

## Improved Chase Flow Chart for Automobiles.

**Note:** Before using this chart, be familiar of these simple rules to follow so that the "chase scene" in the game does not end prematurely.

1. These driving checks and situations usually apply to the driver performing the vehicle checks, if it applies to passenger(s), they shall state it.
2. Passengers do have the option to do actions on their turn during a "chase sequence", such as shoot weapons. If a successful hit to any vehicle is achieved to their tires only allow the area damage if hit twice in a row. This shall allow a fairly sizable "chase sequence" where the chase is more important than disabling the vehicle.
3. You may use the "**Chase Flow Chart**" in the Administrator's Screen if you wish a detailed "Chase Sequence".
4. Failed Driving Checks recovered by the second reflex Driving Check will result in a 1/2 Firing check for the vehicle effected.

## **Roll 1d8**

- 1: Even road - No driving check unless Special Maneuver is chosen for turn.
- 2: Driving Up Hill - Driving Check + 10.
- 3: Wet section of road - Driving Check -10.
- 4: Occurrence - See Chart A.
- 5: Driving Down Hill - Driving Check - 10.
- 6: Occurrence - See Chart A.
- 7: Gravel section of road - Driving Check - 20.
- 8: Even road - No driving check unless Special Maneuver is chosen for turn.

## **Chart A.**

### **Roll 1d12.**

- 1: **Street Construction Crew:** Roll **1d6**:  
    **1-2:** Light Construction - Full Driving Check.  
    **3-4:** Medium Construction - ½ Driving Check.  
    **5-6:** Heavy Construction - ¼ Driving Check.
- 2: **Accident;** Intersection ahead is blocked by emergency vehicles, damaged vehicles, curious onlookers and stopped traffic.  
    Modifier: Evade vehicles: ½ Driving Check.  
              Evade everything: ¼ Driving Check.  
    ***Note:*** Hitting Pedestrians will cause 1d4 damage to vehicle per person hit (roll 1d10 to determine number hit).  
    > Firing Checks will be at a ½.
- 3: **Public Event:** Parade, Funeral, Protest, Street Festival, Street Concert, ect...  
    Modifier: Evade vehicles: ½ Driving Check.  
              Evade everything: ¼ Driving Check.  
    ***Note:*** Hitting Pedestrians will cause 1d4 damage to vehicle per person hit (roll 1d10 to determine number hit).  
    > Firing Checks will be at a ½.
- 4: **Red Light;** Intersection ahead has traffic stopped. 2 Driving Checks:  
    Modifier: 1st: Evade stopped vehicles - Full Driving Check.  
              2nd: Evade oncoming traffic - ½ Driving Check.

- 5:     **Special Occurrence - See Chart B.**
- 6:     **Emergency Vehicle Approaching;** All traffic slowing down and turning to right hand lane. 2 Driving Checks:  
          Modifier: 1st: Avoid collision due to change in traffic pattern - Full Driving Check  
                      2nd: Avoid becoming boxed in - ½ Driving Check.
- 7:     **Traffic Obstacle:** Traffic Circle, Speed Bumps, Meridians, ect...  
          Modifier:     ½ Driving Check
- 8:     **Pedestrian:** Jaywalker, Skateboarder, Cyclist, Ball Chaser, Animal, ect...  
          Modifier:     ½ Driving Check  
                      *Note:* Hitting Pedestrians will cause 1d4 damage to vehicle.
- 9:     **Motorist:** Californian lane changer, car pulling out of parked position, Drunk Driver, Sunday Drivers, ect...  
          Modifier: Movement of Obstacle;     Slow: Driving Check - 10.  
  Medium: Driving Check - 25.  
  Fast: Driving Check - 40.
- 10:    **Speed Trap;** Vehicles slowing down suddenly without warning or obeying speed limit.  
          Modifier:     (1d4) ½ Driving Checks  
                      *Note:* If manned Police speed trap, Officer may pursue.
- 11:    **Moving truck and movers moving furniture;** Large moving van and team of movers carrying various furniture.  
          Modifier:     Evade movers: ½ Driving Check.  
                          Evade everything: ¼ Driving Check.  
                      *Note:* Hitting movers and/or furniture will cause 1d4/1d6 damage to vehicle per object hit (roll 1d10 to determine number hit).  
                      > Firing Checks will be at a ½.
- 12:    **Special Occurrence - See Chart B.**

## **Chart B.**

### **Roll 1d8.**

- 1:     **Dual effect road:** See main chart, roll twice & combine modifiers (Re-roll if "even road" or "occurrence").
  
- 2:     **Train approaching at upcoming crossing:**  
          Modifier:     Beat the Train: 2 Driving Checks  
                          1st:     Acceleration - Full Driving Check.  
                          2nd:     Dodge - 1/2 Driving Check.  
                          Pursuing Vehicle: 2 Driving Checks.  
                          1st:     Acceleration - Full Driving Check.  
                          2nd:     Dodge - 1/4 Driving Check.
  
- 3:     **Bridge raising up ahead:** 2 Driving Checks.  
          Modifier:     Jump the Bridge: 2 Driving Checks  
                          1st:     Acceleration - Full Driving Check.  
                          2nd:     Jump - 1/2 Driving Check.  
                          Pursuing Vehicle: 2 Driving Checks.  
                          1st:     Acceleration - Full Driving Check.  
                          2nd:     Jump - 1/4 Driving Check.  
  
          > Firing Checks will be at a 1/4.
  
- 4:     **Fire or emergency:** City's emergency vehicles blockading entire road ahead.  
          Modifier:     Evade vehicles: 1/2 Driving Check.  
                          Evade everything: 1/4 Driving Check.  
                          *Note:* Hitting Pedestrians will cause 1d4 damage to vehicle per person hit (roll 1d10 to determine number hit).  
          > Firing Checks will be at a 1/2.
  
- 5:     **Police Involvement:** Police car or motorcycle begins pursuit.

- 6: **Poorly Maintained Road:** Large potholes, uneven surface, large ruts, manholes & pipe sticking out of ground. Roll 1d8.

<u>Roll</u>	<u>Large vehicle</u>	<u>Sporty vehicle</u>	<u>Motorcycle</u>
1-2:	Full Driving Check - 20 (for all classes)		
3-4:	Full Driving Check	1/2 Driving Check	1/2 Driving Check
5-6:	1/2 Driving Check	1/4 Driving Check	1/4 Driving Check
7-8:	1/4 Driving Check	1/4 Driving Check	1/4 Driving Check

> Firing Checks will be at a 1/2.

- 7: **Narrow stretch of road:** Tunnel, slim bridge, alleyway, ect...

Roll 1d4.

1:	Full Driving Check - Speed modifier.
2:	1/2 Driving Check
3:	1/2 Driving Check - Speed Modifier.
4:	1/4 Driving Check.

> Firing Checks will be at a 1/2.

- 8: **Entering Freeway;** Entering into higher speed roadway by merging. Roll **1d6:**

**1-2:** Light Traffic - Full Driving Check.  
**3-4:** Medium Traffic - 1/2 Driving Check.  
**5-6:** Heavy Traffic - 1/4 Driving Check.