A WUSHU GUIDE TO...

CAR-FU

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THE ANCIENT ART
OF THE CAR CHASE

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INTRODUCTION

WHAT'S THIS ALL ABOUT?

Your standard, Hollywood car chase is to Wushu-style Car-Fu as your standard, Hollywood fight scene is to Hong Kong-style wire-fu: boring and pedestrian! One of the unique advantages to role-playing is that you are not bound by physics, budgets, or concern for anyone's safety. Car-Fu is about using that freedom to create impossibly acrobatic car chases packed to the gills with over-the-top stunts, death defying jumps, and enough property damage to bankrupt a major insurance company!

First, I'll outline the basics of running Wushu car chases, including game mechanics and stunt driving. Then, I'll show you how to use cars as melee weapons, thus revealing the true nature of Car-Fu! The following section covers those flying cars that are so ubiquitous in sci-fi settings. Finally, I'll round out the guide with profuse examples of play.

If all goes as planned, you'll be both inspired to engage in some impossibly agile automotive action, and better equipped to describe it in vivid detail.

HOW DO I USE IT?

As you may be able to discern from its title, this Guide was written for the Wushu role-playing game. If you see a lot of references to "Embellishments," "dice," and "mooks," that's why. However, since Wushu is so damn rules-lite, most of the content is general enough to be relevant to any game system.

Car-Fu is informed in small part by a weekend stunt driving course I took, and in large part by far too many hours spent playing Grand Theft Auto 3. In fact, the best way to get a feel for Wushu-style automotive action is to get a copy of GTA3, get the police nice and pissed off at you, and then drive around the city trying to avoid capture. Pay special attention to how much more acrobatic and durable video game cars are than real world cars.

Of course, movies are also a big inspiration. In particular, I'll recommend:
- **The Transporter** for the excellent street chase in the opening scene.
- **The Fifth Element** for a flying chase that's still being imitated
  (cough... Star Wars: Episode II... cough).
- **The Matrix Reloaded** for setting fight sequences in, on, and between vehicles.
- **Gone In 60 Seconds** (either the remake or the original) for even more excellent street chases and stunts.

CAR CHASES

GAME MECHANICS

Wushu car chases last until someone crashes, which makes them remarkably similar to combat...

Traits - Normal driving actions don't require a roll, so they don't require a Trait. A combat-related Trait can be used for Car-Fu, if it sounds appropriate. For really over-the-top stunts, a specifically driving-related Trait would be nice (but if none of your PCs have one, don't worry about it).

Yin & Yang Dice - Yang dice are rolled to force your adversary to crash by weaving through traffic, shooting out their tires, jumping over chasms, and so forth. Yin dice counter these attempts through evasive maneuvers and/or duplicating your opponent's stunts. Note that it's possible for a chase to end in a massive crash if both sides roll more Yang dice than Yin!

Chi - Just as a player in a fight can spend Chi to avoid being disarmed, players can spend Chi in a car chase to stop their vehicles from crashing, breaking down, or blowing up. Usually, this means the driver has screwed up, so the driver has to spend the Chi. Passengers cannot do it for them. However, you never have to spend Chi for vehicular damage you describe yourself, as part of your action. Generous GMs may restore some or all of a driver's Chi after a crash.

Mooks - Yes, you can (and by all means should) have car chases with mooks! Swarms of police cars are great for this. As usual, let your players describe the positions and actions of said mooks any way they wish. If they fail to roll their minimal one Yin success, and don't have any Chi to spend, it means they've crashed or been caught, but not that they're unconscious.

An action that reduces a mook's Threat level need not be a direct attack. In a chase situation, Threat also means pursuit. To get away clean, you have to knock out that Threat rating before you flee. Otherwise, GMs should throw mooks at them from every dark alley and freeway entrance ramp. (The nice thing about mooks is that there's always more of them!)

Scab Rolls - Sometimes, your players might just be trying to tail or outrun a single adversary, with no associated gunfire or Matrix-style car-to-car fisticuffs. Have the players describe their car chase actions as normal, but just make a Scab Roll for the NPC. If their highest die is greater than the PC's total number of successes, the NPC wins. (Of course, if the GM *wants* the NPC followed, there's no need for a roll.)

