



RETURN TO SLEEPY HOLLOW

A BAND OF HEROES MUST ESCAPE THE CLUTCHES OF THE HEADLESS HORSEMAN!
BY SHANE HENSLEY – ART BY CHARLES KEEGAN & AARON ACEVEDO

In the dark shadow of the grove, on the margin of the brook, he beheld something huge, misshapen and towering. It stirred not, but seemed gathered up in the gloom, like some gigantic monster ready to spring upon the traveler.

Excerpt from “The Legend of Sleepy Hollow,” by Washington Irving.

You’ve most likely heard the tale of the Headless Horseman. Or perhaps seen the fantastic Disney cartoon or the live-action version, *Sleepy Hollow*, by Tim Burton.

Excellent as those tales may be, however, they leave out two important details. First, a group of loyal villagers went to look for Ichabod that chill Autumn night and also ran into the Horseman.

Second, a chance encounter with a priest, bumbling along the backwoods of Tarry Town in a runaway coach, gave those same villagers a chance to defeat the haunt once and for all. Whether they did or not is a subject of much conversation...

SUMMARY

This adventure was created to showcase and teach the new Chase rules in the *Savage Worlds* Adventure Edition. Hopefully it’s also a brief but entertaining encounter you can bolster with dim lights and dramatic music (the soundtrack to *The Legend of Sleepy Hollow*, composed by the incredible Danny Elfman, is particularly recommended).

It consists of three segments that form one longer Chase:

- The heroes are chased from the “covered bridge” of Sleepy Hollow lore to Tarry Town.
- The loyal friends must protect a priest whose horse has panicked and run away with him back toward the covered bridge.
- The Horseman accidentally crosses the bridge and becomes vulnerable for a time, giving the heroes a few rounds to send him to the infernal abyss.

By the time you finish this tale you and your players should be well-versed in the Chase rules, easily adding in vehicles, aircraft, and even spaceships in your future games.

You’ll also need the *Savage Worlds* Deluxe rules, free [Test Drive rules](#), or the *Adventure Edition* if it’s available by the [time you read this](#). You’ll also need to print and cut out the character sheets and tokens at the end of this adventure.



THE HEROES

The player characters are a band of ordinary citizens from the village of Sleepy Hollow. When word went out that Ichabod Crane had gone missing, they set out to the schoolmaster’s aid. A trail of charred, broken pumpkin shells marked his path along the road from Tarry Town to the old covered bridge. Read the following aloud when you’re ready to begin this frantic tale:

You followed two sets of horse prints from the village to the old covered bridge, the one legend says the Headless Horseman cannot cross. Along the way you saw fragments of burned and shattered pumpkins—a telltale sign of the legendary Horseman.

You rode to the bridge on your horses. All are farm animals more accustomed to plows than riding, but they got you here. Now they seem nervous, stomping and snorting suddenly at some unseen force sensed somewhere in the dark night.

Moments later you hear a horse cantering in the distance. Perhaps it’s your friend Ichabod. But no. Your worst fears are realized. Bolting suddenly from the trees is the phantom himself, glowing with green bale fire! He holds no reins on his black stallion, but a flaming Jack-o-lantern in one hand and a razor-sharp saber in the other!

As one, your terrified animals bolt instinctively away from the covered bridge toward town! Then the Horseman is almost upon you! Run! RUN! Perhaps if you can make it to the lights of Tarry Town the specter will fade back into the accursed night!



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See the Pregenerated Heroes for the player characters' statistics (as well as their mounts). They pale in comparison to the Headless Horseman's immortal steed, but at least the horses give them a fighting chance—those who flee on foot have no chance of escaping the spirit's wrath.

PART ONE: THE HORSEMAN COMETH

■ FROM THE COVERED BRIDGE TOWARD TARRY TOWN

- **SETUP:** Deal out nine cards to form chase route. The Horseman starts on the first Chase Card to the left. The heroes start on the second. The Range Increment in a mounted chase is 5", so they're 10 yards away from the haunted Hessian.

The Headless Horseman pursues the hapless villagers from the covered bridge (for now!) back toward town, represented by the ninth Chase Card. Once *all* the heroes reach that card, Part One ends and Part Two begins.

The Horseman can be Shaken but is otherwise Invulnerable. He's also the immortal spirit of this road, so player characters cannot Flee (see the **Maneuvers** in the attached Chase Rules), and if he's somehow unhorsed or forced off the road, his spectral stallion returns him to the chase the following round.

So what can the heroes do? Their main priority should be to race along the Chase Cards to Tarry Town (the last card). They can also Force the spirit to Bump him and slow him down, or Shake him with attacks to keep him from keeping up. They may also Test the Horseman or Support each other in their various action (you'll find the rules for Test and Support on page 7).

RUNNING THE HORSEMAN

If anyone successfully Tests the Horseman with Taunt and he has yet to act that turn, he attempts to retaliate against whoever Taunted him, either in melee if he's close enough or with a flaming Jack-o-Lantern otherwise. Otherwise, the GM can decide what the Horseman does each round or use the suit of his Action Card to decide:

HORSEMAN ACTIONS	
SUIT	ACTION
Spades	Melee Attack: The Horseman attempts to close and make a melee attack (a Multi-Action if there are no more than two Chase Cards between himself and the nearest foe).
Hearts	Pumpkin Attack: The Horseman hurls a Jack-o-Lantern at the closest player character.
Diamonds	Unearthly Laugh: The Horseman Tests the closest character with a disembodied laugh (Intimidation).
Clubs	Stumble: The Horseman deals with his Complication then tries to throw a pumpkin or make a melee attack if on the same Chase Card as a foe.

