

The Get away



Running from the law or in hot pursuit of a bootlegger, chances are the characters will get into some sort of chase during the game. Whether it's a run through crowded city streets, a duel between trucks on a lonely mountain road, or a policeman riding horseback through the city parks, you need to know how your character can stay ahead in a chase. The rules are the same for all modes of travel from foot chases to high speed boat races.

Cars

In these rules, the word car means any type of motor vehicle. ie Boat, plane or motorcycle. When characters are traveling in a car, one character must be Driving.

Car Movement

all Vehicles have two speeds; slow and fast. The distance a car can move in one turn is shown on the CAR MOVEMENT TABLE this is considered one length for chase purposes.

Speed	Feet	15' map	5' map
Slow	30	2 squares	6 squares
Fast	75	5 squares	15 squares

A car must move at slow speed for at least two turns before it can move at fast speed. A car moving at fast speed can slow down (brake) to slow speed at the end of any turn. A car moving at slow speed can stop at the end of its move on any turn.

A car moving at fast speed can stop by braking to slow speed at the end of a turn. It must then drive at slow speed or two turns, and can stop at the end of the second turn.

Optional Movement Rates

Using these optional rules, cars can move at any speed that is an even multiple of 10 miles per hour (10, 20, 30, 40, etc.).

A car moves 15 feet per turn for every 10 mph of its speed. For example, a car traveling at 40 mph will move 60 feet per Game turn (4 X 15 = 60).

Traffic

Driving around town and chasing cars is of course affected by Traffic density at various times of day. The amount of traffic found in downtown areas at various times are shown on the TRAFFIC DENSITY TABLE. The Effects of Traffic Density. Traffic density affects the chance that a driver will crash. A character's Driving score is modified by the types of traffic as follows:

TRAFFIC DENSITY TABLE		
Time of Day	Type of traffic	Modifier
10:01 p.m. to 6:00 a.m.	Light	+10
6:01 a.m. to 9:30 a.m.	Heavy	-20
9:31 a.m. to 12:00 noon	Moderate	0
12:01 p.m. to 1:30 p.m.	Heavy	-20
1:31 p.m. to 3:30 p.m.	Moderate	0
3:31 p.m. to 6:30 p.m.	Heavy	-20
6:31 p.m. to 10:00 p.m.	Moderate	0

Keeping Track of Car Movement.

When used on the maps, the car counters should be placed so the front of the counter is pointing in the direction the car is moving. When the car moves, the counter is moved the appropriate number of squares on the map. (On the 15-foot-per-square map, the front half of the counter shows the position of the car.)

Who has the lead?

Most cases involve two sides, or two characters. In either case, the person or group being chased is called the Leader, and the person or group doing the chasing is called the Follower.

You need to know how far apart the Leader and the Follower are when a chase begins. All chases use the term Lengths instead of squares as its measurements. The number of lengths that the leader covers before the Follower takes after him is called the leader's head start. Roll 1d10 for length.

HOW FAST IS EVERYBODY GOING?

From a stop

Add leaders head start + leaders move – follower move

Each turn moving

Leaders move – followers move = lengths ahead

Closing the gap: this can be done by:

Taking risk, such as taking a corner too fast, jumping over obstacles, flying too low

Hazards

In a chase, there's a bunch of different kinds of obstacles and complications that can come up. Here's a sample but not comprehensive list. In general, the checks to pass these obstacles are at a -20. If you fail the check, you drop back 1d10 lengths; if you roll a critical failure you take 5 bruise damages from a collision or similar mishap.

Roll 1d10 for what type, or choose one:

1. law enforcement- run into cop or right through a police operation
2. Simple– barrels, gate, street vendor's blanket, etc.
3. Barrier– fruit cart, unexpected turn
4. Wall – traditional “end of alley” wall, fence
5. Gap– ditch, open manhole, pit
6. Traffic– pedestrians, bootleggers, taxi
7. Squeeze – crawlspace, hole in wall, between two parked trucks
8. Water – river, wharf, pool, fountain
9. Terrain – gravel, mud bank, slick cobblestones
10. Construction Site- Piles of brick, workers, supply trucks

Country Road Hazards

D10

1. law enforcement- run into cop or right through a police operation
2. Gap– ditch, washed out road, pit
3. Terrain – gravel, mud bank, snow
4. Swerve to make or miss– fruit cart, unexpected turn off
5. fallen tree or farm animals block the road
6. Slow moving tractor or horse cart
7. Herd of cattle, sheep or horses block the way
8. Barn raising had blocked the road with dozens of cars and wagons.
9. law enforcement- run into a cop chasing someone else!
10. Bootleggers loading trucks

Special Driving Actions

There are three-special driving actions: racing turns, bumping and cutting off.

Racing Turns.

A driver using a racing turn sends the car into a skid by slamming on the brakes and then uses the skid to turn the car around 180 degrees. This action can only be attempted at fast speed. It requires a Driving check with a modifier of -30. Failing the Driving check means the car crashes. If you pull this off you can gain 1d10 lengths.

Bumping.

Trying to force another car to crash by smashing into its side or rear is called bumping. A car can bump at any speed. When a driver tries to bump another car, both drivers must make Driving checks. The driver who is bumping checks normally. The driver who is being bumped checks with a modifier of -30. If both drivers try to bump at the same time, both check with modifiers of -30. A driver can bump only once every three turns.

Cutting Off.