STUNT DRIVING 101

Knowing how to describe stunts is essential for role-playing them...

Spins - There are two ways to spin a car: by changing its direction or its orientation. The former is useful for forward 180s and whipping around tight corners. It usually involves cranking on the emergency brake, which causes the rear tires to skid. Then, you turn the wheel until the car has spun around to the desired direction, and stomp on the gas! Don't forget to mention the squealing tires, burning rubber, and sweeping skid marks.

The second kind of spin involves reversing the vehicle's orientation *without* changing its direction. Most of the time, you'd do this when you're already in reverse and need to turn the car around without stopping. However, you could also spin the car from forward to backwards so you can shoot at someone behind you! (That's one of my favorite tricks.) My instructor could do reverse 180s with one finger on the wheel, and only lose 5 miles per hour!

Box Slides - This stunt involves turning a vehicle 90 degrees from its direction of motion, and then sliding to a sideways stop. It's much more expedient than traditional parallel parking! Again, the trick is using the e-brake to make one set of tires skid, then applying the regular brakes at just the right moment. This is a good way to turn tight corners at high speeds, and an even better way to squish mooks (but more on that later).

Wheelies - This venerable stunt is much easier to pull off with a motorcycle. Cars usually need ramps to lift one side into the air, then it's all a matter of (unbelievable) balance. However, since it *is* possible to flip a car without a ramp, it's also possible to put a car into a wheelie without a ramp... by *almost* flipping it. This is quite useful for hurtling between oncoming vehicles, negotiating narrow alleys, and driving along vertical surfaces.

ADVANCED STUNT DRIVING
(A.K.A SCREW PHYSICS!!!)

Now that the realistic stuff's out of the way, let's dive into some cinematic craziness!

The Bumper Car Principle - Just to be explicit, Car-Fu requires a certain amount of unreasonable durability from vehicles. In the real world, even a low-speed collision can cause structural damage to some makes and models, and few survive a high-speed collision in working order. In a Wushu car chase, expect even the most delicate of sportscars to endure numerous high-speed collisions with other cars, stationary objects, and may hundreds of bullets. (Remember: No Chi needs to be spent to

"heal" damage from one's own stunts. In fact, describing the damage and debris can earn extra dice!)

Jumps - Gravity is always the first rule of physics you should break, since it's such a constant pain in the ass. Compared to their real world counterparts, vehicles in a Wushu game should 1) part with the ground much easier and 2) remain parted much longer. In fact, they should be able to jump at the drop of a hat: over railings, off speed bumps, even over each other!

You can add an acrobatic twist to any jump by starting a spin just before you leave the ground. When jumping into an intersection, a 90 degree spin (or a 270 degree spin, if you're feeling flashy) will put you in excellent escape position when you land. A 180 degree spin will put you on the ground in reverse, ready to blast away as witless pursuers go sailing over your head!

Rolls - Wushu cars should be able to roll over like the family dog. You can pull out of a roll by hitting the gas and turning into the rotation, thus putting the car's wheels back under its center of gravity. Keep the pedal down and you'll end in a forward or back-wards spin! You could even escape a head-on collision by turning to the side (or box-sliding) at last second, bouncing off the other car's hood, and rolling right over them!

Backflips - Hit a short wall or railing at high speeds to turn a jump (not a crash, see above) into a backflip. The front of the car bounces upwards, providing lift for the jump and allowing the back tires to swing underneath. After a full rotation (or two, or three), land gracefully and continue in your original direction. To turn a back flip into a forward somersault, let the back tires slam into the wall or railing, too; they'll bounce back and swing above the rest of the car, reversing the direction of your flip.

Cartwheels - This is a tricky one, but well worth the effort. Going into a jump, you'll tip the front tires down and to one side (or just run into a conveniently placed object). The back of the car will continue into the jump, like a backflip. When combined with the rotation you created by tipping to the side, should be right-side-up and facing backwards after half a flip. Then, land the sucker and either put it in reverse or floor the accelerator and drive straight beneath your pursuers!

CARS AS MELEE WEAPONS

In the real world, the most common way to kill with a car is by running someone down. In a Wushu game, trying that shit is just askin' for an ass whupin'! Unless they're a mook, your target will probably jump up on the hood of your car, pull out a pair of uzis, and paint your upholstery arterial red. Or maybe they'll pull a Morpheus, dive to the side, and take out your tire with a well placed sword swing. Or they might just leap straight into the air, extend one foot, and let the car's momentum carry your squishy face into their spike-heeled boot. Ouch.

