# CHASES

Adapted from Apocalypse World 2e by D. Vincent and Meguey Baker

If you are **escaping pursuit**
- If you are ahead of your pursuit, use the *Flee Move*
- If a pursuing vehicle ever catches up, use the *Outdistance Move* and if successful you then use the *Flee Move* until you escape or they again catch up

If you are **pursuing a target**
- If you're behind the target, use the *Pursue Move*
- If you catch up to the the target
    - use the *Overtake Move* and if successful you can use the *Board Move* with advantage
    - use the *Outdistance Move* to get ahead of the target and if successful you can use the *Flee Move* to reach a destination before the target.
    - use the *Board Move* to get on board
    - use the *Shoulder Move* to push them into terrain

## Variables for Chases

### Distance
On **Foot**:
1: Hand (Captive), 2 : Close, 3: Reach, 4: Near, 5: Far, 6: Away (Escaped).
In a planet bound **Vehicle**:
1: Alongside (Captive), 2 : Close, 3: Reach, 4: Near, 5: Far, 6: Away (Escaped).
In a **Spaceship**:
1: Docked (Captive), 2 : Close, 3: Reach, 4: Near, 5: Far, 6: Away (Escaped).
Vehicle **combat ranges**:
1: Crash, 2-4: Dogfighting, 5: Hold Off, 6: Away (Escaped).
Spaceship **combat ranges**:
1: Broadside, 2-4: Engaged, 5: Cannonading, 6: Away (Escaped).


A Chase begins between 2 and 5 and ends at either 1 or 6. At 1 you must Board, Overtake, Shoulder or Outdistance.

### Handling
**Vehicle**:
-1: Large Slow Tanker, 0: Average vehicle, +1: Nimble vehicle
**Spaceship**:
-1: Large Slow Freighter, 0: Average spaceship, +1: Nimble spaceship

**Tags**:

Responsive +1

Sluggish -1

## Mass
**Vehicle**:
-1: Small vehicle, 0: Average vehicle, +1: Large vehicle
**Spaceship**:
-1: Small spaceship, 0: Average spaceship, +1: Large spaceship


**Tags**:

Armoured +1

Fragile -1

Lemon -1

## Speed
**Vehicle**:
-1: Slow vehicle, 0: Average vehicle, +1: Fast vehicle
**Spaceship**:
-1: Slow spaceship, 0: Average spaceship, +1: Fast spaceship


**Tags**:

Speedy +1

Ponderous -1

# Moves
### Flee
When **you are party to a chase and attempting to distance yourself from pursuit**, Roll+Slick in a complex area or +Stalwart in an open area:
- On a **10+**, gain +1 Distance.
- On a **7-9**, no change, but an obstacle or complication must be overcome to continue fleeing (A 10 against this obstacle grants +2 Distance as you navigate it more swiftly than your pursuers. A 7-9 grants +1 Distance if something you value is lost or broken as you flee. A 6 inflicts -2 Distance).
- On a **miss**, take -1 Distance.

## Pursue

When **you are party to a chase and are attempting to close distance to a target**, Roll+Slick in a complex area or +Stalwart in an open area:

- On a **10+**, take -1 Distance.
- On a **7-9**, no change, but an obstacle or complication must be overcome to continue pursuit (A 10 against this obstacle grants -2 Distance as you navigate it more swiftly than your quarry, or a 7-9 grants -1 Distance if something you value is lost or broken as you pursue. A 6 inflicts +2 Distance).
- On a **miss**, gain +1 Distance.

## Board

To **board a moving vehicle**, roll+volatile, minus its speed. To board one moving vehicle from another, roll+volatile, minus the difference between their speeds.

- On a **10+**, you're on and you made it look easy. You have advantage going forward.
- On a **7–9**, you're on, but jesus.
- On a **miss**, the MC chooses: you're hanging on for dear life, or you're down and good luck to you.

## Outdistance

When you **try to outdistance another vehicle**, roll+volatile, modified by the vehicles' relative speed.

- On a **10+**, you outdistance them and break away.
- On a **7–9**, choose 1:
  - You outdistance them and break away, but your vehicle suffers **1 damage** from the strain.
  - You don't escape them, but you can go to ground in a place you choose.
  - they overtake you, but their vehicle suffers **1 damage** from the strain.
- On a **miss**, your counterpart chooses 1 against you.

## Overtake

When you **try to overtake another vehicle**, roll+volatile, modified by the vehicles' relative speed.

- On a **10+**, you overtake them and draw alongside.
- On a **7–9**, choose 1:
  - You overtake them, but your vehicle suffers **1 damage** from the strain.
  - You don't overtake them, but you can drive them into a place you choose.
  - they outdistance you, but their vehicle suffers **1 damage** from the strain.
- On a **miss**, your counterpart chooses 1 against you.

## Manoeuvre

When you **have to deal with bad terrain**, roll+volatile, plus your vehicle's handling.

- On a **10+**, you fly through untouched.
- On a **7–9**, choose 1:
    - You slow down and pick your way forward.
    - You push too hard and your vehicle **suffers damage** as established.
    - You ditch out and go back or try to find another way.
- On a **miss**, the SM chooses 1 for you; the others are impossible.

## Shoulder

To shoulder another vehicle, roll+volatile.
- On a **10+**, you inflict v-harm+1 (see below).
- On a **7-9**, you shoulder it aside, inflicting v-harm.
- On a **miss**, it shoulders you instead, inflicting v-harm.

## V-HARM

When vehicles clash with one another, they can inflict regular damage but they can also inflict v-harm. V-harm as established is the attacking vehicle's Mass minus the defending vehicle's Handling.

When you **suffer v-harm**, roll+v-harm suffered.
- On a **10+**, you lose control, and your attacker chooses 1:
    - You crash or have all engines crippled.
    - You spin out of control.
    - Choose 2 from the 7–9 list below.
- On a **7–9**, you're forced to swerve. Your attacker chooses 1:
    - You give ground.
    - You're forced off course, or forced onto a new course.
    - Your vehicle takes 1 damage, right in the engine.
- On a **miss**, you swerve but recover without disadvantage.