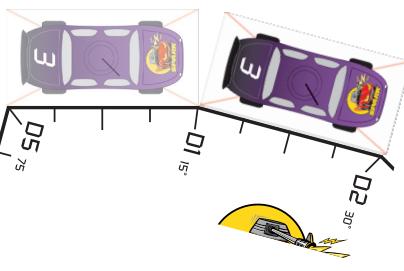
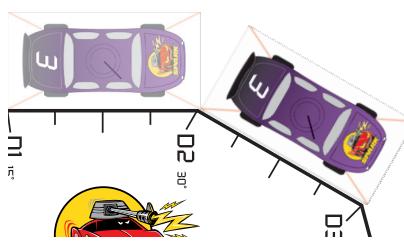


Bends - D1-D6

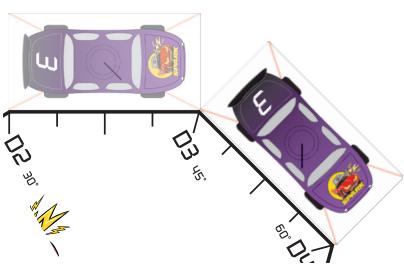
D1 - 15°



D2 - 30°



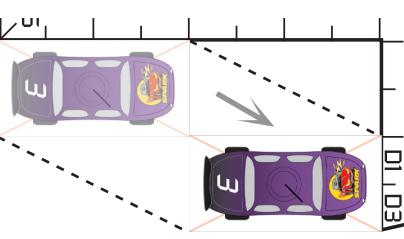
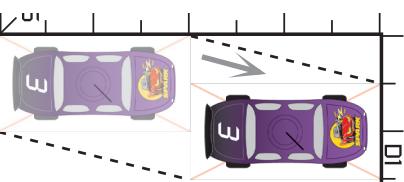
D3 - 45°



(pp. 9-10)

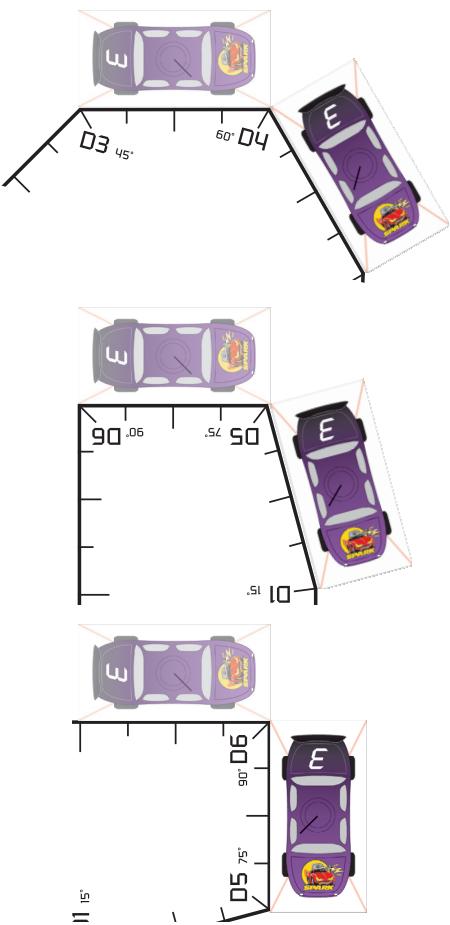
Drifts - D1 or D3

(p. 10)



Pivot - D0

(p. 11)



D4 - 60°

D5 - 75°

D6 - 90°

Place a turning key so your vehicle is on the bottom inch of the Drift section. Then slide your vehicle up and to the left or right until it lines up with the mark you want.

Swerves - Bend+D1

(p. 10)

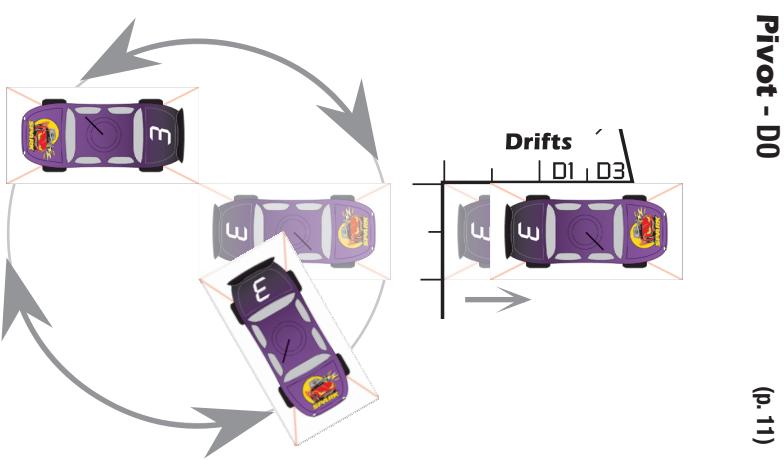
Place a turning key at the angle you wish to bend. Slide your car forward halfway, rotate it to the new angle, then slide it the rest of the way. (If there's nothing you can run into, just pick your car up and put it in the new spot.)

