



Feeling the Need For Speed pt2

Updated vehicle house rules

By Matthew Toyama & John Simpson Wedge

In Part 1, we looked at various new and exciting rules that could be included in a regular game of Inquisitor. But in this section, we're going to look at something quite different; an entirely new set of rules for creating high-speed, high-octane, highly dangerous chases across the 41st Millennium. So sit back and enjoy...

Vehicle chases in Inquisitor, aka 'Chase'. By Matthew Toyama and John Simpson Wedge.

"Precinct House 17 to all available units. Officer down and in need of assistance. Grid Reference AG-0-4-0. Shots Fired. Proceed with caution. Suspect is escaping in a black saloon car down Highway 14. Engage and Apprehend. Good Hunting. Out..."

There are occasions during a campaign, where a vehicle chase is simply necessary, (or if this isn't the case, you've got no excuse now!) The problem with the standard vehicle rules in chases is that you cannot get that real feeling of speed! The 'Actions system' that is key to ordinary games of Inquisitor is often a major hindrance during chases as it prevents fluid movement. So instead, this scenario dispenses with some of the normal Inquisitor rules and replaces them with a new set, which allows for a faster paced game. The Chase scenario also makes for a great mini-game all on its own! It is worth noting that the majority of rules from the first part of the article work just as well in conjunction with the 'Chase' game.

Don't worry if some of the units or measurements don't make sense at first; all will be explained in The Workshop at the end of the article, along with an example of a standard ground car.

GET YOUR MOTOR RUNNING!

Setup

- 1. Determine relationship.** The vehicle running is the Prey and their pursuer is the Predator.
- 2. Place Prey.** The prey is placed anywhere along one table edge.
- 3. Determine initial Lead.** GM set or $D10 + 4$. The Prey is moved forward this many yards.
- 4. Place Predator.** The predator may be placed anywhere along the table edge. The vehicle must be able to fit entirely in the playing space.
- 5. Determine Traffic.** Light, Medium or Heavy. This accounts for not only slower moving vehicles, but also frequency of other obstacles. When traffic is called upon to modify a characteristic test, unless noted otherwise, the modifiers are as follows; Light = +20%, Medium = 0%, Heavy = -20%.
- 6. Determine Initial Speed.** The chase starts at a speed equal to half the prey's Top Speed. For more information on speed, see The Workshop below. All vehicle speed is measured in Y/T (Yards per Turn).
- 7. Set up terrain.** Suggest that you use only a few buildings and suspend your disbelief as much as you need to! Or alternatively go nuts and buy lots of the new Cities of Death buildings!

ROAD PHASE

This is the heart of the chase, the Phase when the drivers make their moves. The players select a speed and an action (if desired) which they write on a paper. Once everyone has written down their move, they are revealed at the same time. Then all movement should be worked out.

The faster of the two vehicles is moved forward the difference between the two speeds. All movement is done before any shooting or psychic powers are resolved. Sideslips are worked out after the vehicles are moved due to speed adjustments. The specifics of what a Driver can do are listed in the Driver's Edge section below.

The terrain (including obstacles and fallen characters) are moved back a number of yards equal to the speed of the slowest vehicle. Alternatively, buildings and other pieces of scenic terrain (Not obstacles and characters) can be shifted slightly or left where they are for ease of play. In the 41st millennium the Machine Cult builds many prefab cities, and the streets all end up looking similar (at least, that's our excuse).

Example: Inquisitor Harr'yet is chasing Pirate Capt. Al'ain. Harr'yet wants to catch Al'ain as fast as possible, so he writes down that he is accelerating to 38 Y/T and wants to sideslip 4 yards left to pull up next to Al'ain. Al'ain figures that Harr'yet is going to try to overtake him, and wants to keep his lead, so he writes down that he wants to accelerate to 41 Y/T and fire his Shruikens Pistol. The actions are revealed and Al'ain is moved forward 3 yards ($41 - 38 = 3$) and Harr'yet is shifted 4 yards to the left. Al'ain doesn't have a perfect shot at Harr'yet, but he can still open fire and hope to hit.

OBSTACLE PHASE

This phase always follows the Road Phase. The GM rolls a die based on how heavy the traffic is in this part of the locale. For light traffic a D10 is rolled, a D6 for medium traffic, and a D3 for heavy traffic. If a 1 is rolled, then an obstacle is encountered. When an obstacle rears its ugly head, roll a d10 to determine what's going on. Place the appropriate Obstacle Marker or Terrain Piece at the forward end of the table. When a vehicle comes into contact with an obstacle marker resolve it immediately.