Heroes Never Die: The Horseman only attacks riders, never horses. If a hero is Incapacitated or fails a Riding roll at some point and falls off, he's out of the chase until the start of the next part. Then he appears from the darkness, wounded but alive, and continues on with his companions.

PART TWO: FATHER MONROE'S WILD RIDE

■ FROM TARRY TOWN BACK TO THE COVERED BRIDGE

- **SETUP:** Shuffle the Chase Cards and deal out a new row of nine cards. Father Monroe starts on the third Chase Card, the Horseman on the second, and the heroes on the first.

Tarry Town is almost in sight when a lurching horse and buggy come skidding around the bend ahead. Inside is Father Monroe, the town's heavyset and hapless priest!

Monroe's horse has panicked and is running wild, *straight toward the Horseman!* The animal bounds past the Hessian in wild-eyed fright and races off as fast as it can—back toward the covered bridge! The Horseman bounds after the hated priest, eager for the blood of a holy enemy!

The heroes must reach the covered bridge on Chase Card nine. The priest races for it by Evading each round and using an action to Change Position so he can get to the bridge as fast as possible.

Run the Horseman as before, but this time his attacks are focused primarily on the priest unless Taunted.

Father Moore can't be Incapacitated. He simply howls in pain when injured, whips the reins on his panicked horse, and continues on! If he makes it to the bridge without being Wounded, however, each of the heroes gets a Benny!

🦄 FATHER MONROE

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d4, Common Knowledge d6, Driving d6, Faith d6, Fighting d4, Notice d6, Persuasion d6, Stealth d4

Face: 5; **Parry:** 4; **Toughness:** 7

Hindrances: Obese, Yellow

Edges: —

Gear: Horse and buggy (Size 3, Handling -1, Top Speed 11 MPH (Pace 7), Toughness 9 (1), Crew 1+3).



PART THREE: THE HORSEMAN'S MISTAKE

■ FROM THE COVERED BRIDGE INTO THE WOODS AWAY FROM TARRY TOWN

- **SETUP:** Shuffle the Chase Cards and deal a new row of nine. The heroes begin on the first Chase Card, the Horseman on the second.

The Horseman's hatred of the holy man carries him onto the covered bridge, a major mistake for the deathless spook! Read the following when you're ready to start this segment.

The Hessian's laugh echoes through the night—he must think he has you! But his zeal has cost him dearly! As Father Moore's wagon races onto and over the bridge the Headless Horseman mistakenly continues pursuit. The spirit's green bale fire fades away and he moans with great despair! Father Monroe swerves around, back toward Tarry Town, but the spook cannot follow. In fact, he bolts away from the bridge and into the dark woods, perhaps seeking another route around the stream.

You can sense the dreadful phantom is now vulnerable. If there was ever a chance to rid Sleepy Hollow of this terrible fiend, this is it!

The shoe's on the other foot now! The heroes can chase the Headless Horseman, no longer Invulnerable but still plenty tough! He races into the dark forest in an attempt to find his way back around the stream, for if he crosses running water again he will surely perish.

The Horseman attempts to put distance between himself and the heroes to flee. If he reaches the end of the Chase Cards he fades into the shadows and disappears. He returns to haunt the Tarry Town road next Halloween.

If the heroes manage to incapacitate the Hessian however, read or paraphrase his long-overdue demise:

You strike what should be the Horseman's death blow but instead, his horse rises up on two legs and lets out a hellish whinny that will haunt your dreams for the rest of your days.

He falls backward off his baying mount, perhaps trying to escape it, but his heavy black boots are caught in the stirrups. A fiery portal bursts open, flooding the grim night with infernal orange light that threatens to sear your eyes from your skulls.

You blink and see the Hessian has somehow regained his head! He has a gaunt, grim visage with bloodshot eyes and hair matted in wet, dark blood. He glares at you, a pleading mixture of hate and fury. "NEIN!!!" he screams in German.

His black stallion snorts fire and charges forward, galloping directly into the flaming portal and dragging the screaming Horseman to whatever terrible fate awaits. You see vile and grotesque images beyond this doorway to Hell and instinctively shrink back against the mind-numbing horror within.

When you finally glance back, the portal is gone. You see nothing but drag marks in the mud of the road, abruptly ending a dozen feet on. You sense the Hessian has finally gone to his just reward, and though you are forever scarred by your encounter, you know you have dealt the death blow to the legendary Headless Horseman.

And that is no small thing.

THE END

The Horseman has been defeated, until next Halloween or eternity. Those heroes who survive can return to their lives in Tarry Town. In the years to come, there are occasional rumors of a schoolteacher matching Ichabod Crane's description in some more distant town. Perhaps he survived and wisely fled the haunted forests and hills of Sleepy Hollow. Or perhaps the Headless Horseman slew his mortal form and consumed his soul. Either way, he—and now a new band of heroes—eventually pass into the stuff of legends.



THE HEADLESS HORSEMAN

The Horseman is a murderous Hessian whose hatred of his foes was so powerful he returned as a bloodthirsty haunt. On certain nights he manifests in the flesh to torment the living. This is such a night.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d10, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d6, Riding d10, Stealth d8

Pace: 6; **Parry:** 6 or 7 (Saber); **Toughness:** 6

Hindrances: Bloodthirsty, Mean, Vengeful (Major), Weak Willed (the Horseman subtracts 4 when resisting Intimidation or Taunt Tests, see **Test** profile on page 7).

