

RACES, CHASES AND DOGFIGHTS FOR THE NANOLITE6 ROLE-PLAYING GAME

By Jim Alcala Sales

Races, Chases and Dogfights for the Nanolite6 Role-Playing Game is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 3.0 United States License](#)
© 2011 by Jim Alcala Sales

and is built upon [Nanolite6 PocketMod](#) edition, the work of Neil Striker.

Nanolite6 by Neil Striker is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 3.0 United States License](#). © 2011 by Neil Striker

CHASES AND RACES

Length of Chase: 5 – 10 dice is typical.

Place that number of dice on the table in a row with 3's showing. Chose which end is the start of the chase/race.

Starting Conditions:

"It's a race!" – All racers start behind starting die.

"After Him!" – Lead starts one die ahead

"He's getting Away!" – Lead starts 2 dice ahead.

"He's got a big head start." – Lead starts 3 dice ahead.

Hazards: These can represent anything from tight turns to asteroids. Change the die where you want the hazard to a higher Target Number than 3 to represent the difficulty of navigating the hazard.

HOW IT WORKS

Contestants make a roll (running, driving, swimming, flying etc.) of Average 3+ on their turn.

FOR CHASES

Success = advance one die

Critical Success = advance 2 dice (even if that lets you pass a hazard)

Failure = No headway

Critical Failure = No headway & lose next turn

Failure on Hazard = 1 hit, no headway

Critical Failure on Hazard = 2 hits, no headway & lose next turn

FOR RACES (same as chases except for hazards):
Failure on Hazard = No headway & lose next turn
Critical Failure on Hazard = 1 hit, no headway

But he's so much faster! – if you have a Chase were some characters/vehicles are much faster than the others they get an extra action die to use for their movement each turn.

Attacks: Melee only on same die, 1 die = short range, 2 = medium, 3 = long.

Note: Chases can turn into Dog Fights and vice vs.

DOGFIGHTS – and other vehicular skirmishes

Roll piloting, this determines order of attacks. You can only attack those with a lower roll. The piloting roll determines range: 1-2 Long Range, 3-4 Medium Range, 5-6 Short Range. Make a pilot roll to attack. When a vehicle is destroyed heroes can try to eject. This is an Average 3+ piloting task. Failure = 1 hit
Critical Failure = 2 hits.

Mass Combat

Heroes

Critical Failure

Failure

Success

Critical Success- +1 action die to general

D&D Companion book had mass battles BECMI rules WarMachine

GURPS mass battles.

<http://www.forum.koboldenterprise.com/index.php?topic=547.0>

d20 Open Mass Combat System