1: Gap! The drivers are quickly reaching a Steep Ditch/ Rising Drawbridge/ Edge of a cinematically tall building. Luckily there is a convenient place that they can launch themselves up and over this obstacle. All drivers must make a Nv test when they encounter this obstacle. If they pass, then they must swerve to align themselves properly for the jump. If they fail the Nv test, then they slide into a halt before the ramp. If the Swerve is failed, then the jump is missed and the vehicle crashes.

2: Blockade! The drivers have attracted the attention of the local enforcers. They have set up a vehicle blockade, trying to stop the chase. The Prey has the option of stopping and ending the chase or Swerving, to find the weak point in the blockade and ram it. If the swerve is successful, then half the toughness of the blockade, otherwise the blockade is counted as a T-90 vehicle. Assuming the Prey smashes through the blockade, the Predator

does not have to deal with it as there is now a gaping hole where two cars once were.

3: Oncoming Traffic! The chase has turned down a one-way street, or has simply moved one lane too far over, and the drivers are facing a street full of oncoming vehicles. Both vehicles must swerve with an additional -20%. If the test is failed, then the driver rams into an oncoming vehicle. Oncoming vehicles are standard T-65 ground cars. The force of the impact is sufficient to bring the car to a screeching halt.

4: Tight Turn! The chase is quickly approaching a building! Both drivers must swerve or crash.

5: Pothole! There is a large pothole directly in front of the chase. Both drivers must swerve to avoid the pothole. If the driver simply runs over the pothole then any insecure passengers must pass an S check or fall from the vehicle and there is a 5% chance that the vehicle suffers a damage level to its wheels.

6: Narrow Pass! There is a narrow tunnel/ alley coming up and it can only accommodate one vehicle at a time. The GM should place the terrain in such a fashion temporarily to represent the tunnel. If the vehicle(s) fail to align themselves with the tunnel, they crash into the tunnel's entrance. Both vehicles should be able to fit through the tunnel.

7: Slick! This stretch of road is slippery with oil, ice, or water. Both drivers must make a Nv test to remain in control of their vehicle. If they fail then they lose control.

8: Debris! There are Fire Cans/ Crates/ etc. littering the street. Both drivers must swerve or add D3 to their vehicle's damage total.

9: Slow Moving Vehicle! There is a pickup truck loaded with furniture, or similar vehicle directly ahead of the chase. The Vehicle is counted as a Pickup Truck (T-80) that's moving at 20 Y/T

10: Pedestrian! An Old Lady/ Small Child/ Monotask Dog-walking Servitor is crossing the street. There's no way for them to get out of the way in time, and the driver's first action that turn must be to swerve to avoid hitting them. This result deals no damage to either vehicle, but players should be encouraged to role-play appropriate reactions (i.e. A ruthless Chaos Cultist may have no qualms of running down a pedestrian, but an Arbites Judge would be more likely to swerve.) If the Lead vehicle runs down the pedestrian, then the Secondary has no need to swerve, the obstacle has been dealt with.

The GM is encouraged to change the way obstacles are described as appropriate for the locale. However, we have included a 'marker sheet', which contains all the necessary obstacle markers, and a few blank ones for you to invent your own.

Passenger Phase

The passenger phase is worked out in the same way as a standard turn of Inquisitor. As the title implies, only passengers may act in this phase, drivers and vehicles have already had their share of the action.

HOT RODING HOTSHOTS AKA 'THE CREW'

The Driver's Edge

The character in control of the vehicle is the Driver. The driver must keep one hand on the wheel at all times to maintain control of his vehicle. If he is driving with his off hand, he suffers the usual -20% penalty to any driving related checks he encounters.

A driver with one hand on the wheel, may have a weapon in their other hand, and use it as normal, counting it as a combined action (He has to keep his eyes on the road after all).

Driver Manoeuvres:

Note that driver manoeuvres must be written down in detail. So, if are travelling at 2/5 Y/T and want to accelerate to 30 Y/T and sideslip 3 yards left then you must write; Accelerate 5 Y/T, sideslip 3 yards left.'

Speed

Accelerate – Faster! He's gaining on us! The driver increases his car's speed by a number of Y/T up to his vehicle's acceleration value.

Cruise – No need to rush, just keep on cruising. The driver maintains his current speed.