It's not the car's fault, though. Oh no. The car is both a mobile suit of armor and a gas-powered bludgeon, just waiting to be used in combat. You just have to exercise some creativity, and Car-Fu is here to help...

The Spin-Whip - Remember those spins from Stunt Driving 101? While they're changing your direction, they also channel a tremendous amount of force into the spinning end of your car. It's like swinging a club, if the club weighed about a ton, where made of metal, and was traveling anywhere between 20-60 mph. Just speed towards your target, whip that car around, and send 'em flying into the brick wall across the street!

The motorcycle version is, of necessity, much different. Bikes have neither the mass nor the size for it. Instead, they should combine the spin with a wheelie, and smack pedestrian adversaries around with their front or back wheels. If it's the front wheel, remember that it can also rotate on its own for a nice 1-2 punch!

The Box-Slide Smack-Down - This one's a personal favorite! It's exactly the same as the regular box slide, except there's someone standing between where your car is and where it's going to be in a couple of seconds. Since you're hitting with the long side of your car, this trick is great for smackin' down whole groups of mooks at once. Then, take aim and shoot any survivors through the side windows. Makes for quite the flashy entrance!

In the motorcycle version, you'd tip your bike over and slide along the ground, smacking your enemies' legs out from beneath them. Since this is Wushu, you'd then be able to hop back up onto your wheels and either beat a hasty retreat or segue into a spin-whip!

The Monkey Dodge - Defensive Car-Fu consists exclusively of evasive maneuvers, the kind anyone would try when pursued by a truckload of gun-toting hillbillies or a hoard of ninja on motorbikes. Where the monkey dodge differs is that its evasive ducking and weaving is designed to send attackers careening into buildings, diving off cliffs, or smacking into each other!

Squish! - Just what it sounds like: finish a jump by landing on top of an enemy. Squishing makes a great beginning or end for any Car-Fu combo. You can land on one enemy, then use the momentum for a box-slide smack-down. Or you could monkey dodge down an alley, jump over a fence, and squish the mooks waiting for you on the other side.

The Land Torpedo - Use this trick as either a desperate last resort or a fiery diversion. Basically, you stick some kind of detonator on your car (explosives in the engine, oily rag in the gas tank, whatever), lay some weight on the accelerator, and point it at something you want to go BOOM! It's especially classy when the torpedo crashes through something on its way to the target, like a garage door or a few panes of glass.

FLYING CARS

Some of my favorite movie car chases have taken place exclusively in the air. Freed from gravity, flying cars are even more agile than the GTA3-style acrobats described above. The other benefit is that you get to deal with a full three dimensions of oncoming traffic!

Now, we're not talking about airplanes or helicopters, here. We're talking about flying cars in a sci-fi setting, which are usually powered by some kind of "hover" technology. They can float, they can spin, they can tilt in any direction, and they can achieve incredible degrees of acceleration and agility. In other words, you get to careen between skyscrapers a mile above the ground with the speed of a jet and maneuverability a hummingbird would envy. It's well worth trying a sci-fi setting, not to mention all those killer implants and high-tech guns!

Use Car-Fu stunts and combat moves as described above, but don't bother with all that physics-related hand-waving. A spin is still a spin, whether you do it by skidding on your back tires or just because your vehicle can move in any direction. Either way, the mooks you squashed with that box-slide smack-down aren't gettin' up any time soon!

DOGFIGHTS

Regardless of the technology that makes it possible, aerial combat remains fundamentally the same. The closer you are to a target, the easier it is to hit. That's why it's best to attack from above and behind your target: you can dive towards them (using gravity to gain speed), take your shot up close and personal, then rocket past them to a safe distance. Ambush tactics are usually the best tactics and, if you're really a bastard, try to get between your enemy and the sun, so it shines right in his eyes.

When being attacked, there are two things you probably *don't* want to do: dive and climb. If you dive, your attacker will just follow suit... and open fire. If you climb, you'll have to fight gravity, and that means losing speed. A much better option is to weave back and worth evasively, and either try to lose him or loop around behind him. If you've got guts, roll your vehicle upside down and pull "up," diving towards the ground. Once you've pulled around 180 degrees, you'll be heading back towards your attacker at even greater speed! Anyone up for a game of chicken? With guns?

