



UPDATES FROM SAVAGE WORLDS: EXPLORER'S EDITION TO SAVAGE WORLDS DELUXE

Chase Rules

A complete list of all changes from
Savage Worlds: Explorer's Edition to *Savage World Deluxe*,
will be on our Downloads page at www.peginc.com.

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Chases

The Vehicle Rules on page 98 handle fast-paced action on the table-top. This is impractical for chases that take place over longer distances such as city streets or the open ocean, so use the Chase rules instead. It's built for situations when the heroes must catch someone or something—or escape from it!

Chase Length

First determine the length of the Chase:

- **Standard:** Five rounds, used for most chases and usually simulates less than a minute of action per turn.
- **Extended:** 10 rounds, used for long pursuits such as those that take place between ships, and may be measured in minutes, hours, or even days.
- **Dogfight:** The “chase” is actually a battle with highly mobile participants. It ends only when one side or the other withdraws or accomplishes its objectives.

At the end of the last round, any prey who haven't been otherwise stopped or captured escape and the pursuit ends.

Chase Cards

Rather than dealing Action Card as usual, have everyone roll the appropriate “maneuvering Trait” as listed below:

- **Agility:** Foot chase
- **Boating:** Watercraft
- **Driving:** Vehicular chase
- **Piloting:** Air or spacecraft
- **Riding:** Mounted animals

Participants draw a card for each success and raise on the maneuvering Trait roll, and keep one (usually the highest) as their Action Card. This determines not only their initiative but how well they managed to “maneuver” that particular round.

Characters who don't score at least a single success remain in the chase but get no Action Card that round.

Making a maneuvering Trait roll does not count as an action.

► **Advantage:** A character with a higher card than a foe is said to have “advantage” over him. This is abstract so it may mean the character is ahead, behind, or even parallel to his foe. The important thing is that he has somehow maneuvered in such a way as to gain a superior position, and can bring his

weapons to bear (if he has any and is inclined to use them). See **Attacks** for further information on using the Advantage.

► **Speed:** A character may add +2 to his roll if he or his vehicle has a higher top speed than the fastest opponent; or +4 if his top speed is twice as fast as his opponent's. (Use Pace plus the character's maximum possible running value if on foot or mounted.)

► **Edges:** Level Headed and the Quick Edge don't apply to maneuvering Trait rolls in Chases.

► **Terrain:** If the Chase takes place primarily over difficult terrain, the GM should inflict a -2 penalty to all participants' Trait rolls.

► **Climb:** If an aircraft has a better Climb than his foe, he may also add +2 to the roll.

► **Passengers:** Those riding in a vehicle have a choice. If they want to help the pilot or driver maneuver, and it makes sense in the context of the situation, they may make a cooperative maneuvering Trait roll. They draw no cards themselves but may add to the driver's total as usual.

The GM must decide what makes sense here. A passenger in a car might help navigate and make a cooperative roll—but a second passenger probably could not. On a sailing ship, the crew could make a group cooperative Boating roll to help the captain's total.

A passenger who makes a cooperative roll and wants to act would suffer the usual multi-action penalty. Passengers act on the driver's Action Card.

Attacks

Characters act on their Action Card as usual. Since distance is abstract, the value of their Action Card determines any penalties to the roll due to Range and whether or not a melee attack is possible (in chases where it's even a possibility).

A character must have Advantage (an equal or higher Action Card) than his target to attack it. A character with an Action Card of 7, for example, can only attack targets with Action Cards of 7 or lower. A target with a higher card has outmaneuvered the attacker this round and cannot be targeted.

► **Groups:** Extras roll as distinct groups and act on the same Action Card as usual. Divide each group's attacks up proportionately among the opposition, losing attacks against heroes who have Advantage over them. For example, nine



wolves act on Seven and there are five player characters, so each hero is assigned two wolves. Any heroes who have higher cards than the wolves aren't attacked that round. (This keeps characters with low cards from getting attacked by every enemy in the chase.)

The opposite is not true. The player characters may always attack any foe or group of foes they have Advantage over.