Brake – Sometimes you just have to slow down. When braking, a driver decreases his speed by a number of Y/T up to his vehicle's brake value. If a driver chooses to brake, then he may only choose to side slip or swerve if he brakes no more than _ of his braking power value. Any more than this and he must pass an I test, modified by traffic or go out of control

Action

Sideslip – Sometimes you need to move aside to pass the chumps. When performing the sideslip manoeuvre, the vehicle is moved up to 6 yards directly left or right. The driver writes down which direction the vehicle moves and how far. If he comes into contact with his enemy's vehicle he may attempt to sideswipe or push it as detailed below under Crash and Burn.

Shoot – Say 'ello to me little friend. The driver fires a weapon he's wielding in one hand. Treat this as a normal shooting attack, measured from the driver's seat. If the windows or windshield is still in place, the target gets 2 points of ablative armour from shooting through your own glass.

Open Window – Gotta get some air. The driver opens or closes his driver side window. If the vehicle has Powered Windows, then he can open or close any or all of the vehicle's windows in a single action.

Use Psychic – I wonder if I can blood boil that car's fuel line... The driver attempts to unleash a psychic ability. This is a move for the brave, foolish or desperate only. Since the driver is, well, driving, he must take is psychic test with a modifier based on traffic; -10% for Light, -25% for medium, -40% for heavy. When using psychic abilities against a vehicle, the GM has final say on what can and cannot affect the vehicle itself. As a good rule of thumb, All Psychic bolts and Machine empathy can affect the vehicle, and Biomancy (Except storm of lightning) and Telepathy are generally useless against them. The rest is up to a GM to decide.

Swerve – Just get out of my way! Swerving is more of a test than an actual action, but a driver can't Swerve and Sideslip or Shoot in the same action. To swerve, the driver must pass an Initiative test modified by traffic and situation.

For the following situations, the driver incurs a -2% modifier to swerve tests for every 1 Y/T above or below the maximum or minimum safe speeds:

Ditch! Min 50
Blockade! Min 45
Oncoming Traffic! Max 35
Tight Turn! Max 35
Pothole! Max 45
Debris! Max 40
Pedestrian! Max 40



RIDING SHOTGUN

A passenger on a vehicle during a chase is generally free to move about as he pleases. On their turn, they declare and roll actions as per the standard Inquisitor Game.

Passengers are divided into two types, Secure and Insecure. Secure passengers are the types who are seated and strapped in. Insecure passengers cover all other, from characters hanging onto the roof of a speeding ground car, to others who are merely standing in the bed of a Pickup.

Passengers may be allowed to rest their ranged weapons and aim. However aiming bonuses are lost if the vehicle they're riding in swerves or is moved more than 6 yards forward in the road phase. Secure passengers are allowed to rest their weapon and take up to 2 levels of aiming. Insecure passengers are allowed to rest their weapon and take up to 1 level of aiming.

Secure passengers are immune to pinning and knock back. They also tend to have more armour, as they are usually located well within the vehicle's metal frame. However if they are attacked in Close Combat, they may not dodge, and count as prone for the purposes of being hit and parry penalties. Characters that must turn to fight their opponent, can only turn 90 degrees. They may still attempt to parry if they must turn more than this, but they never negate the extra 20% penalty for turning more than 90 degrees.

By contrast, insecure passengers have much more freedom to act. They behave in all ways as a normal Inquisitor Character. If they are pinned, they fall prone, but may opt not to move the d3 yards (it's safer lying flat on the roof of a car, rather than leaping to the moving pavement after all). If they suffer from knockback, then determine it normally. If the knockback value is enough to push them off the vehicle, then they may attempt an I test to save themselves.

If they pass, then they catch onto the side of the vehicle and count as being dragged. Insecure passengers must also pass an Initiative test every time the vehicle they're in swerves, or they lose their balance and count as being pinned.

Insecure passengers may also attempt to leap between vehicles. As is normal, a character may leap a number of yards equal to their S/20. Leaping is a risky action and if the character fails, then he only jumps half the distance he normally can. Jumping from vehicle to vehicle requires an Initiative test, modified by the distance between the two vehicles and traffic. (i.e. jumping to a vehicle 3 yards away in heavy traffic is a -23% to one's I value). If the player can place the centre of the model's base on a relatively flat part of the vehicle he's leaping to, then the character lands squarely. More often than not, the model's centre will be over a door or just a few centimetres short of the flat on a ground car's rear. If the character's base is only partly on the vehicle's body, then the player must make another Initiative test. If he fails, he falls, but if he succeeds then he catches onto something and is now counted as being dragged (A far better alternative to falling off the vehicle).

