

CHASES & VEHICLE REFERENCE CHART

SETUP

Break all the participants into groups that will maneuver together.

Shuffle an extra deck of Action Cards and deal them out in a row on the table (nine is a good number for most chases, add more as needed).

The Range between participants is the number of Chase Cards (not counting the attacker's card) times the Range Increment, which varies for the type of chase:

RANGE INCREMENTS

TYPE	INCREMENT
Foot, Mounted, or Vehicular	5
Airplane or Sailing Ship	25
Jets or Starships	50

CRITICAL FAILURE ON MANEUVERING SKILLS

- **Mounted:** Roll a d6. 1–2: the rider loses his turn; 3–4: his mount suffers Fatigue (this applies to the animal's rolls *and* the rider's Riding rolls); 5–6: the rider suffers Fatigue from a bad bounce, low-hanging obstacle, or overexertion trying to control his animal.
- **Vehicle:** The operator must roll on the **Out of Control** table.
- **Walking/Running:** Roll a die. Even, he loses the rest of his turn as he stumbles, negotiates an obstacle, or takes a wrong turn. Odd, he suffers Fatigue.

DAMAGE

Vehicles cannot be Shaken, but if damage equals or exceeds their Toughness (whether they take a Wound or not), the driver must make a maneuvering roll or go **Out of Control**. If this is a chase, the vehicle is Bumped as well. Each raise causes a Wound and one roll on the **Vehicle Critical Hits Table**.

OUT OF CONTROL

Damage caused by an Out of Control roll doesn't trigger another Out of Control roll, but a Wound triggers a Critical Hit.

2D6	EFFECT
2	Major Collision: Everyone in the vehicle is Distracted. It takes d4 Wounds and one Critical Hit.
3–4	Minor Collision: The vehicle takes a Wound and a Critical Hit.
5–9	Distracted: Ground vehicles spin out or skid. Airplanes or spaceships stall, slide, flip, or roll unexpectedly. Everyone on board is Distracted until the end of their next turn.
10–11	Vulnerable: The vehicle and everyone on board is Vulnerable until the end of their next turn.
12	Glitch: Something is jarred loose or breaks from rough handling. The vehicle takes a Critical Hit (reroll Crew results).

VEHICLE CRITICAL HITS

2D6	EFFECT
2	Scratch and Dent: The attack just scratches the paint or passes clean through the body without hitting anyone or anything vital. There's no permanent damage.
3	Guidance/Traction: The wheels, tracks, sails, thrusters, etc. have been hit. Reduce Handling by one each time this occurs (to a maximum penalty of –4).
4–5	Locomotion: The engine, mainsails, boiler, etc., is hit. Top Speed is reduced by 10% each time this occurs (to a minimum of 60% Top Speed).
6–8	Chassis: The vehicle suffers a hit in the body with no special effects.
9–10	Crew: For direct damage, subtract the vehicle's Armor (if appropriate for the victim's position) and apply the remainder to a random crew member. Area effect weapons affect everyone in a section determined by the GM. If this is the result of a Collision , the occupants are Shaken.
11	Weapon: A random weapon is destroyed. If there is no weapon, this is a Chassis hit instead.
12	System: The vehicle loses an electronic system, its airbags, or some other system determined by the GM. If it doesn't have any special features, treat this as a Chassis hit instead.



MANEUVERS

■ CHANGE POSITION (Action or Free Action):

A character or driver may change his position by making a maneuvering roll as a free action. Success allows him to move up or down one Chase Card, and up to two with a raise. The character may also Change Position as an action, adding +2 to his roll. Either way, this maneuver may only be used once per turn.

Speed Bonus: If a rider, runner, ship, or vehicle's Top Speed is faster than the fastest of his rivals, he adds +1 to his maneuvering roll to Change Position, or +2 if he's twice as fast.

Dropping Back: In a linear chase, a character may drop "back" one or two Chase Cards without making a maneuvering roll. He may not Change Position further, either as an action or a free action.

■ **EVADE (Action or Free Action):** The character or driver zigzags through terrain, maximizes cover, or otherwise concentrates on not getting hit. Melee and ranged attacks against him, his vehicle, or anyone on it suffer a -2 penalty until the *start* of that vehicle's next turn. The character and any occupants on his mount or in his vehicle *also* take the penalty to their attacks as the erratic movement or obstacles affect their targeting and aim as well. If the character performs this maneuver as an action, the penalty increases to -4 (in both directions).

Evade may not be taken more than once per round (it does not stack).

■ **FLEE (Action):** A character or vehicle may escape the chase if there are at least four Chase Cards between himself and the closest foe. If so, he makes a maneuvering roll at -4 and escapes if successful. The penalty is reduced to -2 if there are at least five cards between them, and 0 if there are six or more.

■ **FORCE (Action):** The attacker attempts to force a rival away from his vehicle or into an obstacle. To do so, both must be on the same Chase Card and make opposed maneuvering rolls. If the attacker wins, he **Bumps** his foe. A raise is treated as if the defender rolled a Critical Failure on a maneuvering roll (see **Maneuvering Skills, Savage Worlds**).

The GM may also allow characters to use other skills, such as Shooting, to put obstacles in the foe's path. Critical Failure means the attempt backfires on the attacker!

■ **HOLD STEADY (Free Action):** The character, driver, or pilot holds steady to line up a better shot. They ignore the Unstable Platform and Running penalties, but attacks against the vehicle and all its occupants are made at +2 until the beginning of their next turn (this does *not* stack with Vulnerable).

BUMP

"Bumps" move a foe one Chase Card in a direction chosen by the attacker. An attacker can't Bump a particular target more than once per turn.

Groups always stay together in a chase, so they're only moved if their driver or leader is Bumped or the GM feels it's narratively appropriate.

■ **RAM (Action):** An attacker can Ram a defender if they're on the same Chase Card by making opposed maneuvering rolls. If successful, *both* participants cause the following damage to the other:

- **Scale:** The base damage is based on Scale: Small (d6), Normal (2d6), Large (3d6), Huge (4d6), and Gargantuan (5d6).
- **Raise:** +d6 bonus damage for the attacker if he got a raise on his maneuvering roll.
- **Toughness:** +d6 if the vehicle's Toughness is higher than his foe's; +2d6 if Toughness is twice as high.
- **Speed:** +d6 to both sides if the attacker's Top Speed is between 60 and 120 mph; +2d6 if it's over 120 mph.

COMPLICATIONS

A character faces a Complication if his Action Card is a Club. On his turn, he must make a maneuvering roll as a free action. The suit on his current Chase Card (*not his Action Card*) determines any modifier to the maneuvering roll and the results of failure.

COMPLICATIONS

SUIT	MOD	FAILURE RESULT
Spades	—	Treat as a Critical Failure on a maneuvering roll.
Hearts	-	The character or vehicle is Bumped.
Diamonds	-2	The character or vehicle is Bumped.
Clubs	-2	Treat as a Critical Failure on a maneuvering roll.
Joker	+2	The character or vehicle is Bumped up to two Chase Cards.