Hot Pursuit

Foot Chase Rules for *Top Secret/SI*

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Awhile back, I was writing a scenario for my campaign that featured a foot chase. To my surprise, there were no definitive foot chase rules written for *Top Secret/SI* (TSSI, for short). Sure, there *were* rules for movement and such, but using those rules meant that the character with the highest MOV and/or CON score would always win.

So, in the interest of realism, I offer this optional system for resolving foot chases in the *Top Secret/SI* game.

The Basics

The character's Attribute scores will decide who "wins" a foot pursuit: MOV is the number of feet a character can run in a given turn, and CON is the number of turns that a character can run. Using the normal rules, only these two scores are relevant to a chase, but in this system two other scores will be relevant – WIL and DEX.

The Beginning

The first thing the Admin must do is to determine whether these rules are appropriate for the situation at hand. To qualify as a true foot chase, there must be a) one or more characters who flee the scene on foot and do not wish to be caught, and b) one or more characters who run after the fleeing characters and do not wish to let them get away. A chase officially begins when both of these criteria are met.

The Admin must take several factors into account as soon as a foot pursuit begins. At the end of this article (under the heading: **The Tables**) are a number of modifier tables which affect running speed (MOV) and endurance (CON). At the beginning of each turn of the chase, the Admin must decide which modifiers are applicable.

Then, the Admin determines the distance between the pursuer and the pursued. This should be relatively easy if the pursued is retreating from combat, as everyone will have a good idea as to what participants are where.

Next, the Admin must determine whether any of the participants are running (at full or ½ MOV) when the chase begins (officially, a chase begins as soon as someone decides to run after someone else). This is important, since a character can run at only half of his MOV score on the first turn of running (it takes time to get up to full speed).

It is important to make this decision realistically. Many players, in the interest of giving their characters a slight advantage, will automatically declare that their characters were running as the chase begins. If the chase was a result of combat, it will already be known what the characters were doing beforehand; but if not, the Admin must decide based on what is happening as the chase begins – a character walking down the street will be walking, not running, but a character out for his morning jog will most likely be running.

Note that we are determining a character's *speed* at the beginning of the turn and not the direction in which they were moving – in other words, it isn't relevant that a character was merely running across the street as the chase begins, and not running after the person who is fleeing. He would still be running.

The Limits

A character's MOV score is the number of feet per turn that a character can run during a single turn. He may continue running at this rate for a number of turns equal to his CON score before reaching the *point of exhaustion*.

Using these alternate rules, a character may run faster and farther than normal. From this point forward, the character's running speed (based on MOV) will be referred to as *speed*, and the number of rounds he may run (based on CON) will be referred to as *endurance*.

Speed can be increased by passing a WIL check (using the WIL Modifier Table). This increases the character's running speed by 2d10 feet for that turn, but subtracts an additional turn from the character's endurance. A character cannot attempt to increase speed if he is past the point of exhaustion.

This check is subject to Bad Breaks and Lucky Breaks. A roll of 01-04 means that the character may run an additional 1d10 feet. A roll of 00 means that the character is granted this burst of extra speed *and* it costs no extra turns from the characters endurance to increase speed during this turn.

On the other hand, a Bad Break of 95-98 means that the character stumbles, *subtracting* 2d10 feet from the character's speed this turn. A roll of 99 means that the character actually slips and falls (see **The Obstacles** for the effects of falling).

A character may run even after he's reached the point of exhaustion. He may do so by making a modified WIL check at the beginning of each turn after passing the point of exhaustion.

A successful check means that the character may continue running (but may not attempt to increase his speed by making a WIL check). A failed check, however, means that the character collapses from exhaustion.

When making WIL checks to continue running past the point of exhaustion, a Lucky Break of 01-04 means that the character gets his "second wind" – he may run for an additional 1d10 turns before again reaching the point of exhaustion. A Lucky Break of 00 increases this time to 2d10 turns.

If a Bad Break of 95-98 is rolled, the character falls to the ground unconscious and may take no action until he regains consciousness 1d10 turns later. A Bad Break of 99 means that the character falls unconscious and takes a nasty fall, suffering 1d10 points of bruise damage to a random location.