SHOOTING BY PASSENGERS

Characters may fire at passengers, instead of at their opponent's vehicle. If you choose to shoot at a passenger, roll to hit as normal. If you miss, but can still hit the vehicle, then workout the hit as an attack to the vehicle's body location. If you hit a passenger in a location that's covered by the vehicle, then count it as being in cover with an AV equal to the vehicle's body armour. A vehicle's windows and windshield count as 2 points of ablative armour. Make a note of whether the windows are up or down, and if the windshield and windows are still intact. You can shoot through your own windshield if you wish.

Traffic also imposes a penalty as the random, but easy to avoid comings and goings of a locale forcer drivers to weave and mess up sight lines of passengers. All shooting attacks have a -0% penalty in light traffic, -10% in medium traffic and -20% in heavy traffic.

If a passenger wishes to attack the vehicle he's riding, then he hits it automatically.

CRASH AND BURN!

Crashes are handled as described in the Inquisitor article "Put the Pedal to the Metal." If a vehicle crashes head-on with anything, it grinds to a halt and the chase ends. If the crash is only a glance, then the vehicle continues forward, though it is moved back D6 yards due to lost speed.

Rams

During a chase, all speed is relative, so ram speed is handled in a similar way. Sideswipes are slow rams, as are rams that occur because the predator manages to accelerate up to 7 yards into the Prey's bumper. If he could accelerate 8 yards, then it'd be a combat ram, and if he somehow pulled off a 12 yard acceleration, it'd be a fast ram.

If a vehicle goes out of control, the driver must pass an Initiative test with a negative modifier equal to 1/2 the vehicle's speed. If it is passed he regains control, if it is failed then the vehicle must perform a sideslip action in the next Road phase, in a random direction (1-3 = left 4-6 = right) a distance equal to 1/4 of the vehicle's speed. For every turn that the vehicle is out of control, the driver incurs a -10% to their Initiative. If the vehicle hits a wall/obstacle whilst Out of Control, it automatically crashes!

Sideswipes and Pushes

If a driver opted to sideslip and he comes into contact with another vehicle, then he moves up against his opponent's vehicle and ends his sideslip. He may then attempt to sideswipe or push his opponent's vehicle if he wishes.

If he chooses to sideswipe his opponent then the opposing vehicle suffers a low speed ram.

If he opts to push his opponent, then the player must take a T test against his vehicle's Toughness with a difficulty of _ the opposing vehicle's Toughness. If the test fails then there is no other effect. If the test succeeds, then both vehicles are moved D3 yards in the direction the vehicle was being pushed and Roll a D6. On a 4+ the vehicles are 'locked' together.

When two vehicles are 'locked' both vehicles must take a toughness test at the beginning of each turn. If both are failed then the vehicles remain locked and can do nothing except move at the same speed (just take the average of the two), If one passes and the other fails, then the vehicles that passes has control of the 'lock' and may act as normal, the other car must follow the lead car. If both pass then the lock is broken and the vehicles may act as normal. When two vehicles are 'locked' all shooting is given a +40% to hit modifier.

THE WORKSHOP AKA

'MAINTENANCE FOR DUMMIES'.

Vehicle Basics

A Vehicle in the 'Chase' mini-game has 5 basic stats:

Toughness – How resilient a vehicle is.

Acceleration Power – How many Y/T a Vehicle can add to its current speed per turn.

Braking Power – How many Y/T a Vehicle can subtract from its current speed per turn.

Max Speed – How many Y/T a Vehicle can move in total.

Passengers – How many secure passengers a vehicle can hold.

Speed – All vehicle speeds are measured in Yards per Turn Y/T. "Yards" is a relative term used to describe how far to move things like obstacles and passengers who've fallen off their vehicle and do not represent true scale yards. For Example, a Car chase may be moving at only 30 yards per turn, but in the scene they may be travelling at speeds up to 60 or 70 mph (293-342 Y/T).

To use Graham McNeill's Ground car as an Example, assuming it's a basic car, let's give it these stats.

T – 65
AP – 8
BP – 12
MS – 45
Passengers – 4

A vehicle also has a few derived stats such as hit location, armour, and damage and destruction values. McNeill's article covers how to assign these traits and what they do. To finish off the Ground Car Example, Our finished basic car has the Following Stats.