Edges: Nerves of Steel, Steady Hands

Gear: Saber (Str+d6, Parry +1)

Special Abilities:

- **Bale fire:** Green flame covers the Horseman's form once he appears to mortal eyes. Attacks against him never suffer illumination penalties and he automatically fails Stealth rolls once inflamed. Otherwise the spirit may skulk about normally.
- **Fear (-2):** The Horseman causes a Fear test.
- **Flaming Jack-o-Lanterns:** The Horseman can conjure and hurl a flaming pumpkin each round using Athletics (throwing). The Range is 5/10/20 and it causes 2d6+2 damage to anyone it hits.
- **Invulnerability:** The Horseman can be Shaken but not Wounded. After he crosses the covered bridge, he becomes vulnerable for the duration of the encounter.
- **Nightmare:** The Horseman rides a massive black stallion that magically responds to his will. If unhorsed, the rider remounts on his next turn as a free action.

THE HORSEMAN'S BLACK STALLION

The demonic nightmare is both the Hessian's constant companion and his earthly warden, for if the Horseman is defeated it is the stallion's task to drag him back to the pits of Hell.

Attributes: Agility d10, Smarts d8 (A), Spirit d10, Strength d12+2, Vigor d8

Skills: Athletics d10, Fighting d8, Intimidation d8, Notice d10

Pace: 14; **Parry:** 6; **Toughness:** 9

Edges: Fleet-Footed

Special Abilities:

- **Kick:** Str.
- **Invulnerability:** The nightmare may be Shaken but never Wounded.
- **Size +3:** The stallion weighs over 1,200 pounds.

PREGENERATED CHARACTERS

Most of the characters in this tale aren't adventurers in their prime. This is intentional, both because it's a horror adventure and to encourage the use of Support, Test, and maneuvers to keep the Horseman at bay rather than attacking him (and remember he's Invulnerable until Part Three anyway). Franklin Van Tassel, for example, is well-suited to encourage his comrades thanks to his Charismatic Edge, while Jonas and Brom try to Shake or distract the evil spirit.

🦅 JONAS BARNABY

Jonas is an older farmer, but in his younger days was a fierce fighter in various wars along the frontier.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

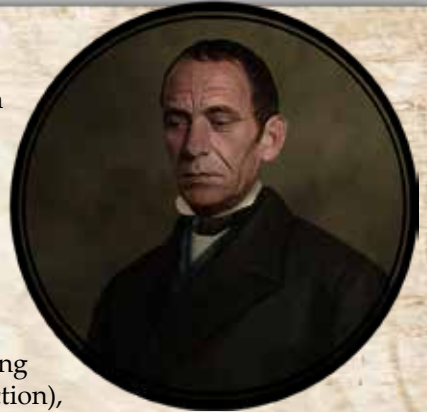
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Riding d6, Shooting d8, Stealth d6

Pace: 5; **Parry:** 6 or 7 (Saber); **Toughness:** 6

Hindrances: Elderly, Hard of Hearing (Minor), Loyal

Edges: Nerves of Steel

Gear: Flintlock pistol (Range 5/10/20, Damage 2d6, can be reloaded during the chase by taking the Hold Steady maneuver and taking no other action), 10 shots of ball and powder, old saber (Str+d6, Parry +1), horse.



🦅 FRANKLIN VAN TASSEL, ESQUIRE

Franklin isn't much of a fighter but he knows how to get under his rivals' skin. Perhaps that will be helpful this chill night.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d8, Fighting d4, Notice d6, Persuasion d8, Riding d6, Stealth d4, Taunt d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Cautious, Heroic, Loyal

Edges: Alertness, Charismatic*

Gear: Cane (Str+d4, breaks on a Critical Failure), horse.

**Immediately after rolling a Persuasion test that's not a Critical Failure, you may roll the test again. If you do, this replaces the first roll entirely. You may spend Bennies afterward as usual.*



🦅 BROM BONES

You cannot believe that scrawny school teacher had friends. And friends who will brave the wrath of the Horseman at that! But you can't let Katrina ride off into the night on her old nag—you would look like a coward to the rest of Tarry Town. Besides, you do love her. Right?

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

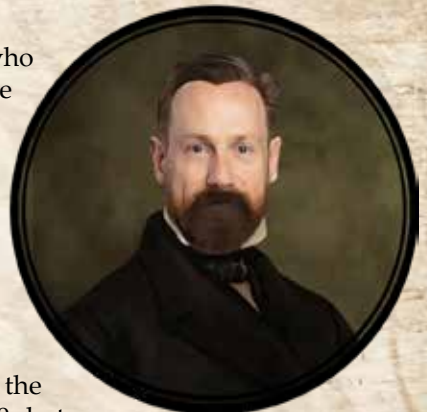
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Riding d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6 or 7 (Saber); **Toughness:** 7

Hindrances: Arrogant, Jealous (Minor), Vengeful (Minor)

Edges: Brawny

Gear: Flintlock pistol (Range 5/10/20, Damage 2d6, can be reloaded during the chase by taking the Hold Steady maneuver and taking no other action), 10 shots of ball and powder, old saber (Str+d6, Parry +1), horse.



PREGENERATED CHARACTERS

Most of the characters in this tale aren't adventurers in their prime. This is intentional, both because it's a horror adventure and to encourage the use of Support, Test, and maneuvers to keep the Horseman at bay rather than attacking him (and remember he's Invulnerable until Part Three anyway). Katrina can Support her friends (adding +1 for Attractive to her Persuasion rolls). Elizabeth might use her slingshot to Test the Horseman with a Taunt rather than attack! Stalking Deer is the most effective warrior in the adventure since she has both a bow and arrows *and* the Steady Hands Edge.

