

## Chases: Step By Step

### Step 1: Choose Maneuvers

Each vehicle (or group of vehicles) secretly chooses a maneuver from the list offered. Each maneuver has strengths and weaknesses, and is usually geared toward a specific goal.

### Step 2: Maneuver Checks

The drivers make an opposed maneuver check with their respective vehicle skills, applying their vehicles' handling ratings as modifiers to their rolls.

### Step 3: Spend Action Dice

Each driver may spend action dice to increase his maneuver check, or activate critical successes or failures.

### Step 4: Resolve Maneuvers and Adjust Lead

The effect of the maneuver that succeeds is applied and the number of lengths between the vehicles is adjusted. Speed is always applied regardless of the success or failure of maneuver checks.

### Step 5: Lead & Obstacles

The lead determines which maneuvers both drivers may take in the next round of the chase. The GC rolls for obstacles.

### Step 6: Other Actions

Assuming the chase continues, each passenger of each vehicle in the chase may perform one full action or two half actions. A driver may perform one half action but receives a -4 penalty to his next maneuver check if he does so.

### Step 7: Crash Rolls (if any)

If warranted, drivers check to see if they have collided with anything.

## Terrain

**Open Terrain** (Empty highways, salt flats, racetracks)

- Beginning speed:  $\frac{1}{4}$  maximum MPH of fastest vehicle
- Fastest vehicle gains +2 speed modifier to all maneuver checks
- Average DC for obstacles is 12
- A natural 1 on a D10 indicates difficult terrain

**Close Terrain** (City streets, winding dirt roads)

- Beginning speed:  $\frac{1}{2}$  maximum MPH of fastest vehicle
- Average DC for obstacles is 18
- A natural 1 on a D6 indicates difficult terrain

**Tight Terrain** (Congested highways, steep downhill inclines, debris-ridden areas)

- Beginning speed:  $\frac{1}{4}$  maximum MPH of fastest vehicle
- If both predator and prey are in tight terrain, the vehicle with the highest handling grants its driver a +1 speed modifier to all maneuver checks
- Average DC for obstacles is 24
- A natural 1 on a D4 indicates difficult terrain

**Table 7.1: Chase Maneuvers**

	Box In	Crowd	Cut Off	Gun It	Herd	Jockey	Ram	Redline	Shortcut	That's Impossible!
Barnstorm	--	--	--	-6/0	--	--	--	-8/0	0/-6	0/0
Bootleg Reverse	0/-6	0/-4	-8/0	0/-6	0/0	0/-2	-4/0	-4/0	-6/0	0/0
Hairpin Turn	--	--	--	0/-4	--	--	--	-2/0	0/-4	0/0
Lure	0/-4	-4/0	0/-4	-2/0	-2/0	0/0	0/-2	0/-2	0/-6	0/0
Pull Ahead	-6/0	0/-4	-2/0	0/0	-6/0	-2/0	-2/0	0/-4	0/-4	0/0
Set Up	-2/0	-4/0	0/-4	0/-4	0/-2	-2/0	0/-4	0/0	-4/0	0/0
Stunt	--	--	--	-2/0	--	--	--	-4/0	0/-2	0/0
Vanish	--	--	--	0/-4	--	--	--	0/-6	-4/0	0/0
Zig-zag	-2/0	0/-6	-2/0	-6/0	0/-6	0/-2	-4/0	-2/0	0/0	0/0
That's Impossible!	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0

## Critical Hits Against Enclosed Vehicles

d10 Roll	Group/Location
1	Engine
2-3	Steering
4-7	Tires
8-9	Weapon
0	Window

## Critical Hits Against Open Top Vehicles

d10 Roll	Group/Location
1	Engine
2-3	Steering
4-6	Tires
7	Weapon
8-0	Window

## Predator Maneuvers

### Box In (Daredevil Only, Finishing)

*Lead:* 5 lengths or less.

*Success:* The predator wins the chase, forcing the prey into a corner from which there is nowhere to run.

### Crowd (Finishing)

*Lead:* 2 lengths or less.

*Success:* The predator wins the chase. If the predator's maneuver check exceeds the prey's by at least 5, the prey collides with an obstacle and is considered to have failed a crash check.

### Cut Off (Daredevil, Finishing)

*Lead:* 0 lengths.

*Success:* The predator wins the chase, pulling in front of the prey and cutting him off. If the prey fails his maneuver check, he automatically collides with the predator's vehicle. No crash check is required. Damage is applied to both vehicles per the instructions under step 7. The predator may make a Jump check to avoid taking damage in the collision.

### Gun It

*Lead:* Any distance.

*Speed:* Increase the chase speed by 10 MPH this round.

*Success:* The lead is reduced by a number of lengths equal to the difference between maneuver checks.

### Herd

*Lead:* 10 lengths or less.