Of course, the miracle of hover technology *does* give us a few additional options...

The Drop - If you've got a bogie bearing down on you fast, make like you're going to pull up into a vertical climb. Then, cut the power and fall backwards towards the ground. Fire straight up and perforate your opponent with an unholy hail of bullets!

The Reverse Drop - Same bogie as before, but this time you put your car in reverse and tilt so you're facing down, but backing straight up. Shoot the crap out of the mook as he flies in front of and beneath you, then put it back in drive and blast off in almost any direction!

The Millennium Falcon - Flying around inside a large structure makes for an exciting car chase! It's also a great way to shave off a few dozen mooks who just won't leave you alone. Buildings under construction are always good, since they tend to have fewer intact walls and floors. The key is to monkey dodge like a mad man, and get your pursuers to hit every available girder, scaffold, and exploding power generator!

CRASH SAFETY

Finally, there are a few things you'll need to consider when, not if, your hover car goes the way of the dodo. First, crashes are a lot more deadly when you fall a mile or so before hitting the ground. Second, it's a lot harder to roll out of a vehicle at the last second when there's no ground to roll out onto. Fortunately, these are problems that the manufacturers of hover technology will have already put some thought into...

Residual Charge - The first option is to build your hover devices so that they retain their charge for a few minutes, even when damaged or without power. That way, you'd at least have enough time to crash into a nearby building. A weaker, back-up hover system would work just as well.

Hover 'Chutes - Think of these as personal hover back-ups. They envelop the wearer in a zero-g hover field that lets them jump to safety, survive long falls, or even float in place for a minute or two. Note that such devices could also be used for the occasional wall-running stunt or gravity-defying gymnastics trick. (Hell, give 'em longer battery life and you'd have Matrix-style wire-fu in the real world!)

CAR-FU IN ACTION

RUSHING TO THE RESCUE

Overdrive (Car-Fu 5) has a friend who's being held prisoner on a zombie-infested cargo ship. Overdrive's partner crept onboard a few minutes ago, and Overdrive himself is the calvary. He idles his custom-modified Ferrari 456M on the far side of the dockyard, waiting for the sound of gunfire.

Suddenly, the rat-a-tat-tat of his partner's auto pistol shatters the stillness. Overdrive's car is half way down the pier before the echo reaches him (+1). He rockets over the wooden planks (+1), straight towards a tug boat docked near the freighter (+1). He crashes through its cabin wall and sails upward, using the boat as a ramp (+1).

No one is opposing this excellent use of the Bumper Car Principle, so Overdrive rolls his 5 dice and gets 4 successes. His Ferrari clears the jump and sends tug boat bits spraying over the water.

Two members of the zombie crew barely have enough time to look down at the tug boat before Overdrive's death car crushes them into the deck (+1). He slams on the e-brake and twists into a box-slide (+1), smacking down three more undead sailors. He glides to a graceful stop just a few feet from the lower deck entrance (+1) and mows down the zombie guards with his Heckler & Koch UMP (+1).

Now we're in mook combat. Zombies don't tend to stay down, so the GM gives the mooks a Threat rating of 9. Overdrive has Chi to burn, so he goes on the offensive: 1 Yin die and 4 Yang dice. He rolls his obligatory Yin success and puts a nice dent in that Threat rating with 3 Yang successes.

Overdrive's two compatriots pile into the back seat as the rest of the zombie crew closes in. Overdrive throws the car into reverse (+1) and spin-whips a half dozen zombies (+1), launching them clear over the starboard railing and into the drink (+1). He zips through the gap in the zombies' perimeter and guns for the railing (+1).

The zombies are still a respectable Threat 6, which is more than enough to challenge a single player. Again, Overdrive rolls 1 Yin die and 4 Yang dice. They all come up successes! Overdrive's Ferrari remains amazingly unscathed and the zombies lose over half of their Threat rating.

