

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 course of 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.



Chase path

ROLL D10 TO FIND THE PATH THE CHASE TAKES

1	2	3	4	5	6	7	8	9	10

THE JUDGE ROLLS EACH TURN

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

Taking a "short cut", roll Agility or Driving and if successful gain a bonus 1d10 lengths

If the short cut check fails roll on the hazard check.

Taking a risk

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.

Getting away

Should the leader end the turn twenty lengths ahead they have managed to get away.

CHASING NON-PLAYER CHARACTERS

When NPCs are being chased and you are using the Chase Path Chart, the Judge rolls 1d10 to determine which direction the NPCs take in an intersection. For example, if the NPCs are at a T-intersection, the Judge rolls 1d10: odd means the NPCs turn left. and even means the NPCs turn right.

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 1d10 nonlethal damage from a collision or similar mishap. This is an urban foot chase specific list.

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