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.

Add a D1 to any maneuver done in reverse.
(including pivots.)

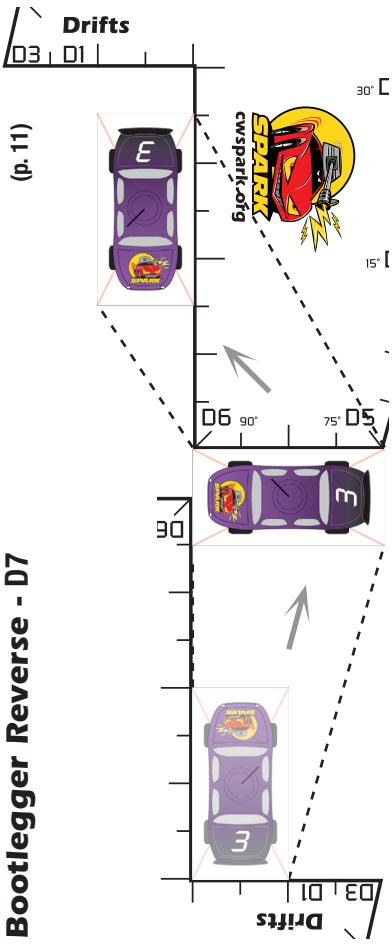
Reverse Maneuvers - +D1

(p. 10)



Bootlegger Reverse - D7

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.

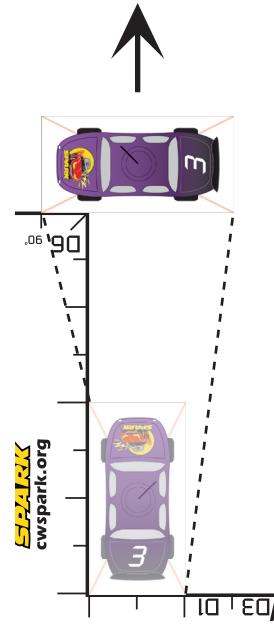
On the phase you start the Bootlegger, move forward 3/4" and rotate yourself 90 degrees in the direction you wish to turn. On your next full inch of movement, move 1/2" forward, 3/4" in your original movement direction, and rotate another 90 degrees. Set your speed to 0 after a bootlegger.

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.

(p. 11)

T-Stop - varies



Cycles and oversized vehicles may not attempt this maneuver. A T-Stop's difficulty is a D1 for every 10 MPH of speed (rounded up) at the start of the maneuver. If you lose control at the start of the T-Stop, add half of the difficulty (rounded up) to your Crash Table roll in addition to the normal modifiers.

To perform a T-Stop, move forward 1" then rotate yourself around the turning key. You will then skid sideways until your vehicle stops. After each inch of skidding your vehicle decelerates 20 MPH and all of your tires take one point of damage.

Once a vehicle starts a T-Stop, it cannot fire aimed weapons.

(p. 10)

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.

1/4" skid
+D1 difficulty
-1 to aimed weapons fire
No deceleration
No tire damage

1/2" skid
+D2 difficulty
-3 to aimed weapons fire
5 MPH deceleration
No tire damage

Deceleration

Speed Change

Standard Brakes

HD Brakes

-5

-10

-15

-20

-25

-30

-35

-40

-45

-50

-

-

-

(p. 11)

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

+D4 difficulty
No aimed weapons fire
10 MPH deceleration
2 points of damage per tire

-

-

D1

D2

D1

D2

D3

D5

D5

D7 *

D9 **

D7 *

D9 ***

D9 ***

D11 ***

* Each tire takes 2 points of damage.

** Each tire takes 1d3 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.

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.

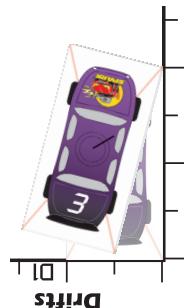
*** No aimed weapon fire until end of turn.

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.

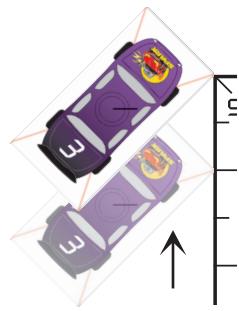
If a fishtail causes a new collision, finish applying Crash Table results then resolve the new collision.