*Success:* The lead is reduced by 1 and the prey is required to make a crash check with a DC increased by the difference between the maneuver checks. The predator is also required to make a standard crash check this round.

*Special:* With a critical success or by beating the prey's maneuver check by 5 or more, the predator may choose to choose to reduce both the predator and prey's crash check DC's by 5 to shift the terrain by one step at the end of the round.

### Jockey

*Lead:* 10 lengths or less.

*Success:* The lead is reduced by 1 length and the driver and all passengers in the predator vehicle gain half the difference between the maneuver checks (rounded down) as a cooperation bonus to all their attack and skill rolls targeting the prey.

### Ram (Finishing)

*Lead:* 5 lengths or less.

*Success:* The predator wins the chase, colliding with the prey. Both are considered to have failed a crash check. After the collision, both vehicles come to a halt.

### Redline (Daredevil)

*Lead:* Any distance.

*Speed:* Increase the chase speed by up to 20 MPH this round.

*Success:* The lead is reduced by a number of lengths equal to twice the difference between maneuver checks. The predator's engine suffers 4 points of damage. Daredevil drivers are skilled at feathering the throttle and their engines only take 2 points of damage from Redline.

### Shortcut

*Lead:* Any distance.

*Success:* The lead is reduced by a number of lengths equal to twice the number between the maneuver checks. The predator must make a crash check during step 7.

### That's Impossible! (Daredevil Only, May be Finishing)

"That's Impossible!" allows you to choose any other predator maneuver and benefit from its effects without applying the modifiers from table 7.1: Chase Maneuvers. This is generally beneficial for the higher-level driver in the chase.

*Lead:* Per maneuver.

*Success:* Per maneuver.

## Prey Maneuvers

### Barnstorm (Daredevil, Finishing)

*Lead:* 25 lengths or more.

*Success:* The prey wins the chase, barreling through a cluttered area. The prey's vehicle takes 10 points of damage. Daredevils make this sort of thing look easy, and take on 10 minus the difference between maneuver checks. Both drivers must make crash checks during step 7.

### Bootleg Reverse (Daredevil)

*Lead:* 10 lengths or less.

*Speed:* The chase speed is reduced by 15 MPH this round.

*Success:* The lead is increased by a number of lengths equal to twice the distance between maneuver checks. The prey's tires suffer four points of damage. Due to their skill, Daredevil drivers suffer only 2 points of damage to their tires.

### Hairpin Turn (Finishing)

*Lead:* 20 lengths or more.

*Speed:* The chase speed is reduced by 25 MPH this round.

*Success:* The prey wins the chase, taking one or more turns the predator can't manage. Both the predator and prey must make crash checks during step 7.

### Lure

*Lead:* Any distance.

*Success:* The lead is increased by 1 and the predator is required to make a crash check with a DC increased by the difference between maneuver checks. The prey is also required to make a standard crash check this round.

*Special:* With a critical success or by beating the predator's maneuver check by 5 or more, the prey may choose to choose to reduce both the predator and prey's crash check DC's by 5 to shift the terrain by one step at the end of the round.

Additionally, if the prey beats the predator's maneuver check by 4 or more using this maneuver he may switch he vehicles' positions, becoming the predator until the end of this chase round. This allows the prey to attack with any forward mounted vehicular weapons.

### Pull Ahead

*Lead:* Any distance.

*Speed:* Increase the chase speed by 10 MPH this round.

*Success:* The prey's lead is increased by a number of lengths equal to the difference between maneuver checks.

### Set Up

*Lead:* 10 lengths or less.

*Success:* The lead is increased by 1 length and the driver and all passengers in the prey vehicle gain half the difference between the maneuver checks (rounded down) as a cooperation bonus to all their attack and skill rolls targeting the predator.

Additionally, if the prey beats the predator's maneuver check by 4 or more using this maneuver he may switch he vehicles' positions, becoming the predator until the end of this chase round. This allows the prey to attack with any forward mounted vehicular weapons.

### Stunt (Daredevil Only, Finishing)

*Lead:* 20 lengths or more.

*Success:* The prey wins the chase, performing a stunt the predator just can't manage. If the prey's maneuver check exceeds the predator's by at least 5, the predator must make a crash check in step 7.

### That's Impossible! (Daredevil Only, May be Finishing)

"That's Impossible!" allows you to choose any other prey maneuver and benefit from its effects without applying the modifiers from table 7.1: Chase Maneuvers. This is generally beneficial for the higher-level driver in the chase.

*Lead:* Per maneuver.

*Success:* Per maneuver

### Vanish (Finishing)

*Lead:* 30 lengths

*Speed:* Increase the chase speed by 20 MPH this round.

*Success:* The prey wins the chase.

### Zig-Zag

*Lead:* Any distance.

*Success:* The lead is increased by a number of lengths equal to twice the difference between maneuver checks. The prey must make a crash check during step 7.