Quartz Monolith Press

Far — Pursuers — Near

Far — Pursuers — Near

Evaders

Evaders

Narrow the gap to "near".
Chase points = Outcome + Squeal – Handling

Ram or Sideswipe
Chase points = Outcome + Crunch – Frame

Widen gap to "far"
Chase points = Outpcome + Squeal – Handling
Sideswipe
Chase points = Outcome + Crunch – Frame

Driver's initiative = 1D6 + Accelleraion, Driving check: 1D6 – 1D6 + Driving vs. Driving

When ramming or sideswiping, if your Frame < their Frame take Bump (the difference) Chase points.

Narrow the gap to "near".
Chase points = Outcome + Squeal – Handling

Ram or Sideswipe
Chase points = Outcome + Crunch – Frame

Widen gap to "far"
Chase points = Outcome + Squeal – Handling
Sideswipe
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