Minor Fishtail Left

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.



Minor Skid

Crash Table 1: Maneuvers

(p.14)

<3: Trivial Skid. Skid $\frac{1}{4}$ ". *
3-4: Minor Skid. Skid $\frac{1}{2}$ " and reduce speed by 5. **
5-6: Moderate Skid. Skid $\frac{3}{4}$ ", 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. Minor 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. ***

Crash Table 2: Hazards

(p.14)

1-4: Minor Fishtail. Fishtail $\frac{1}{4}$ ". *
5-8: Major Fishtail. Fishtail $\frac{1}{2}$ ". **
9-10: Minor Fishtail and go to Crash Table 1. ***
11-14: Major Fishtail and go to Crash Table 1. ***
15+: Fishtail $\frac{3}{4}$ " 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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Targeting Modifiers (3x)

Add all that apply

Size Modifiers: Cars/Cycles/Trikes

Subcompact or Compact
Car Front/Back
Cycle or Sidecar Front/Back
Cycle or Sidecar Side
Trike Top
Light Trike Front/Back
Light Trike Side
Medium Trike Front/Back
Medium Trike Side
Heavy Trike Front/Back/Side
X-Heavy Trike Front/Back

Size Modifiers: Pedestrians

Pedestrian
Pedestrian in Water (floating)
Pedestrian Swimming

Size Modifiers: Oversized

Ten-Wheeler Carrier Front
Ten-Wheeler Cab or Carrier Side
Mini-Bus or Tractor Side
Trailer or Bus Side

Size Modifiers: Boats/Hovers

Rowboat Front
Rowboat Back
Rowboat Side
Dinghy Front
Dinghy Back
Speedboat Front
Cruiser Side
Yacht Back
Yacht Side
One-Man Hover Front/Back
One-Man Hover Side
Small or Standard Hover Front/Back
Large Hover Side
Small Cargo Hover Front/Back
Small Cargo Hover Side
Cargo Hover Front/Back
Cargo Hover Side

Size Modifiers: Helicopters

One-Man or Small Front/Back
One Man or Small All Other Facings
Standard or Transport Top/Bottom/Side

Visibility Modifiers

Firing through Smoke and other dropped gases
Rain
Heavy Rain, Fog, Night
Target under Cover
Firer Blinded

(p. 39) Range Modifiers (p. 39)

-1 Point Blank (less than 3" away) +4
-1 3" - 12" 0
-3 Every full 12" -1

(p. 39) Speed Modifier

-2 See over. -(0-6)

(p. 39) Handling Modifier

-2 For each net D of maneuver or hazard this phase -1

(p. 40) Specific Target Modifiers

-1 Vehicle Tire -3
-1 Cycle Rider (side only, no windshell) -3

(p. 40) -1 Turret -2 but no Size Modifier

-3 Searchlight -3

-5 Car Trailer Tongue or Hitch, Attached -7

-4 Car Trailer Tongue or Hitch, Unattached -5

(pp. 39, 40) -1 RGM or WGM in flight, if Target Vehicle -6

-2 RGM or WGM in flight, if not -10

+1 Ejection Seat, during launch -6

+1 Ejection Seat, landing with parachute -2

+2 Ground +4

+2 Lamppost -6

(p. 40) (p. 40)

-1 Building +10

-4 Helicopter Skid or Winch Cable -8

-3 Helicopter Rotor -6

-2 Helicopter Pontoon -3

-2 Hover Fan or Skirt -2

-1 Fifth Wheel -6

-1 Semi-Trailer Legs -5

(p. 40) (p. 40)

+1 Not in the firing arc of the chosen target -2

(Out of Arc Penalty)

-2 Sustained Fire, Shot 2 +1

-1 Sustained Fire, Shot 3+ +2

-1 Sustained Fire, Shot 4+ w/Tracer Ammo +3

+1 Firer on Oil, Gravel, or Bad Road -1

+1 Firer is Remote-Controlled -3

+2 Firer is a pedestrian braced against a solid object +1

+2 * result on Crash Table -3 until end of turn

+3 ** result on Crash Table -6 until end of turn

(p. 40) Permanent Modifiers (varies)

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

Vehicular Weapons

Targeting Computer or SWC +1

Hi-Res Targeting Computer or HRSWC +2

Cyberlink +3

Cupola +1

Gunner Skill +skill

Hand Weapons

Handgunner Skill +skill

Laser Scope +1