A character who reaches or exceeds the point of exhaustion – whether they quit the chase voluntarily or as the result of a failed WIL check – has all Attribute checks halved until the character rests (see **The Recovery** for more info). In addition, a character who collapses as a result of a failed endurance WIL check is incapacitated – he must pass a WIL check to perform *any* action – including speaking.

The Terrain

Terrain affects both speed and endurance. It includes *all* environmental conditions, not merely the surface on which the characters are running. See **The Tables** for specifics.

Terrain modifiers are determined by the terrain's properties, rather than by its specific type. When determining modifiers, the Admin chooses only those that would affect movement for whatever type of terrain the characters are on.

Looking at the Terrain Tables, readers will note that most of the modifiers are penalties. This is due to the fact that the characters speed is assumed to be his running speed under optimal conditions.

Most of the terrain properties are self-explanatory, but just for the sake of clarity, all are defined here. From the Terrain Table:

Dry: Dry terrain is not slippery.

Non-Slip: A very rare terrain type – usually man-made – that is designed for increased traction. Examples of this terrain type would be a hallway covered with rubber mats, a scored-steel catwalk, and some types of carpeting.

Slightly Slippery: This terrain is usually not dangerous under normal circumstances. Polished tile and a frozen lake are examples of slightly slippery terrain.

Slippery: This terrain includes things such as mud, oily blacktop, etc.

Very Slippery: This terrain is extremely treacherous. It includes such things as wet, polished tile; skating rink ice; and a muddy, uphill slope.

Ankle-Deep Water: The Admin must use judgement when using this modifier. A mud puddle would have very little impact on overall movement speed. This modifier is intended to be used only if all – or nearly all – of the terrain traveled across is covered with water.

Knee-Deep Water: Unlike ankle-deep water, knee-deep water affects movement even a comparatively small area – say, 25 to 50 percent – is covered with water. Crossing a narrow stream would have no effect on movement, but following the stream would.

This terrain type also includes things such as brush and high grass which would have an effect on movement.

Waist-Deep Water: This has a profound effect on movement.

Level: Level terrain, obviously, slopes neither uphill nor downhill. At least not significantly.

Slight Downhill: A slight downhill slope is between 5 and 23 degrees.

Downhill: A downhill slope is between 24 and 45 degrees.

Severe Downhill: A severe downhill slope is between 45 and 60 degrees. Anything over that is considered to be a cliff.

Slight Uphill/Uphill/Severe Uphill: These coincide with their downhill counterparts, except that the characters are moving in the opposite direction.

Cliff: This is any slope of over 60 degrees. Characters cannot run up a cliff. However, if the cliff is between 60 and 75 degrees, a character can slide *down*.

Sliding speed is equal to the number of degrees of the slope. Likewise, this number is the percent chance that the character will lose his footing and fall down the cliff unless a DEX check is passed (see page 8 of the *Administrator's Guide* for the effects of falling).

Hard: This is terrain that is solid and unyielding, such as rock or concrete.

Firm: Firm terrain is solid, but yields slightly under pressure. Examples would be dirt, packed sand, and packed snow.

Soft: This terrain yields significantly under pressure. Loose sand, for example.

Mushy: Two examples of this terrain type are mud and loose snow.

Even: Not to be confused with "Level", Even terrain is smooth (ie., no rocks to trip over, etc.). Most urban terrain is even.

Uneven: Uneven terrain is not smooth. It has slight hills, dips, and/or minor obstacles which affect movement but are not worth making an Attribute check to overcome (logs, large rocks, etc.). Most wilderness terrain is uneven. Stairs are also considered to be uneven terrain.

Broken: This type of terrain is uneven in the extreme, such as a field of boulders.

Shifting: Shifting terrain moves – or *can* move – under the character's feet. A gravel road, a rocky hillside, and a mound of rubble all would count as shifting terrain.