Overdrive hits the starboard railing and pops over it, flying across the watery gap to a freighter on the next dock. Sailors dive for cover as the Ferrari blasts across the deck, hits the next railing, and leaps onto a cargo crate being lifted off the ship. He pauses for a moment, while the crane swings the crate over the wharf, then hurtles off, drops

onto the dock with a seismic THUD, and tears into the night!

That was quite a filibuster! Overdrive grabs his 6 dice, keeps 1 for defense, and rolls 5 to make sure those zombies think twice about pursuing him! Unfortunately, his Yin die comes up a failure, so he cashes in a point of Chi (and laments the damage to his Ferrari's shocks). On the other hand, 4 of his Yang dice succeed, which obliterates the zombie Threat! He and his companions get away clean.

WARRING ON THE ROAD

Krazy Klyde (Wheelman 5) and the Sixgun Samurai (Death Machine 5) are being chased across a post-apocalyptic wasteland by a trio of leather-clad road pirates (Kill People & Take Their Stuff 3). The former have an armored truck with two machinegun nests on sidecars. Our heros have a nitrous-boosted stock car. Having decided that dodging machinegun fire isn't as fun as he'd imagined...

Klyde weaves off the side of the decaying highway (+1) and backflips off of a vaguely ramp-shaped boulder (+1). Two streams of bullets follow him (+1) as the car flips end over end (+1) and lands right on top of the armored truck (+1). The two pirates hoot and holler like crazed hyenas (+1) as they loose hundreds of red-hot rounds at their prey (+1). The truck's driver hits the brakes, trying to keep the rogues in front of him (+1).

Klyde collects his 6 dice, keeps 2 for dodging bullets (Yin) and puts the rest into his insane backflip maneuver (Yang). Both Yin dice come up successes, but only 2 of the Yang dice. The pirate gunners roll all 3 of their dice as Yang, but only get 2 successes, not enough to beat Klyde's pair. Fortunately for the PCs, the truck driver only gets a single success from his 2 dice, leaving Klyde with the 1 success he needs to land atop the truck.

Sixgun climbs out the passenger window, his trench coat flaring around him (+1). He jumps into the air (+1), and unloads his revolver into one of the gunners (+1). Klyde floors the accelerator as Sixgun takes to the air (+1), launching the stock car out in front of the careening truck (+1). Both henchmen abandon their machineguns to climb onto the roof, while the driver tries vainly to keep up with Klyde.

Since he's not being actively attacked, Sixgun puts all 4 of his dice into killing that pirate (Yang). He rolls 3 successes. The pirate rolls his default die for defense, but it comes up a failure. He takes 3 hits and doesn't have the Chi to cover it. He's road rubble. The other pirate climbs onto the roof unopposed. Klyde declares all 3 of his dice Yin, just in case that truck driver gets lucky. He only gets one successes, but the driver's default die isn't enough to cause Klyde any trouble.

Back atop the truck, Sixgun filibusters the second pirate. He spins his sidearm back into its holster and draws his sword. The acid-etched blade glints brightly as he slashes across his enemy's throat. Then, another gun pops into his hand from its spring-loaded sleeve holster and more bullets blast towards his adversary. Surprised by the ferocity of this attack, the pirate brings an armored forearm up to deflect the blade (+1), spins sideways to avoid the bullets (+1), and kicks savagely at Sixgun's knees (+1).

Sixgun's filibuster earns him 6 dice, the maximum. He rolls 4 Yang and 2 Yin, getting 3 Yang successes and 1 Yin success. The pirate devotes 3 dice to defense and 1 to attack, netting only 1 Yang and 1 Yin success. Sixgun's knees escape undamaged, but the pirate loses 2 points of Chi, which is all he had. He's still up, but he's feelin' the pain.

Meanwhile, Klyde's getting fed up with this armored truck. He hits the nitrous (+1), spins the car around 180 degrees (+1), slams the stick into reverse (+1), and puts a shotgun slug between the truck driver's eyes (+1). Said truck driver swerves right to avoid the gunshot (+1).

Since no one's manning the guns, Klyde rolls all 5 of his dice for attack and gets 5 Yang successes! The truck driver's meager 2 Yin dice both come up successes, but it's not enough to save him. He slumps over the wheel and sends the truck into a roll...

