<tr>
<td>PFT</td>
<td>3/2</td>
<td>HL</td>
<td>2/0</td>
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<td>HT Ammo for above</td>
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<td></td>
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<td>MnR, Incendiary</td>
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<td>Mine, Napalm</td>
<td>4/3</td>
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<td>LR, Incendiary</td>
<td>2/1</td>
<td>Flame Cloud</td>
<td>3/1</td>
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<td>3/2</td>
<td>HDFOJ</td>
<td>3/2</td>
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<tr>
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<td>Spikes, Incendiary</td>
<td>2/2</td>
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<tr>
<td>MFR, Incendiary</td>
<td>1/1</td>
<td>Gas Engine hit</td>
<td>+2/+0</td>
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<tr>
<td>MML, Incendiary</td>
<td>2/1</td>
<td>Gas Tank breach (either time)</td>
<td>+3/+0</td>
</tr>
</tbody>
</table>

### Putting Out Fires

*(p. 42-43)*

- **FmD** (per discharger fired in same phase): 1 in 6
- **PFE** (takes firing action from turn ending): 2 in 6
- **FE:** 3 in 6
- **IFE:** 4 in 6
- **Gas Engine:** -1 in 6

### Volatile Weapons

*(CWRQ 4.7)*

- Always: FTs, FOJs, FCEs, FCeGS, OJs/OG w/Pyro, RB/JJ.
- Only With Ammo: (A)TGs, Incendiary MGs, Incendiary Spikes, Napalm Mines, Rockets, Missiles, Torpedoes.

### Explosion

*(Fire and Explosion, pp. 42-43)*

- Vehicle has a volatile weapon or a gas engine 1 in 6
- Vehicle has a volatile weapon and a gas engine 2 in 6
Targeting Modifiers (1.5x)

Add all that apply

**Size Modifiers: Cars/Cycles/Trikes** (p. 39)
- Subcompact or Compact: -1
- Car Front/Back: -1
- Cycle or Sidecar Front/Back: -3
- Cycle or Sidecar Side: -2
- Trike Top: -2
- Light Trike Front/Back: -3
- Light Trike Side: -2
- Medium Trike Front/Back: -2
- Medium Trike Side: -1
- Heavy Trike Front/Back/Side: -1
- X-Heavy Trike Front/Back: -1

**Size Modifiers: Pedestrians** (p. 40)
- Pedestrian: -3
- Pedestrian in Water (floating): -5
- Pedestrian Swimming: -4

**Size Modifiers: Oversized** (pp. 39, 40)
- Ten-Wheeler Carrier Front: -2
- Ten-Wheeler Cab or Carrier Side: +1
- Mini-Bus or Tractor Side: +1
- Trailer or Bus Side: +2

**Size Modifiers: Boats/Hovers** (p. 40)
- Rowboat Front: -4
- Rowboat Back: -3
- Rowboat Side: -2
- Dinghy Front: -2
- Dinghy Back: -1
- Speedboat Front: -1
- Cruiser Side: +1
- Yacht Back: +1
- Yacht Side: +3
- One-Man Hover Front/Back: -2
- One-Man Hover Side: -1
- Small or Standard Hover Front/Back: -1
- Large Hover Side: +1
- Small Cargo Hover Front/Back: +1
- Small Cargo Hover Side: +2
- Cargo Hover Front/Back: +2
- Cargo Hover Side: +3

**Size Modifiers: Helicopters** (p. 40)
- One-Man or Small Front/Back: -1
- One Man or Small All Other Facings: +1
- Standard or Transport Top/Bottom/Side: +2

**Visibility Modifiers** (p. 40)
- Firing through Smoke and other dropped gases: -1 per ½”
- Rain: -2
- Heavy Rain, Fog, Night: -3
- Target under Cover: -4
- Firer Blinded: -10

**Range Modifiers** (p. 39)
- Point Blank (less than 1.5” away): +4
- 1.5” - 6”:
- Every full 6”:
- Speed Modifier (p. 39)
- See over.
- Handling Modifier (p. 39)
- For each net D of maneuver or hazard this phase:
- -1

**Specific Target Modifiers** (p. 40)
- Vehicle Tire:
- Cycle Rider (side only, no windshell):
- Turret:
- -2 but no Size Modifier
- Searchlight:
- Car Trailer Tongue or Hitch, Attached:
- Car Trailer Tongue or Hitch, Unattached:
- RGM or WGM in flight, if Target Vehicle:
- RGM or WGM in flight, if not:
- Ejection Seat, during launch:
- Ejection Seat, landing with parachute:
- Ground:
- Lamppost:
- Building:
- Helicopter Skid or Winch Cable:
- Helicopter Rotor:
- Helicopter Pontoon:
- Hover Fan or Skirt:
- Fifth Wheel:
- Semi-Trailer Legs:

**Everything Else** (p. 40)
- Not in the firing arc of the chosen target:
- (Out of Arc Penalty):
- Sustained Fire, Shot 2:
- Sustained Fire, Shot 3+:
- Sustained Fire, Shot 4+ w/Tracer Ammo:
- Firer on Oil, Gravel, or Bad Road:
- Firer is Remote-Controlled:
- Firer is a pedestrian braced against a solid object:
- * result on Crash Table:
- ** result on Crash Table:

**Speed Modifier**

**Handling Modifier**

**Specific Target Modifiers**

**Visibility Modifiers**

We recommend modifying your base to-hit numbers with these before starting play; they won’t change much throughout the game.

**Vehicular Weapons**

**Hand Weapons**

1.0.0
2016-05-06