Universal Modifiers are environmental modifiers that affect the movement of all participants of a foot pursuit, regardless of what sort of terran they are moving across:

Darkness: Characters running at night or in unlit areas are apt to run much slower, since they cannot see obstacles until it is too late. Optionally, the Admin may rule that the characters may ignore this modifier, but will have to make an INT check each turn. If the INT check fails, the character trips over something, runs into a wall, etc. The specific effects are left to the Admin's judgement.

Fog: This will not usually have an effect on movement. However, if it reduces visibility to within a few feet then movement will be slowed.

Of more importance than reduced movement is the fact that the pursued character has a better chance at hiding or evading (see **The Escape**).

Heavy Fog: For game purposes, fog is considered heavy when visibility is reduced to almost nil.

Smoke: The effects of smoke on speed are similar – but more severe -- to the effects fog. The added severity is due to the fact that the runner will be coughing and choking (or expending a lot of effort trying not to). In addition, it also has an effect on the runner's endurance.

Heavy Smoke: Smoke is considered heavy when visibility is reduced to nearly zero. Heavy smoke should only be encountered in the rarest of circumstances (such as inside a burning building).

There may be other effects which are beyond the scope of these rules, such as damage from smoke inhalation. In any event, it may be wiser to run the other way.

High Temperature: Needless to say, high temperature has an effect on endurance. This modifier only applies if the temperature is above 90°F (30°C).

Use this modifier only if the temperature is a "dry heat", such as a desert. If there is also High Humidity, use that modifier instead.

High Humidity: Use this modifier only if the humidity is accompanied by high temperature (80°F, 25°C), but do not combine the modifiers – use only this one.

Thin Atmosphere: At higher altitudes the air is much thinner than normal and has an effect on endurance. A cop chasing a crook through the streets of Bogota, Columbia would have a much harder time than a cop in New York.

Finally, there are the personal modifiers, which affect only specific individuals (though more than one participant may be affected by the same modifier):

Footwear: This is categorized by comfort and traction. Note that comfort is subjective – one character may be comfortable in cowboy boots, while another would not.

A pair of Reeboks would be considered High Comfort/High Traction shoes, while spike-heel shoes are most definitely Low Comfort/Low Traction.

Clothing, Uncomfortable: Again, comfort is subjective and is based on what a character is used to wearing. A character who normally dresses in jeans and T-shirts would be uncomfortable wearing a business suit.

Clothing, Restrictive: Clothing is considered to be restrictive if it hinders body movement – such as the above-mentioned business suit.

Clothing, Cold-Weather: Use this modifier only when the clothing worn is not appropriate for the weather. A heavy parka on a warm spring day in a temperate climate, or a suit jacket in tropical weather would be considered cold-weather clothing.

The Admin and players must keep in mind that although the clothing may be comfortable to wear for normal day-to-day activity, it may not be appropriate for sprinting at top speed.

Injury, Bruise Damage: All injuries affect speed and/or endurance in some way, even bruise damage. To calculate the total modifier, multiply all penalties by the number of points of damage, rounding decimals to the nearest whole number.

Injury, Wound Damage: Needless to say, injuries from blunt objects cause injuries far different than from edged or pointed objects. Some of the penalties are more sever, some are less.

IMPORTANT NOTE: The Admin is free to change these modifiers as he or she sees fit, depending upon the situation. For example, a character who has been slashed in the face with a knife would not be as seriously affected as one who had been shot in the head – both injuries cause the same amount of wound damage, but would not have the same effect on speed and endurance.

The Complications

In a perfect world, a character could run at a consistent rate, with his speed affected only by the terrain. But this world isn't perfect.

Obstacles are things which can affect movement, but are not a part of the general terrain – streams, gullys, overturned trash cans, etc. A character may attempt to move around these obstacles (wasting movement points), but the shortest, most direct route is to jump over them.

A character can jump vertically (a "high jump") a distance of three feet. This is true whether the character is running or standing still. Characters with the Athletic Ability advantage may add one foot for each point they have in that advantage.

Jumping horizontally ("long jumping") is a bit more complicated – and risky. A jumping character can clear a distance equal to 20% of his current movement speed. Thus, if a character is running at a speed of 40' per turn, he may jump 8'. When performing a long jump, the character also jumps 3' vertically.