Sixgun has his opponent on the ropes when the truck lurches sideways, so he slides his blade back into its scabbard (+1) and leaps towards the stock car (+1), while firing backwards at the pirate (+1). Searching desperately for a handhold (+1), the pirate ducks lamely under Sixgun's last volley (+1). Klyde cuts the nitrous booster (+1) and taps the brake (+1), trying to nudge the car into position beneath Sixgun's fall (+1).

Trusting Klyde to catch him, Sixgun declares all 4 of his dice Yang and rolls 3 successes. The pirate rolls three Yin dice, but misses one and joins his departed brothers in henchman hell. Klyde's action is unopposed, so he just rolls all 4 and hopes for at least one success, which he gets! Sixgun hits the hood in a backwards roll and flops down on the roof, safe and sound. The armored truck is a spectacular wreck!

RACING ACROSS ROOFTOPS

The Hound (Bounty Hunter 5) pursues his next collar, Scarab Jones (Gangbanger 5), as he flees across the city's skyline on his signature Harley. Scarab's engine roars like a lion (+1) as he leaps over an alley (+1) and bites into the rooftop on the other side (+1). He fires two shotgun blasts over his shoulder (+1), trying to make The Hound miss the jump. The Hound's Yamaha purrs like a chrome kitten (+1) as he leans to the left, scraping his knee on the rooftop gravel (+1) as the buckshot flies past (+1). He launches over the chasm (+1).

The GM rolls 5 dice for Scarab, and makes them all Yang dice. He gets 4 successes. The Hound also rolls 5 dice; since he just wants to see where Scarab is going, he puts them all into defense and gets 4 Yin successes. All of the dice cancel out, so no one has to spend any Chi to avoid a crash.

Scarab continues his flight by racing into through a greenhouse (+1) and using a stack of pottery on the far end to jump through the back wall (+1), leaving a mine field of broken glass for the bounty hunter (+1), and crashes through the window of an apartment building across the street (+1). The Hound hits the roof with a spray of gravel (+1) and weaves left around the greenhouse (+1). He hits the skids a split second before hitting his own jump (+1) and flies towards the apartment, using his bike as a shield (+1).

Once again, Scarab puts all 5 of his dice into offense, and The Hound sinks his 6 into defense. Scarab only manages to roll 3 Yang successes, which The Hound easily turns aside with 5 Yin successes.

Scarab commands the half dozen ganger mooks inside the apartment to grab their guns and put his pursuer in the dead book! The Hound lets their bullets ricochet off his cycle (+1) as he sails through the window (+1) and Squishes two mooks (+1). He pops back up into a front wheelie in the center of the room (+1) and spin-whips two more mooks with the back tire (+1). He pulls his desert eagle on Scarab. "You're under arrest."

The chase segues into mook combat; the GM gives the gangers a Threat level of 3 (because she wants this resolved in a single round). The Hound gets a filibuster-worthy 6 dice, keeps one for defense and sinks the rest into whackin' mooks. He gets his obligatory 1 Yin success, so loses no Chi, and more than beats the mooks with 4 Yang successes. The two that aren't beaten turn and run!

ESCAPING FROM A MILITARY BASE

Rave (Rogue Super-Soldier 5) is peeling military police (MPs) off of her stolen hummer as she tries to escape from a military R&D installation. She fires a quick burst from her uzi 9mm (+1) through the passenger side door (+1), turning it and the MP gripping the handle into swiss cheese (+1). Then, she bounces the hummer off of a building to scrape the MPs off the other side (+1).

The three mooks only have a remaining Threat level of 2, so this shouldn't be too hard. Rave keeps the obligatory 1 Yin die and rolls 4 Yang. All come up successes. The MPs are all dead and then some.

Another hummer rushes straight towards Rave from the base's perimeter. "Chicken," Rave notes. "My favorite" (+1). She roars towards her adversary... and cranks the steering wheel at the last second (+1), tipping her hummer sideways and rolling right over the other car's hood (+1)! She hangs on as the vehicle rolls twice on the tarmac (+1), then regains verticality and heads for the fence (+1).

The GM gives the new driver a Threat level of 6. Once again, Rave keeps 1 Yin die and rolls the other 4 as Yang. This time, her Yin fails; Rave loses a point of Chi from all that rolling. She gets 3 Yang successes; her daredevil maneuver has confused and intimidated the new mook out of half his Threat rating!

