Chases

Control can include Chases for two reasons. Firstly, the Agents have to track down a moving target in a short span of time, whether someone's moving the cache of microfilm that they must recover, or an assassination target's going on the run. Secondly, the Agents have screwed up and need to exit the Facility before lots of guards pepper their general area with automatic weaponry, or the Facility explodes.

In any chase scene, the Lead is an abstract measurement of the distance between both parties. To set the starting Lead, roll two dice and add the number of Agents.

Race

When the Agents are trying to catch a target who is attempting to evade them, it's a Race. Races start at Threat 1, with the Agents Exposed but not Noticed. The number of guards is equal to half the initial Lead, rounding down. Agents succeed when the Lead is reduced to 0. The target succeeds when the Lead is increased to 4 points more than the starting Lead.

Each Agent can make a Positioning Action to reduce the Lead by 1. An Agent may Sneak to catch up with the target without being seen, Crack the locks on gates to take a shortcut, Retrieve control over traffic lights to create snarls of traffic, or Manipulate crowds and other drivers into getting out of her way.

An Agent can also use a Mob action to close the distance. Whether she uses her Ambush training to parkour through a building, Snipes the tires of a speeding car, Traps her way through weakened walls, or Scares people to get the hell out of her way, a successful Mob action reduces the Lead by 2.

Agents can also use Force actions to attack the fleeing party. On the one hand, a successful Force action reduces the Lead by 3 (an unsuccessful one reduces it by 1). On the other, the Agent is automatically Noticed, and the Threat raises to 5.

Mob or Fight actions can be used to target guards instead—Fight may rely more on throwing knives or particularly bullish driving depending on

the description of the scene. A success takes out guards as usual, but doesn't affect the Lead.

An Agent can use a Positioning Action to clear status. Success removes both Noticed and Exposed and may be necessary for any Mob actions given the current Threat, but doesn't decrease the Lead.

On Control's action, he rolls one die per point of Lead remaining. Each result of a 5 or above increases the Lead by 1. If the Lead increases to 4 points higher than the starting Lead, the chase is over. Add a Feature to the next Area's, to represent the opposition having time to prepare. When Threat hits 5, increase the Lead by 1 each time an Agent takes a Condition.

Escape

When the Agents want to escape from a collapsing building or an inconvenient border war, it's an Escape. If the Agents failed the previous area's Static Targets, initial Threat is 5. If they succeeded, initial Threat is 4. Agents start the area Noticed but not Exposed in either case.

An Escape proceeds much like a Race. At Lead 0, the Agents have got out safely. If the Lead is increased to 4 points more than the starting Lead, the Agents have failed to escape. Each Agent starts the next Facility suffering one Condition. Any Agents with only one or two Hits remaining are Taken Out instead.

Using Chases

All chases count as a single area when building a Facility. Races can be any area in a Facility; if a Race is the last area, then the success or failure of the Race is the outcome for the Milestone.

An Escape must be the last area of a Facility; the Milestone is whether the Agents escape or not. If the Escape is part of a Goal Facility, then failing the Escape fails the whole Facility.

When working out the results of a Facility, count a Race as containing two Static Targets.