🦋 KATRINA VAN TASSEL

Ichabod loves you with all his scrawny heart. Brom Bones wants to possess you. Your famous father wants to control you. But you're no one's possession. Perhaps foiling this accursed spirit will convince them to leave you alone.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d4, Intimidation d6, Notice d6, Persuasion d8, Riding d6, Stealth d6, Taunt d6

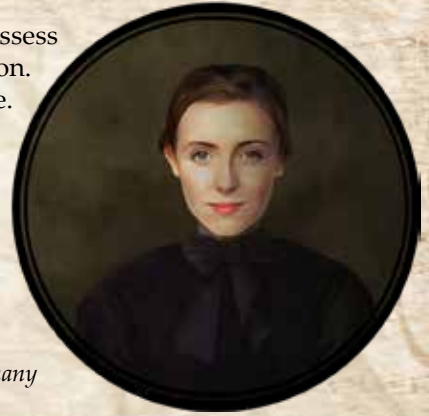
Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Overconfident, Loyal, Stubborn

Edges: Attractive

Gear: Riding crop (Str), horse.

**Attractive adds +1 to Persuasion rolls, very useful in this adventure for Supporting her many friends with words of encouragement!*



🦋 ELIZABETH GOODY

Katrina Van Tassel is closer to you than your own sister and you cannot let her look for that fool Ichabod alone. You also enjoy showing up Brom Bones, who you think you might just be able to take in a fair fight.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Riding d6, Stealth d4, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Impulsive, Loyal, Stubborn

Edges: Brawny

Gear: Hatpin (Str+1), slingshot for squirrel hunting and pesky boys (Range 3//12, Damage 2d4), 12 sling stones, horse.



🦋 STALKING DEER

You are a woman of the Alipconck tribe. Ichabod has been teaching you the strange language of the white people, and in return you've shared the legends of your people with him. Some of his other friends told you the school master was in trouble and you wasted no time mounting your pony and rushing along with them to help.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Riding d6, Shooting d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Heroic, Loyal, Outsider (Minor)

Edges: Luck, Steady Hands

Gear: Bow (Range 12/24/48, Damage 2d6), 12 arrows, horse.



HORSES

HORSE

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d4, Notice d6

Pace: 12; **Parry:** 4; **Toughness:** 8

Edges: Fleet-Footed

Special Abilities:

- **Kick:** Str.
- **Size +2:** Horses weigh between 800 and 1,000 pounds.

HORSE

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d4, Notice d6

Pace: 12; **Parry:** 4; **Toughness:** 8

Edges: Fleet-Footed

Special Abilities:

- **Kick:** Str.
- **Size +2:** Horses weigh between 800 and 1,000 pounds.

HORSE

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d4, Notice d6

Pace: 12; **Parry:** 4; **Toughness:** 8

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Special Abilities:

- **Kick:** Str.
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Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d4, Notice d6

Pace: 12; **Parry:** 4; **Toughness:** 8

Edges: Fleet-Footed

Special Abilities:

- **Kick:** Str.
- **Size +2:** Horses weigh between 800 and 1,000 pounds.

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Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d4, Notice d6

Pace: 12; **Parry:** 4; **Toughness:** 8

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Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d4, Notice d6

Pace: 12; **Parry:** 4; **Toughness:** 8

Edges: Fleet-Footed

Special Abilities:

- **Kick:** Str.
- **Size +2:** Horses weigh between 800 and 1,000 pounds.

Use these statistics for each of the character's horses.
Encourage the players to name their trusty steeds as well!

SPECIAL RULES FOR RETURN TO SLEEPY HOLLOW

Note that this adventure is intentionally difficult, not to kill the player characters, but to force them to think outside the box and learn all the different things they can do during a chase besides make attacks (though those are important to both to keep the spirit Shaken and possibly destroy him in Part Three!)

- **HEROES NEVER DIE:** Incapacitated player characters take a Permanent Injury and carry on rather than perishing.
- **HIGH ADVENTURE:** Characters can spend a Benny to gain the one-time use of a Combat Edge.
- **MOUNTED COMBAT:** If a rider falls, he takes 2d4 damage but hastily scrambles back upon his mount and rejoins the chase normally the following round (learning the Chase rules is the point of this adventure, after all!). If a rider's horse is Incapacitated during the Chase it struggles on Exhausted for the remainder of the tale.

OTHER NEW RULES

The new Support and Test rules replace cooperative rolls and Tricks/Tests of Will from the Explorer's Edition. They are especially helpful in Chases, so a playable preview is included here to help your players survive the clutches of the Headless Horseman in the accompanying *Return to Sleepy Hollow* adventure. You'll find a bit more detail and an example in the *Savage Worlds* Adventure Edition.

Tests can make an opponent Distracted or Vulnerable so we've included those rules below as well.

SUPPORT

Sometimes characters may want to cooperate or help an ally with a task. If so, and the GM decides it's possible, supporting characters roll whatever skill they feel is relevant (on their action if the game is in rounds). Success adds +1 to the lead character's applicable total, and a raise adds +2. A Critical Failure on the support roll subtracts 2 from the lead's total—sometimes extra hands just get in the way!

Remove all Support bonuses at the end of the character's turn, whether he used them or not (perhaps by taking an action different than the one he was Supported for).