The enemy hummer regains its bearings and turns to pursue. Rave aims for a stack of large, metal pipes in front of the perimeter fence (+1). She jumps one side of the hummer off the pipes (+1), which sends her into a cartwheel that barely clears the fence (+1). Its razorwire scrapes across the hummer's grill and shoots sparks into the night air (+1).

Since this stunt is unopposed, and Rave isn't trying to take out any mooks, she just rolls her 5 dice and hopes for at least one success. She gets 3.

The hummer hits the ground in reverse (+1) and Rave brings her uzi to bear (+1). She shoots through her own windshield (+1), through the fence (+1), and peppers the other hummer's tires with hot lead (+1).

Rave wants to make damn sure she's not followed, so she throws caution to the wind and rolls all 6 dice for her attack. She automatically loses a point of Chi for not having a Yin success, but it's a small price to pay. Rave rolls horribly; half of her dice fail! Fortunately, the 3 Yang successes are just enough to clear out the mook's remaining 3 Threat levels. His hummer wipes out on the stack of pipes and careens into the fence! Rave spins a reverse 180 and takes off into the night.

FLYING THROUGH INDUSTRIAL FACTORIES

Free Radical (Cyber Punk 5) is stopped at an intersection, thinking she lost the feds ten blocks back, when she spots flashing lights in her rear viewscreen. The cop's coming in fast, at a shallow dive from two traffic levels up. She disengages her skycar's auto-pilot (+1), puts the hover drive in reverse (+1), and pitches her nose down (+1). As the cop flies beneath her (+1), she opens fire with a pair of concealed railguns (+1).

What Free Radical doesn't know is that this is just the first of several squad cars on her tail! The GM gives the mooks a Threat of of 12, because she wants this chase to last a while. Free Radical decides to play it (relatively) safe and splits her 6 dice evenly between attack and defense. She rolls 2 Yin successes (she only needs one) and 3

Yang successes. That squad car's in a world of hurt!

Three more bogies light up Free Radical's viewscreen, so she dives straight down (+1), weaving through one traffic layer after another at breakneck speed (+1)! She soon finds herself surrounded by the smokey lights of an industrial complex. She pulls into a loose spiral (+1) and levels off, and crashes through the upper windows of an automated factory (+1).

Feeling a bit more confident, now, Free Radical keeps only 1 Yin die and declares the other 4 Yang. She gets 3 Yang successes: one of the squad cars misses the turn, but the other two soar into the factory. The bad news is that her Yin die came up a six, so Free Radical has to fork over a point of Chi. Must have been a rough ride!

Free Radical streaks over the factory floor, looking for a good place to lose her pursuers. She dips down towards an assembly line (+1) and begins weaving between the arc welders (+1) like a slalom skier with a death wish (+1). With her off hand, she cues up her onboard AI and requests a schematic analysis of the factory (+1).

Still wincing from last round, Free Radical goes on the defensive: 2 Yin dice and 3 Yang dice. This time, she has plenty of Yin success, but only manages 2 Yang successes. That leaves the mooks' Threat level at 4.

Free Radical's viewscreen fills with schematic overlays of the factory's various systems, and she gets an idea. Veering into a service corridor, she heads for the plasma conduits that feed a foundry on the floor below. She box-slides to a stop in full view of the pursuing squad cars... and waits. Just as the lead car opens fire, she cuts her hover drive and drops to the floor. The bullets sail over her and rupture the conduits, spraying plasma over her head and down the corridor!

Free Radical would like to avoid getting any plasma on her sweet ride, so she splits her filibustered 6 dice evenly again. She gets 2 Yin success and 3 Yang successes, leaving the cops with just 1 Threat level. The hood of the lead car literally melts away in the plasma stream, but the second car bursts through the wreckage, still in hot pursuit!

Free Radical decides it's time to go Millennium Falcon on this guy's ass! She amps up the hover drive (+1) and pulls into a steep climb (+1), weaving through the unfinished levels on the back side of the building (+1). She opens up with her railguns, filling the already cramped space with debris (+1).

Free Radical rolls 2 Yin dice and 3 Yang dice, pulling in 1 Yin success and 2 Yang successes. The cop collides with one bit of shrapnel too many and careens into a support beam. The explosion blasts Free Radical through the last story and into open sky!