Forcing another car off the road by passing it and then turning directly in front of it is called cutting off. Cutting off can be done at any speed. The driver who is cutting off the other car must make a Driving check. If the check fails, neither car crashes. If the check is successful, the driver of the car being cut off must make a Driving check with a modifier of -30.

Special Maneuvers

Special driving maneuvers can be attempted by the driver when the car has all tires intact and is traveling at high speed.

Bootleg Reverse

A car making a bootleg reverse uses the brakes to cause the vehicle to skid into a 180° turn and come to a complete stop. This maneuver is often performed as a way to quickly reverse direction. The maneuver takes two rounds to complete – one to turn to 90° and another to complete the skid to 180°.

Firing guns from Cars

Driving a car takes two hands, so a character who is driving cannot fire a gun. If the car is stopped, a driver who has a weapon must spend a turn drawing it or picking it up from the seat before he can fire it.

Shooting At Cars

Shooting at cars is handled exactly as the basic game with one exception. When a burst from an automatic weapon hits a car, the attacker must check to see where each bullet hits. Bullets that hit the windshield or a window will wound one passenger each. The game judge determines which passenger each bullet hits, either choosing randomly or by considering the angle of the shot and the arrangement of the passenger's in the car.

Bulletproofing

Bulletproofing increases a car's Hit Points by 10 and reduces its top speed by 20 mph. The windshield and windows of a bulletproofed car can withstand five single shots or one burst before shattering.

Bulletproofing costs one-half as much as the car being bullet-proofed. Touring cars cannot be bulletproofed.

Vehicle Hits

When vehicles are hit, roll for hit location to determine the effect.

Roll	Effects
1-2	Tire Hit: The vehicle takes 2 points of damage and suffers a Tire Blowout and the driver must roll to not crash at a -30.
3-5	Internal Damage: The vehicle takes normal damage and the engine is critically damaged and will stop in 1d10-1 rounds.
6-9	Body Hit: The vehicle takes normal damage. See also Passenger Injuries.
10	Windshield Hit: The vehicle takes a single point of damage and the window is broken. (If there are no windshields, the vehicle takes no damage but passenger injuries must still be resolved.)

Automobiles

Here is a list of classic American automobile types from the era.

Type	Passengers	Max speed	Hit points	Other dangers
Coupe	1-3	50 mph	25 +d10	
Limousine	1-7	70 mph	40+ 2d10	
Sedan	1-4	60mph	35 +10	
Sport	1-2	75mph	25+d10	
Sport Touring	1-6	65mph	30 +d10	
Touring	1-6	60mph	30+d10	
Truck Light	1-3	50mph	50+2d10	
Truck heavy	1-3	50mph	70 +3d10	
Motorcycle	1-2	75mph	15+ d10	

Boats

Type	Passengers	Max speed	Hit points
Row	1-3	5 mph	5 +d10
Sail	1-7	25 mph	20+ 2d10
Tug	1-12	30mph	35 +10
Sport	1-2	55mph	25+d10
Fishing boat	1-20	15 mph	30 +d10
Cargo	1-40	25mph	55+ d10

Pedestrians

Any pedestrian who is about to be hit by a car should be checked for surprise on the turn before he will be hit. This check is not needed if the pedestrian could see the car coming. If the pedestrian is not surprised, he is allowed to make an Agility check on the next turn. A success check means the pedestrian dodged just in time to avoid the car. The pedestrian is hit if he fails his Agility check.

Any pedestrian who is hit by a car must roll on the CRASH DAMAGE TABLE. The pedestrian is injured exactly as if he were a passenger in a car crash. He is allowed to make a Luck check if the injuries are severe enough to kill him. Hitting a pedestrian has no effect on a car.

Collisions with Pedestrians

A car colliding into a pedestrian takes no damage from the collision, except cosmetic damage, while the passenger takes 4 points of damage per 10 mph the vehicle was travelling at.

Collisions with Other Vehicles

A crash happens automatically whenever two cars are in the same space at the same time during their normal movement.

In addition, the driver of a car must make a Driving check whenever

1. The driver is surprised;
2. The driver is injured by gunfire or struck in a fistfight,
3. One of the car's tires is hit by gunfire;
4. The car goes through an intersection at fast speed;
5. The car is traveling at fast speed and makes a turn that is tighter than 45 degrees;
6. The driver attempts a racing turn or tries to bump or cut off another car (bumps, cut offs and racing turns are explained below).

A driver who fails one of these Driving checks must consult make a nerve check or get into a crash and they then take damage based on the nature of the collision.

Head-On Collision: Combine the speeds of both vehicles. Each vehicle takes 1d10 damage per 10 mph, while passengers in each vehicle take 3 damage per 10 mph.

Sideswipe: A sideswipe does 1d10 damage to the vehicle hit and 1d10-1 damage to the attacking vehicle. Passengers in each vehicle take 1d3-1 damage.

Rear End Collision: Subtract the speed of the vehicle hit from the attacking vehicle. The vehicle hit takes 1d10 damage per 10 mph while the attacking vehicle takes 1d6-1 damage per 10 mph. Passengers in each vehicle take 3 damage per 10 mph.

T-Bone Collision: Use the speed of the attacking vehicle. The vehicle hit takes 1d10 damage per 10 mph while the attacking vehicle takes 1d10-1 damage per 10 mph. Passengers in each vehicle take 3 damage per 10 mph.

Running aground: When a boat strikes some part of land they may become beached and unable to move. The player should make a Luck check at -10 per 5 mph they were going.