The maximum bonus from all Support rolls is +4. Strength tests are an exception and have no maximum bonus since more muscle can always manage more mass.

Players and Game Masters are encouraged to be creative when making Support rolls. An adventurer with Survival, for example, might make a roll to find useful herbs for an ally attempting a Healing test, or a galactic explorer with Science might calculate slingshot vectors that help a friend make a tricky Piloting roll to navigate to a new jump point.

General encouragement, by the way, is a Persuasion roll. Saying, "You can do it!" or "Check your six!" are a perfectly acceptable uses of Support (with the GM's approval).

SUPPORT VS. TEST

The Support option can be used against an opponent narratively, but the only effect it can have is as detailed above. If a character wants to "trip up" an ogre to help a friend make a Fighting roll against it, for example, she can add +1 or +2 to his roll, but she doesn't actually trip the ogre. It's not made prone, Distracted, Vulnerable, or Shaken as it might if she had used the **Test** option.

The advantage for a player in making a Support roll over a Test is to help an ally and avoid a more difficult opposed roll for the Test (even though narratively it might seem like it should be).

TEST

The **Support** option allows a character to help out her allies. Test is the opposite—it lets him make things more difficult for his foes!

Tests include embarrassing an opponent, throwing sand in his eyes, staring him down with a steely gaze, or anything else a clever player can think of to rattle his enemy and put him off-balance.

To perform a Test, the player describes the action and works with the GM to determine the most appropriate skill to roll for it. He then makes an opposed roll resisted by whatever attribute the skill is linked to. Tripping someone up, for example, is an Athletics roll. Athletics is linked to Agility, so that's what the defender resists with. Taunt is linked to Smarts, so verbally humiliating someone is resisted by that attribute. Fighting, when used as a Test instead of an actual attack, isn't compared to Parry—it's opposed by Agility.

If the attacker wins the opposed roll, he can choose to make his foe Distracted or Vulnerable. If he wins with a raise, the target is Shaken as well.

Modifiers: The GM must determine which modifiers apply to a Test. Shooting, for example, should include Range, Cover, Illumination, Recoil, etc. A hero with a bonus to his Parry does *not* add it to his Agility when challenged with a Fighting roll, however, because the defender resists with Agility—not his Parry.

Take the details into consideration as well—granting a bonus to Taunt for hitting a rival's ego where it hurts, for example, might be worth a +2 bonus to the attacker.

Repetition: Using the same or similar action repeatedly quickly grows less effective, so the GM should apply a steep penalty if a character's Tests become repetitive (or disallow it entirely).

Additional Dice: If characters have additional dice for a Test, such as when using a weapon with a high Rate of Fire, he may roll all the dice but takes only the highest as his Test total. He doesn't get multiple results and he can't spread them out to other targets.

DISTRACTED & VULNERABLE

Characters may be Distracted or made Vulnerable by Tests, powers, or creature effects. Here's what each of them mean:

- **DISTRACTED:** The character suffers -2 to all Trait rolls until the end of his next turn.
- **VULNERABLE:** Actions and attacks against the target are made at +2 until the end of his next turn. This doesn't stack with The Drop (see below)—use only the highest.

COMPLICATIONS

SUIT	MOD	FAILURE RESULT
Joker	+2	The character or vehicle is Bumped up to two Chase Cards.
♠	-2	The character or vehicle gets Bumped.
♥	—	Vehicles roll on the Out of Control Table. Runners or mounted riders suffer Fatigue.
♦	—	The character or vehicle gets Bumped.
♣	-4	Vehicles roll on the Out of Control Table. Runners or mounted riders suffer Fatigue.

RANGE INCREMENTS

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



PINNACLE
ENTERTAINMENT GROUP

Use these tokens for the *Return to Sleepy Hollow* adventure
Permission is granted to print for personal use.

KICKSTARTER
OCT 16 - NOV 14

EVEN MORE FAST! FURIOUS! FUN!



CHASES & VEHICLES

One of the most thrilling staples of adventure film, television, and fiction is the chase. This simple twist on the regular combat rules lets you race muscle cars over blasted deserts, track freestyle runners across concrete jungles, and even recreate desperate dogfights in the sky or the depths of space.

When to Use These Rules: Use the Quick Encounter rules if you just want to find out if the heroes catch a fleeing foe. If you want more detail, use these rules for highly mobile pursuits too large for the table-top. You'll also find rules for resolving damage against vehicles, and what effect it has on their drivers in this section.

The Basics: Participants vie for position using "Chase Cards" to track relative distance.

MANEUVERING SKILLS

The rules that follow often call for "maneuvering skill" rolls. Exactly what skill that is depends on whether the character is on foot, mounted, or in a vehicle of some sort:

- **AIRPLANE OR SPACESHIP:** Piloting
- **FOOT:** Athletics
- **MOUNT:** Riding
- **VEHICLE OR WAGON:** Driving
- **WATERCRAFT:** Boating

Critical Failure: The standard results for Critically Failing a maneuvering roll are listed below, but the GM can always create her own result appropriate to the situation as well:

- **Vehicle:** The operator must roll on the **Out of Control** table (page 119).
- **Character:** 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.
- **Mounted:** Roll a d6. 1–2: the rider loses his turn; 3–4: his mount suffers Fatigue that applies to all its Riding rolls for the next hour; 5–6: the rider suffers Fatigue from a bad bounce, low-hanging obstacle, or overexertion trying to control his animal.

SETUP

To start a chase, 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).