► **Force:** A driver with advantage may attempt to distract or even ram another vehicle in the chase as a normal action. The "trappings" may vary, but it is treated as an opposed maneuvering Trait roll modified by range. (Cooperative rolls may be allowed as usual.) On a success, the target suffers a -2 to his next maneuvering Trait roll. On a raise, the target is affected as if they hit an obstacle (see Complications).

► **Shaken Characters:** If a character driving or piloting a vehicle is Shaken, he must make an Out of Control roll (see page 100). If the vehicle suffers damage, calculate it at half the vehicle's Top Speed (see page 58).

Characters who are Shaken at the start of a turn make their maneuvering Trait roll at -2. They attempt to become un-Shaken on their Action Card as usual.

Complications

If a character's Action Card is a Club, he faces some sort of Complication on his action. Check the Complications Table.

Players who rolled high enough to get multiple cards may choose to take a lower card to avoid a Complication.

After the Complication is dealt with, the character may continue his action as usual—assuming he survived.

Example: Knights & Bandits

The heroes are a knight and a squire chasing three bandits through the woods. The knights are on horseback while the bandits are on foot.

The three bandits make a group Agility roll (as they're on foot) and get a 5. That's one success so they draw a single card—a lowly Three.

The squire's Riding roll is 7 after adding +2 for being faster than the bandits. That's one success so he draws one Action Card—a Jack of Clubs. Clubs signals a Complication, and the Jack indicates a Minor Obstacle (the GM decides he must avoid low-hanging branches). The Squire fails and is hit by the heavy limbs for Fatigue from Bumps and Bruises.

The knight's Riding total is 13. He draws three cards and chooses the best—a Joker. Since he's ahead of the bandits and has a King or higher he can make a melee attack. He levels his lance and one less rogue plagues the King's Road.

Example: Road Warriors

Abel drives a rig through the wasteland. Big Ben rides shotgun beside him, while Cale mans the turret on the back of the fuel tanker. Dala trails behind on a motorcycle.

Chasing them are five gangers on motorbikes. They make a group Driving roll of 7, draw a single card, and get an Eight.

Abel makes a Driving roll and gets a 7. Big Ben decides to "navigate," pointing out the debris in the road ahead, and makes a cooperative Driving roll. He's successful and adds +2 to Abel's total, making it 9. That's a success and a raise, so Abel draws two cards and takes the highest—a Ten. He's faster than the gangers, so they can't attack him this round.

Cale mans a crossbow turret on the back of the rig. He acts on Abel's card of Ten, meaning he's at Long Range (-4). He fires and scores a kill—a ganger bites the radioactive dust.

Dala is on a motorcycle and rolls a 4. She gets one card—a Four of Clubs. That's a Major Obstacle Complication so she has to make a Driving roll at -2 or suffer a nasty wipeout. She barely makes it, the GM describing her skidding around an outcropping of rocks.

The gangers are on Eight so they can only attack Dala (on a Four). Since there are five of them and four targets, the GM divides them up proportionately and decides only two are in position to attack. One ganger misses but the other scores a hit and wounds Dala, meaning she has to make another Driving roll or go Out of Control.

Attack Range & Complications Tables

Card	Range	Complication Table
Two	Out of Range. The enemy is out of range or blocked and no attack is possible this round	Disaster: Make a Trait roll at -4. If the roll is failed, the character suffers a disaster of some sort—a car hits a solid obstacle at its top speed, a runner falls off a ledge, etc. Where this isn't possible, the runner gives out, the vehicle stops, etc. In any event, this participant is out of the chase.
3-10	Long Range (-4)	Major Obstacle: Objects of some sort get in the way. Make a Trait roll at -2 to avoid them or suffer damage appropriate to half top speed if in a vehicle, or a Fatigue level (Bumps and Bruises, see page 86) if on foot.
Jack—Queen	Medium Range (-2)	Minor Obstacle: Objects of some sort get in the way. Make a Trait roll to avoid them or suffer damage appropriate to half top speed if in a vehicle, or a Fatigue level (Bumps and Bruises, see page 86) if on foot.
King—Joker	Short (no penalty), and melee attacks are possible	Distraction: Something obscures the character's vision or path. He cannot attack this round.