After completing a long jump or hurdling over an obstacle, the character must make a DEX check to avoid stumbling. If the check fails, the character's movement is reduced by ½ for one full turn, and the character must then make a REF check to remain on his feet. Failing *that* check means that the character falls down.

A fallen character follows the same rules for movement as a prone character – it takes one full turn to go from a prone to a standing position. On the following turn, they may move up to ½ of their MOV score, in feet. Then on the third turn they may move a number of feet equal to their full MOV score.

The Opposition

Somewhere along the line, one of the participants in a foot chase may decide to up the ante and pop off a few rounds. The pursuer and the pursued have different options, which affect their movement and their ability to hit.

These options assume that one character is running from another character behind him. If this is not the case (ie., the pursued character is in hiding), then the Admin must use common sense to determine exactly what options are available and what their effects are.

When attacking with firearms, the pursuing character has the following options:

Run-and-Fire Method: The character fires his or her weapon without slowing down. This results in a very low chance to hit (see page 75 of the *Top Secret/S.I. Players' Guide* for details).

Slow-Down-and-Fire Method: The pursuer can attempt to improve his chances of hitting by slowing down before firing (see page 75 of the *Top Secret/S.I. Players' Guide* for details).

Stop-and-Fire Method: Finally, the pursuer can maximize his chance to hit by coming to a complete stop and firing his weapon. Remember that the character may only move at ½ MOV on the next turn.

While the pursuer's combat options are fairly standard, the options of the person being chased are not, due to the fact that his target is behind him – and he'd like to keep it that way!

Over-the-Shoulder Method: Just as the name implies, a character using this option merely points the gun over his shoulder, pulls the trigger, and hopes he hits his target. Anyone irresponsible enough to try this firing method suffers a –40 modifier to his attack, with no movement penalties.

Though the chances of scoring a hit are virtually nil (when one considers the movement modifiers, etc.), the use of this attack has a psychological effect on those in pursuit – they must pass a WIL check or be slowed to ½ MOV next turn.

Obviously, this attack is only possible with pistols.

Running-Sideways Method: A character taking this combat option turns sideways to see his attacker, aims briefly, pulls the trigger, then resumes running normally (thus, the individual is not actually "running sideways").

The individual suffers a –20 penalty to hit (over and above all other modifiers) and runs at only ½ MOV during that turn.

Turn-and-Fire Method: Only characters with a good lead, or are confident that they can drop an opponent with a single shot should use this method, as it requires that the character comes to a complete stop (ie., does not move that turn) and turns to face his pursuer before firing.

No to-hit penalty is incurred, but the individual may only move at ½ MOV on the following turn – assuming that the pursuer hasn't already caught up with up.

The Takedown

Obviously, the whole point of engaging in a pursuit is either to catch the person being pursued, or – in the case of the pursued – to get away. This section deals with the ways that the pursued can be caught.

There are several ways that a pursuit can end in the pursuer's favor. The simplest being that the pursued merely gives up. Actually this isn't as uncommon an ending as it might seem – At some point the person being pursued may realize that he simply isn't fast enough to outrun, or strong enough to outfight, his pursuers. Considering the dire effects of exhaustion, this may even be a prudent course of action even if the pursuer and the pursued are evenly matched.

Exhaustion occurs when a character has run for a number of turns equal to his CON score, and fails to pass a WIL check to keep going. This brings the chase to a close, regardless of whether the exhausted individual is the pursuer or the person being pursued.

If the exhausted individual has not opted to continue running by passing WIL checks (see **The Limits**), all attributes are halved. If combat occurs, the exhausted character falls unconscious after suffering damage equal to half or more of his hit points in any hit location.

The consequences are far more severe if the character chose to continue running past the point of exhaustion – upon failing a WIL check (or choosing not to continue), that character is totally incapacitated and unable to perform any action whatsoever. The character is conscious, and can speak (with difficulty) – but even so much as shouting is out of the question.

For more information on the effects of exhaustion, see **The Recovery**.

Of course, a chase can be brought to an end by using brute force. In order to use any of these methods, the pursuer and the pursued must be within 5' of each other, unless noted.