Now break all the participants into each group that will move and act independently. Everyone in the same ship, boat, or vehicle, for example, is one group. In a foot chase, each player character acts independently because they move independently. The horde of Extras chasing them can be broken up into groups as the GM decides.





Red and Gabe pursue a ninja in a foot chase (a 5" Range Increment). Gabe is four cards from the ninja so he's 20" (40 yards) away. Red is two cards from the ninja so she's 10" (20 yards) away.

The rear-most character or vehicle should be at the rear—on the far left card or “Card 1.” Everyone else should be placed to his right as fits the circumstances.

Add more cards to either end of the row if someone falls behind or surges ahead.

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

These are *suggested* ranges based on the weapons typically used in that type of chase. The goal is to give most ranged weapons the ability to fire at a few cards distance and give an advantage to those with longer ranged weapons.

CHASE ROUNDS

Once all the participants are placed, deal each character or group an Action Card at the start of each round as usual. The characters on each card then act in whatever order they choose as their Action Card comes up. This is important and means passengers can Support their driver before he has to make a critical roll, for example, Test a foe to make him Vulnerable, or attack *before* their vehicle changes distance (*or after*) to take maximum advantage of their weapons.

Boarders: Characters in or on an *enemy* vehicle get their own Action Card (as a group).

Minimum Speed: The Game Master must decide who’s allowed to participate in a chase. A kid on a bike might be able to chase bandits in a car if the streets are very congested, but is left behind after a round on the open road.

Ending the Chase: A chase ends when one side gets away (disabling all pursuers, the Flee maneuver, etc) or is forced to stop. Participants can always choose to stop if they want, either dropping out or stopping to engage their enemies.

A chase might also end after a certain number of rounds or as one or more of those involved reach a certain card along the track. In a Weird War II bombing run, for example, the bombers might need to reach the last card on the track to drop their payload. The fighters scrambling after them must try to stop them before they reach their target.

CHASE ACTIONS

Characters in a chase can do most anything they’d normally do, such as Test, Support, use powers, or make attacks. The GM decides how close a character has to be to try a particular action. A defender must be able to see or hear a Taunt for it to be effective, for example. If the attacker and defender are connected via audio or video feeds, of course, distance probably won’t matter.

Nonplayer character crews of ships, starships, and other large vehicles are assumed to be doing their jobs already and shouldn’t roll Support or Tests. Those special actions are the domain of the player characters or named Extras—including those on the opposing side!

Held Actions: A character on Hold may attempt to interrupt enemy actions as usual. In personal combat (including foot chases), this is an opposed Athletics roll. When mounted, it's opposed Riding rolls. In vehicle chases, the GM must decide which skills are most appropriate (Athletics vs. maneuvering to interrupt the driver, for example).

If trying to act before an entire vehicle, ship, or group with multiple characters takes its action, the opposed roll should be made against the driver or leader.

MANEUVERS

Below are a number of special maneuvers characters can attempt during a chase. Maneuvers may also be part of a Multi-Action. A driver can Change Position and fire his weapon, for example, or say he attempts a Force if he gets close enough.

- **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 her 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 (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.

GROUPS IN CHASES

Make Group rolls for Extras who will move and act together. If they have a Wild Card leader, use his skill to make maneuvering rolls and assume his leadership keeps the group together.

This means Shaken members of a group are dragged along with the rest, and individual Wounds or other conditions are ignored unless that specific member is targeted, or *all* the members of the group share the same condition.

- **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 attempt a Force, the attacker and defender must be on the same Chase Card. The attacker then makes an opposed maneuvering roll. If he wins, he **Bumps** his foe (page 116). A raise is treated as if the defender rolled a Critical Failure on a maneuvering roll (see **Maneuvering Skills**, page 113).
- **HOLD STEADY (Free Action):** The character, driver, or pilot holds steady to line up a better shot. The character or vehicle and all its occupants are Vulnerable until the beginning of their next turn, but add +2 to their melee and ranged attacks.
- **RAM (Action):** An attacker can Ram a defender if they're on the same Chase Card by making an opposed maneuvering roll. If successful, *both* participants cause the following damage to the other:
 - **Size:** The base damage each being or vehicle causes is based on Size: Small (d6), Normal (2d6), Large (3d6), Huge (4d6), and Gargantuan (5d6).

- **Raise:** +d6 bonus damage if the attacker got a raise on his maneuvering roll.
- **Toughness:** +d6 if the attacker's Toughness is higher than the defender's; +2d6 if Toughness is twice as high.
- **Speed:** +d6 if the attacker's Top Speed is between 60 and 120 mph; +2d6 if it's over 120 mph.

COMPLICATIONS

If a character or group's Action Card is a Club, something has gone wrong. An obstacle may block the path, the engine might stall, or a hero might have to run through mud, ice, uphill, or some other impediment.

The suit on the character or vehicle's current Chase Card (*not his Action Card*) determines any modifier to the maneuvering roll and the results of failure.

COMPLICATIONS		
SUIT	MODIFIER	FAILURE RESULT
Joker	+2	The character or vehicle is Bumped up to two Chase Cards.
Spades	-2	The character or vehicle gets Bumped.
Hearts	—	Vehicles roll on the Out of Control Table. Runners or mounted riders suffer Fatigue.
Diamonds	—	The character or vehicle gets Bumped.
Clubs	-4	Vehicles roll on the Out of Control Table. Runners or mounted riders suffer Fatigue.

Special Conditions: Game Masters can also use Complications to trigger special conditions or hazards of the encounter. In an aerial duel during a massive storm, for example, the GM might say a Complication on a Spade Chase Card ignores the usual Failure Result, but instead triggers a lightning strike!