Ground Car

T	AP	BP	MS	Passengers
65	8	12	45	4

Base Damage Value: 7

Destruction Value: 33

D100 Roll	Location	Armour	Damage Levels
01-55	Body	6	L-M-H
56-75	Engine	4	L-M-H
76-00	Tires	7	L-M-H

Main Weapon: None

VEHICLE CUSTOMISATION RULES

The above rules are wonderful for playing with any vehicle, but sometimes the GM has a vehicle in his Motor pool that is a souped up hotrod, or a rickety old tractor! The customisation rules presents the willing GM with the tools to represent the differences between such vehicles, after all we don't want those Arbites Heavy Patrol Tanks to out manoeuvre our Necromundan Corsairs do we?

The following rules are entirely optional and should really only be used by groups who wish to add an additional level of depth to their chases and are already familiar with the Chase mini-game. These are special qualities to be added to a vehicle. If a quality is not selected then it is assumed that the vehicle is of "Average" in that area and has no modifiers to the rules.

Steering response

Sluggish – The vehicle's piloting mechanism is worn and has some play to it, or the vehicle itself is simply too large to make turns well. A vehicle with Sluggish response can only sideslip 5 yards per turn, and suffers a -10 penalty to swerve.

Excellent – The vehicle is light or has a high performance control system installed. A vehicle with excellent response can sideslip up to 7 yards per turn and has a +10% bonus to swerve.

Lightning – A vehicle with lightning response is almost invariable an ultra-light, personal vehicle, such as a street racing bike. A vehicle with excellent response can sideslip 8 yards per turn and has a +20% bonus to swerve.

Suspension

Inferior – The car's springs and shocks need a lot of work. Secure Passengers may rest their ranged weapons but cannot aim and Insecure Passengers may not aim or rest their ranged weapons.

ABOUT THE AUTHORS

Matthew Toyama first encountered Inquisitor when it was originally launched, but did not truly begin playing until a year ago. His current motor pool consists of a pair of ground cars and a stake truck. This is his first Fanatic Article.

John Simpson Wedge has been playing Inquisitor for 3 years now. He often spends more time working on rules and characters than he does on his coursework! His current vehicle pool contains some ground cars, a promethium tanker, an Arbites skimmer and an armoured truck! This is his second Fanatic Article.

Superior – The car's stock suspension has been replaced with high performance springs and shocks. Secure passengers are allowed to rest their weapon and aim as normal. Insecure passengers are allowed to rest their weapon and take up to 2 levels of aiming. In addition, when the vehicle swerves, any passengers with aiming bonuses lose only 2 levels of aiming.

Weight

Heavy – Heavy vehicles are often very difficult to move due to their sheer weight and size. Heavy Vehicles add 10 to their Toughness when they become involved in a push or ram. However their weight can cause problems and they suffer a -10 penalty to avoid a 'Gap!' or 'Tight Turn!'. They also suffer an additional -5% penalty to tests to regain control.

Light – Light vehicles are usually move manoeuvrable but more fragile. Light vehicles gain a +10% bonus to avoid 'Gap!', 'Tight Turn!', or 'Debris!' obstacles. However they subtract 10 from their Toughness when involved with a push or ram.

TURN SUMMARY

Just so you don't have to keep flicking through the entire scenario to find what you're after, here is a summary of the basic turn procedure.

The Road phase

- Players write down their movement/intended actions.
- The road and cars are readjusted to their new positions.
- Any obstacles encountered are resolved.
- Sideswipes, rams and pushes are resolved.
- All driver shooting is resolved.

The Obstacle Phase

- Roll to see if any new obstacles are placed.
- Position the obstacle on the opposite table edge.
- Place new terrain (if desired) on the opposite table edge.

The Passenger Phase

All passengers carry out their actions as per a normal game of Inquisitor.

IN CONCLUSION

When we started writing these rules, all we had was a basic idea and the desire to create a 'rolling road' scenario for Inquisitor. Over time, we came to realise that this was not going to be possible within the standard Inquisitor framework, and so the 'Chase' mini-game was born. We had originally planned to release the scenario on its own, however this all changed after a series of discussions on the Conclave which normally began "Wouldn't it be cool if...". More often than not, our response was "Yes, yes it would." and we'd sit down and write up the rules for whatever the latest idea was, be it new rules for ramming, or how to include walkers in ordinary games of Inquisitor.

As ever, these rules are by no means the end. There is plenty more for us (and others) to work on, so don't feel bound by what you see written down. If you don't like something then don't use it. If you think you could come up with some better rules then please give it a go!