The Running Jump: Simply put, the pursuer attempts the pursued. In order to succeed, the pursuer must make a normal to-hit roll. Success brings both individuals to the ground. If the roll fails, the pursuer must pass a DEX check or be slowed to ½ MOVE during the following round. If the DEX check results in a Bad break, the character falls to the ground, must spend an entire turn getting up, and may only run at ½ MOV on the turn after that. A Lucky Break, however,

means that although he hasn't tackled the pursued per se, he did manage to knock him down.

A second type of running jump attack is the stuff of movies – jumping upon the pursued from above (a fire escape, etc.). To do this, the pursuer makes a normal attack roll. If the attack succeeds, the character tackles the pursued character; if it fails, the character misses and falls to the ground.

Wrestling: The pursuer may opt to wrestle his quarry to the ground by force. To do this, he must make a successful Wrestling skill check. As an exception to the rule, a default Wrestling check *is* allowed, since the attacker is trying to bring his opponent to the ground, rather than to subdue him. Of course, that skill would come in handy once both people are down….

Melee Weapon Attack: This, the most brutal of takedown techniques, involves attacking the pursued with a blunt object such as a nightstick, blackjack, baseball bat, etc. In addition to taking bruise damage, the victim of a successful attack must pass a DEX check to remain on his feet, modified by –10 per point of damage taken from the attack.

The advantage of using this technique is that the attacker remains on his feet after a successful attack.

Push / Body Slam: Not everyone has a blunt weapon handy as a chase comes to a close, so anyone wishing to knock an opponent to the ground while he, himself, remains standing must choose this option.

In essence, the pursuer uses his own body as the blunt weapon. He must make a successful attack roll to hit, after which the opponent is allowed and unmodified DEX check to remain standing.

Finally, a chase can end in combat. Either the pursuer succeeds in taking down his opponent, or the pursued simply decides that if he cannot outrun his opponent, maybe he can out*fight* him. Combat occurs normally, with the following exceptions: anyone on the ground who wishes to stand up must spend an entire turn doing so; and any character who has reached the point of exhaustion has all attributes cut in half. If that character has passed the point of exhaustion (ie., has made WIL checks to continue running), and did not quit running due to a failed WIL check (ie., chose to stop and fight or was taken down), then that character must make a WIL check each turn to continue fighting. A failed WIL check means that the character falls to the ground, totally exhausted and incapacitated.

The Escape

While the pursuer's goal is to capture his opponent, the pursued wants nothing more than to escape. There are several ways that the chase can end in the pursued's favor:

If the pursued is tougher than his pursuer, the chase becomes a test of endurance – the pursuer collapses from exhaustion (or simply gives up), allowing his opponent to get away.

Evasion: A second means of escape is to evade. Evasion occurs when the pursued character has not been detected by his pursuer for several turns – meaning that he has not been seen, heard, tracked, etc.

Pursuing NPCs must pass an WIL check each turn, or else adopt a "he-could-be-anywhere-by-now" mentality and give up the chase. In addition, whenever they are faced with a situation where the pursued may have moved off in a different direction (a side street, a door, open terrain, etc.) or gone into hiding, they must also pass an INT check to follow the pursued. Failing the INT check means that they move off in a randomly-determined direction.

Player characters who are the pursuers make their own decisions as to which direction they go, and when to give up, though a generous Admin might make secret INT checks, giving hints as to which direction their quarry may have taken if the roll is successful.

Hiding: Similar to evasion, hiding means that the pursued character goes undetected by his pursuers. It also means that he quits running.

In order to hide, a character must be completely out of his pursuer's line of sight (a 1-turn lead time, at least). There must also be a something to hide in (a dumpster, darkness, etc.).

When the pursued goes into hiding, his pursuers make the usual INT check (see **Evasion**, above). If the roll is failed, they continue moving past the hiding character, oblivious to the fact that he has gone into hiding. If the roll succeeds, however, the pursuer realizes that something is amiss.

The pursuer then must pass the usual WIL and INT checks to find the pursued. During this time, the pursued character may attempt to evade, if movement is possible (in darkness, for example), but only at walking speed or slower. If the pursued character *does* move, the pursuer gains a +10% bonus to his INT check – success means that he detects the PC (sees him, hears him, finds his footprints, etc.).

