Set Up the Chase

1. Pick Range Increment of Fastest Vehicle		2. Determine Starting Positions (Range Apart)		3. Determine Chase Modifiers for Driving Roll	
Foot/Bicycle	1"	Close	1	Faster top speed than everyone else	+1
Horse, Car	5"	Near	2	Faster top speed (x2) than everyone else	+2
Plane	10"	Medium	3	Lower base range increment than opponent	-1 per each range increment
Jet	20"	Far	4		
Spaceships	50"/100"	Extreme	5	Vehicle wounds	-1 for each wound level

Let the Chase Begin!

1. Draw Initiative. Each character in the chase gets an initiative card, just like a regular combat. Replace Driving roll with Agility roll for characters on foot.

2. If Initiative Card a Club, Try to Avoid Obstacle (only for drivers or characters on foot)

<table>
<tr><td colspan="5">a. Roll Driving with obstacle modifier to avoid obstacle:</td><td>c. Roll d6 damage for every 5" of current speed. Halve damage if soft obstacle. Damage can ace.</td></tr>
<tr><td>Light</td><td>Sparse</td><td>Rough</td><td>Thick</td><td>Dense</td><td rowspan="2">Speed = Half top speed (vehicles) and Pace+half running die (on foot, usually d6 damage)</td></tr>
<tr><td>0</td><td>-1</td><td>-2</td><td>-4</td><td>-6</td></tr>
<tr><td colspan="5">b. If Driving roll succeeds, go to step 3. If Driving roll fails, obstacle is hit. Determine type of obstacle.

Roll d6. 1-3 soft obstacle, 4-6 hard obstacle. Apply modifiers for mostly soft (-1) or mostly hard (+1)</td><td>d. If driver shaken, vehicle drops 2 range increments</td></tr>
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3. Choose Chase Action (MAP penalty with additional Combat Action, only for drivers or characters on foot)

If you want to...	Then make...	If Success	If Raise	More Info
Change 1 or 2 positions	Driving roll	Gain 1 position	Gain 2 positions	
Change 2 or 3 positions (Push)	Driving roll at -2	Gain 2 positions	Gain 3 positions	
Change 3 or 4 positions (Really Push)	Driving roll at -4	Gain 3 positions	Gain 4 positions	
Force opponent into obstacle to damage him (1 range incr.)	Opposed Driving roll	Opponent hits soft obstacle (half damage); See 2c.	Opponent hits hard obstacle; See 2c.	If tie, vehicles locked; -2 Driving roll until raise on Driving roll
Distract opponent to slow him down (1 range incr.)	Opposed Driving roll	Opponent -2 next Driving roll	Opponent -2 next Driving roll and shaken	If shaken, vehicle drops 2 range increments
Move Parallel to opponent to enter melee combat, align guns, or leap on vehicle (1 range incr.)	Opposed Driving roll	Same position as opponent	Same position as opponent and +1 to Fighting roll	Leaping is an Agility roll. Action not used in foot chases.
Stay Steady so you can perform another action without penalty	Your way to step 4; no Driving roll necessary.			

Critical Failure: If Driving roll is a critical failure (1 or less), you go Out of Control: 2d6: (2) Roll Over, collision damage for vehicle and everyone inside; (3-11) -2 to next Driving roll; (12) Flip, same as Roll Over.

Vehicle Damage: If damage equals or exceeds vehicle's Toughness, driver must make Driving roll or go Out of Control.

4 Choose Combat Action (MAP penalty if already did Chase Action)

Use *Combat Survival Guide* to help choose action.

Unstable Platform   -2
Fast Targets   -1 per 10" of speed

5. Repeat Until Chase is Over