Example: Gabe is a dashing privateer chasing the notorious Blackbeard through a deadly maelstrom when he's dealt a Complication! His current Chase Card is a Jack of Spades, so he has to make a Boating roll at -2 or Blackbeard gets to shift Gabe's ship away from him (or toward him, if the pirate chooses!)

SPECIAL MANEUVER

BOARDING (ACTION)

Sailing ships use grappling hooks and planks to pull their prey close and board. Starships might use breaching tubes or assault pods.

To board, the attacker and defender must be on the same Chase Card. The attacker then makes an opposed maneuvering roll against his target. If successful, the two vessels are joined and attackers may board the enemy craft.

If defenders have been designated to repel boarders and weren't being used for other purposes (such as sailing or crewing stations on a starship), they start on Hold unless the attacker won the boarding roll with a raise.

Once a boarding action begins, the commander of the boarded vessel can only attempt to Change Position, which is made at -4 if grappling lines, tractor beams, or other restraints are involved. If she's successful, her vessel is no longer grappled (though some of the boarders may still be on her ship!). With a raise, she breaks free and may move one Chase Card in either direction.

BUMP

Several circumstances result in a character or group being "Bumped." This means the foe who caused the Bump may move the defender one Chase Card (but only once per attack or event).

The player inflicting the Bump (or the GM for nonplayer characters) chooses the direction. When Bumped by an indirect action, the opposing side chooses (or the GM if the players can't agree).

Groups always stay together in a chase, so they're only affected if their driver or leader is Bumped.

Bump is only used in chases. Ignore it on the table-top or other narrative play.

ATTACKS

Characters may make ranged and melee attacks normally, using all their usual Edges and Hindrances as usual as long as the GM agrees they make sense in the particular situation.

- **MELEE ATTACKS:** In foot, mounted, or car chases, characters can make hand-to-hand attacks only if they're on the same Chase Card. The usual modifiers, such as the Gang-Up bonus, Withdrawing from Melee, etc, apply as the GM sees fit.

Should anyone want to attack a moving vehicle, its Parry is 2+ half the driver's maneuvering skill, plus its Handling. Attacks aren't usually possible between very fast vehicles, airplanes, starships, and the like.

- **RANGED ATTACKS:** Drivers and characters can fire ranged weapons as usual. The Range between participants is the number of Chase Cards (not counting the attacker's card) times the Range Increment.

DAMAGE

- **CHARACTERS / MOUNTS:** Damage is resolved normally, but if the character (or his mount) is Shaken, Stunned, or Wounded in a chase, he's Bumped as well (see **Bump**, page 116).

- **VEHICLES:** Vehicles cannot be Shaken, but if damage 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 on a vehicular damage roll also causes a Wound and one roll on the **Vehicle Critical Hits Table** (not one roll per Wound). Most vehicles can take three Wounds before they're **Wrecked** (see below).

Each Wound reduces a vehicle's Handling by 1 (to a maximum of -4).

Called Shots on Vehicles: To target a particular part of a vehicle, the GM assigns a modifier based on the size of the target. See **Size** on page @@ and **Cover** on page 99 for specifics. If the attack is successful and causes a Wound, it also causes the effects for that area (see the **Vehicle Critical Hit Table**).

ADDITIONAL WEAPON NOTES

FIXED WEAPONS

Front-mounted weapons may only fire at targets ahead of them, side weapons to their respective sides, and rear weapons behind. Top or bottom mounted turreted weapons may fire in any direction unless the situation or particular vehicle says otherwise (assume ships, planes, or starships rise and fall during the turn to accommodate their top or bottom weapons).

Fixed Side-Mounted Weapons (Cannons): Firing fixed side-mounted weapons—those that must be aimed by turning the entire vessel—must be positioned. The captain or pilot chooses his target and makes an opposed maneuvering roll as an action. Failure means he can't line up a shot this turn. Success means the attacker may fire up to half his guns on one side at the target, and a raise means he may fire all of them at that target (a "broadside").

Treat each set of up to four cannons as "linked" (see page 82), rolling attacks and damage separately for each set.

Crossing the T: If a Large target (or greater) is hit by a broadside at Short Range, it's "raked" along its length and takes an additional bonus die in damage.

REACTION FIRE

Weapons with this quality are quick to aim and are often used as "point defense" systems on large vessels. Each time the craft they're attached to is fired on in a Chase, and assuming they're in position to do so, they may return fire at their full Rate of Fire. Reaction Fire is made at -2 and resolved *after* the attack that triggered it (if the gunner survives).

Attacks may also target crew if they're visible (don't forget any Cover they might have).

WRECKED

Most vehicles can take three Wounds before they're "Wrecked." Large vehicles can take four Wounds, Huge can take five, and Gargantuans can take six.

A wrecked land vehicle can't move, but its weapons may still be fired if they aren't powered by the vehicle's propulsion system.

Watercraft sink. Small vessels sink in a few rounds. Medium boats might take up to an hour to slip beneath the surface, and large ships might take several hours.

Aircraft plummet to the ground and are destroyed.

Occupants: Those inside a vehicle (and whatever it hits, if it matters) take damage depending on what caused the Wreck:

- **COLLISIONS:** If the vehicle is Wrecked from a Collision on the **Out of Control Table**, the passengers suffer Xd6 damage, where X is equal to the Wounds the vehicle suffered from the collision (don't forget any **Air Bags & Safety Harnesses**, page 82).