The Recovery

Running at high speed for extended periods of time obviously has a price. That price, for the purposes of these rules, involves penalties to attribute scores until the character rests.

The penalties and resting time depend upon the amount of time that the character spent running:

Not Past the Point of Exhaustion: If the character did not pass the Point of Exhaustion (ie., was not forced to make a WIL check to continue running, due to fatigue), then that character spends no time recovering. The character is tired and will feel the need to sit down and rest, but suffers no adverse effects if he does not.

Past the Point of Exhaustion: If the character *has* passed the Point of Exhaustion, that character's attributes are halved. He may remove that penalty by resting for five minutes or more.

The penalty remains for one hour, or until the character rests.

Incapacitated: A character who has been required to make a WIL check to continue running and failed is incapacitated. Incapacitated characters must make a WIL check to perform *any* action (including speaking coherently!) until they have rested for five minutes (and making WIL checks to perform actions, even if failed, does *not* qualify as rest). This effect lasts for thirty minutes, or until the character rests.

In addition, all attributes are quartered for one hour, or until the character rests for an additional five minutes. After resting, all attributes are halved until the character sleeps for at least four hours.

The Extended Chase

Occasionally, a foot chase isn't an all-out run, but rather, the action is sporadic – the pursued goes into hiding, the pursuers quit looking, but remain in the area, then catch sight of their quarry, and the chase begins again.

When this happens, the characters involved in the chase have a chance to rest and recover before the action begins anew.

For characters who have not yet passed the Point of Exhaustion, this has the effect of "lowering" the number of turns that the character has run. For example, a character who runs for 20 turns, then rests for five, is treated as if he had only run for 15 turns when the chase begins again (ie., he may run for an additional five turns before WIL checks are required).

Things are more difficult for characters who have passed the Point of Exhaustion. Unless they have been able to rest for five minutes, their attributes – including MOV – are halved. They must also pass a WIL check to continue the chase, with failure meaning that he can move no faster than walking speed.

The Tables

These three tables presented here modify the speed and endurance of the characters involved in the chase. All modifiers are cumulative, and are to be rounded to the nearest whole number.

Terrain Modifier Table:

Property	**Speed**	**Endurance**
Surface		
Dry	0	0
Non-slip	+1	0
Slightly Slippery	-5	.1
Slippery	-10	.3
Very Slippery	-20	.5
Inclination		
Level	0	0
Slight Downhill	+5	0
Downhill	+10	0
Severe Downhill	+15	.3
Slight Uphill	-5	.1
Uphill	-10	.5
Severe Uphill	-20	1
Cliff	special	0
Stability		
Hard	0	.1
Firm	0	0
Soft	-5	.3
Mushy	-10	.5
Texture		
Even	0	0
Uneven	-5	.3
Broken	-10	.5
Shifting	-10	1

Universal Modifier Table:

Condition	**Speed**	**Endurance**
Visibility		
Darkness	-10	0
Fog	-10	0
Heavy Fog	-20	0
Smoke	-10	.5
Heavy Smoke	-20	1
Atmospheric		
High Temperature	-10-20	.5-1
High Humidity	-10-20	.5-1

Thin Atmosphere	-10	.5

Personal Modifier Table:

Condition	**Speed**	**Endurance**
Footwear		
High Comfort/Good Traction	+10	0
Med. Comfort/Good Traction	+5	0
Low Comfort/Good Traction	+5	.3
High Comfort/Med. Traction	+5	0
Med. Comfort/Med. Traction	0	0
Low Comfort/Med. Traction	0	.5
High Comfort/Bad Traction	0	.3
Med. Comfort/Bad Traction	-5	.5
Low Comfort/Bad Traction	-5	1
Clothing		
Uncomfortable	0	.3
Restrictive	-5	.1
Cold-Weather	-5	.5
Injury, Bruise Damage		
Head	-3	.3
Chest	-5	.2
Abdomen	-5	.2
Arms/Hands	0	0
Legs	-10	.5
Injury, Wound Damage		
Head	-5	.5
Chest	-10	.5
Abdomen	-7	.3
Arms/Hands	0	.1
Legs	-15	1

The Equipment

While the pursuing character can easily bring a chase to a close by using either melee weapons or firearms, the pursued character is at a severe disadvantage when attempting the same.

