

# CHASE RULES SUMMARY

## STEP 1: Deal out Initiative Cards

## STEP 2: Recover from shaken

- Success: may only take the steady action this round.
- Raise: may act normally.
- Failure: drop back 2 range increments.

## STEP 3: If your card is a club, you've hit an obstacle: Make a Driving roll adjusting for obstacle density

- Obstacle Density: Light(0), Sparse(-1), Rough(-2), Thick(-4), Dense(-6)
- Failure: roll a d6, the obstacle is [1-3] soft or [4-6] hard.
- Apply collision damage of 1d6 per 5" of speed.
- Use max speed or pace plus half running die.
- Damage is halved if the obstacle is soft.

## STEP 4: Perform a Maneuver or *Stunt* (targets of stunts must be within 1 range increment)

- Default: Make a Driving roll.
- ◆ Success: You may alter your

distance by one range increment.

- ◆ Raise: You may alter your distance by up to two range increments.
- ◆ Failure: No change in distance
- ◆ Result of 1 or less: Out of Control.
- Steady: No roll, simply maintain current position. Driver ignores MAP when attacking.
- Push
  - ◆ As default, but Driving roll is at -2, and may move one additional range increment on Success or Raise.
  - or --
  - ◆ As default, but Driving roll is at -4, and may move two additional range increments on Success or Raise.
- *Force*: Make an opposed Driving roll against target.
  - ◆ Success: Target hits a soft obstacle.
  - ◆ Raise: Target hits a hard obstacle.
  - ◆ Tie: Vehicles become locked. Both suffer -2 to Driving rolls until one of them gets a raise on their roll.
- *Distract*: Make an opposed Driving roll against target.
  - ◆ Success: Target gets a -2 to next Driving roll.
  - ◆ Raise: Target gets a -2 to next

Driving roll and is Shaken.

- *Parallel*: Make an opposed Driving roll against target.

- ◆ Success: Automatically move vehicle to same range increment as opponent, side by side and within melee combat range.

- ◆ Raise: As above, plus grants +1 bonus to Fighting.

- ◆ Once adjacent, driver and/or passengers may leap from vehicle to opponent's vehicle with an Agility test.

## DAMAGE

Damage that equals or exceeds the vehicle's Toughness forces the driver to make a Driving roll or go Out of Control. Out of Control drivers suffer a -2 to their next driving roll.

Each raise on the damage roll also inflicts a "wound." Each wound caused to the vehicle inflicts a -1 penalty to the driver's Driving skill rolls until someone repairs the damage. The attacker also scores a critical hit for each wound inflicted, and rolls on the Critical Hit Table to find out exactly what happened.

When a vehicle takes its 4th wound, it is automatically wrecked and the driver must make a Driving roll or go out of control.



1	2	3	4	5	6	7	8	9	10