- **DAMAGE:** If the vehicle is Wrecked from Wounds caused by enemy attacks, occupants in a land vehicle, speed boat, starship, or similar vessel take 3d6 damage, or 5d6 if the GM feels the vehicle was traveling at a high speed (usually in excess of 60 MPH) or some other precarious circumstance. Those on large boats or ships don't take Wounds but must contend with Swimming rolls and survival afterward.

Occupants of an aircraft make an Athletics roll if they have parachutes to land safely. Failure means they take **Bumps & Bruises**, page 125, from a hard landing. Those who roll a Critical Failure on Athletics or are without parachutes plummet to their death, unless the GM feels they have a chance to survive. In that case they suffer falling damage (see page 127) instead.



REPAIRS

Characters may repair vehicles given sufficient time and at least some basic tools. This requires a Repair roll that takes two hours per Wound.

Field work requires at least a toolbox and basic supplies, and subtracts 2 from the Repair roll. An average garage negates this penalty, and an excellent or dedicated facility adds +2.

Each success and raise on the Repair roll fixes one of the vehicle's Wounds. With an additional raise above and beyond what's required to fix all Wounds, the repair time is halved.

Wrecks: Wrecked vehicles can be repaired if the mechanic has access to a full body shop and spare parts (GM's call). This takes a full day before other repairs can be made.

CUSTOMIZED CHASES

A little customization can make each chase feel different and unique. Here are some ideas you can use for your encounters.

CITY STREETS

Busy streets are a dangerous place for high-speed vehicle or frantic foot chases. Ranged attacks are made at -2 (in addition to Range penalties) to account for the Cover of buildings, cars, pedestrians, and so on.

Complications besides Jokers have a minimum penalty of -2 to represent the dangers of running red lights, pedestrians that must be avoided, blocked streets, or other hazards.

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 as usual.

2D6	EFFECT
2	Major Collision: Everyone on board is Distracted and the vehicle takes d4 Wounds. If a collision isn't possible, the driver or pilot is Shaken instead.
3-4	Minor Collision: The vehicle takes a Wound. If a collision isn't possible, the driver or pilot is Vulnerable instead.
5-9	Distracted: Ground vehicles spin out or skid. Airplanes or spaceship 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. (Handling cannot drop below -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: Subtract the vehicle's Armor from the damage rolled and apply it to a random crew member. Area effect attacks affect all passengers in that section of the vehicle (determined by the GM), and any mounts. If the target is mostly exposed or this was a Called Shot through an opening such as a window or an open cockpit, the target doesn't get the vehicle's Armor.
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.

DEEP SPACE

The Unstable Platform penalty (see page @@) usually applies in chases, but it can be ignored in the vacuum of deep space!

DOGFIGHTS & DUELS

The Chase rules generally assume the combatants are moving in the same direction—chasing prey, toward a target or escape route, etc. But the rules can also easily accommodate dogfights, tank battles, demolition derbies, and aerial or naval duels by arranging the Chase Cards in different ways.

Instead of dealing the Chase Cards in a straight line, arrange them in a 4x4 grid to create a more fluid battlefield. Count range orthogonally (no diagonals), and use common sense when determining weapon arcs and vehicle facings. A pirate ship with cannons on

either side, for example, can fire left and right on an action, but can't fire at targets ahead or behind them on the *same* action.

NAVAL BATTLES

Bringing a target to battle on the high seas can take many hours or even days depending on the weather and the initial distance between the vessels.

If the ships are more than a mile apart at the start of the battle, assume the first phase of the chase represents the pursuer trying to engage the prey. Treat each round as about four hours (or much longer in the age of sail if the wind is against them) and the Range Increment as a *mile*. Once the pursuer reaches the same Chase Card, "zoom" in on the action. Shuffle the cards to start a new chase at the usual Range Increment.

VEHICLES ON THE TABLE-TOP

For car or boat chases and aerial or space duels with a lot of movement and mobility, use the Chase system. In table-top battles where vehicles must operate in a confined space (and you want to use miniatures!), use these simple rules to handle their movement.

BUMP

Bump is used only in chases. Ignore Bump results on the table-top.

TOP SPEED ON THE BATTLEFIELD

The values below are lower than the calculated Pace for vehicles ($\text{MPH} \times 1.5$) as they assume maneuvering on and around uneven ground, obstacles, and terrain features not modeled on most table-tops. Pace for miniature combat is not intended to convey movement in good conditions over a long period of time, which is what the conversion multiplier provides. To convert a vehicle's Top Speed Pace to table-top miniature Pace, simply divide by 2.

Character Pace is already figured for table-top use. Out of combat, she can move at double her Pace (and include the maximum value of the running die for about a minute). This means a Fleet-Footed character can sprint at a Pace of 36" (about 24 MPH).

MOVEMENT

Vehicles can move up to 12" on the table-top (or Top Speed if slower than that) without having to make maneuvering rolls or worry about crashing into obstacles. At that speed they can move as desired and end their turn facing any direction.

If a driver wants to go faster, up to 24" per turn unless the GM says otherwise given the terrain and situation, he can do so but must make a maneuvering roll. The GM should assign a penalty (-1 to -4) if the move takes the vehicle through Difficult Ground, tight turns, or hazards. If the roll is successful, the vehicle ends its move wherever the driver wants. Failure means the vehicle moves only 12".

A Critical Failure means the vehicle goes **Out of Control** (page 119). If that indicates a collision, it's a feature not modeled on the table-top or the ground itself, such as a pothole, small ditch, fallen log, battlefield debris, etc.