To compensate for this, a character who is expecting to be chased can use special equipment meant to injure or deter his pursuers.

Item	**Wt.**	**Cost**
Caltrops	.1	--
Marbles	.3	$1
Grease Pack	.1	$1

Caltrops: These items are not commercially available, and must be made by the character (or an associate). These are generally made by bending two nails at right angles, then welding them together so that when the caltrop is tossed on the ground, one of the points will always point upward.

Ten caltrops can be scattered over a 5' by 5' area, and anyone passing through that area must pass a DEX check or step on one. Stepping on a caltrop causes 1-2 points of damage to that person's feet (legs).

Marbles: Readily available at and five-and-dime store, marbles are sold in bags of 50. A bag of marbles can be scattered to cover a 10"by 10' area, and anyone passing through the area must save vs. DEX or fall.

Falling carries the usual penalties – the character spends a full turn standing up, then moves at ½ MOV on the next turn.

Grease Pack: packs of heavy grease, pressed flat and wrapped in a brittle plastic wrapper. Meant to be used to lubricate the fifth-wheels of travel trailers and tractor-trailer rigs, they can also be used to deter pursuit.

Anyone stepping on a grease pack must save vs. DEX or fall to the ground, with the usual penalties (see above). In addition, the grease –sticks to the soles of the characters shoes, and will remain there for three more turns of running time (unless cleaned), meaning that the character must continue making DEX checks to avoid falling.

Grease packs are easily seen during the day (making them virtually useless), but at night they are nearly invisible. In game terms, this means that grease packs may not be used during the day, and at night (or in darkness), a pursuing character must pass an INT check in order to see the pack and avoid stepping on it.

Final Notes

A foot chase is something that should get a character's blood going, and when a character is excited, that feeling should be passed on to the player. These rules are meant to add excitement and uncertainty to a foot chase, and should not be used if the usage of them degenerates into a mathematical exercise.

Unfortunately, I have some experience with being pursued – my "flaming youth" was more like a bonfire.

My friends and I decided one night that it would be fun to climb to the top of a huge neon sign mounted on the roof of a local hotel. We did it, and it was boring. Then we made our way off the roof and down to the hotel's ground floor, then decided to use the restroom.

While we were relieving ourselves, one of us opened a cabinet underneath the sink and found about fifty rolls of toilet paper. An idea formed…..

Our jackets bulging with purloined TP, we made our way out the hotel's revolving door (it was a very fancy hotel) and headed downtown to The Strip (you know, the place where everyone cruises on the weekend – every small town has one….).

We climbed up a fire escape onto yet another rooftop – this one a large, abandoned apartment building – and proceeded to tie off the TP rolls and throw them off the roof. The building was soon covered with fifty TP streamers. It was glorious.

Well, at least *we* thought so, and – judging by the cheers and catcalls from our fellow bored and discontented youths on the street below – so did everyone else. Everyone, that is, except the police. The cops. The pigs. The Man.

Hearing a command to "hold it right there" coming from the fire escape we'd used to get onto the roof, we showed our usual respect for authority. We took off.

The rooftop was pitch black, studded with pipes, vents, and other obstacles. There were open skylights – nearly invisible in the darkness – and anyone falling into it would plummet four of more stories to their death. In typical old-downtown fashion, buildings of varying heights were built up against each other. This meant that at intervals we had to either climb up or jump down distances of ten feet or so.

Terrified, we charged headlong through the night, not knowing whether each step would land on solid ground, or over the edge of a skylight. Aside from the fire escape, there was only one other way off the roof, and we made for it.

The rickety wooden staircase was painted bright orange, and we were sure that the cops knew about it, and that we would find them there, waiting for us.

When we got there, we were surprised to find it unguarded, and we used it to make good our escape. Heh heh. Pigs.

It was definitely *not* a numbers game.