

Chase combat is radically different from ordinary tactical combat. Because everyone is moving around quickly, it's nearly impossible and practically pointless to keep track of everyone's position. Instead, chase combat is handled in abstract terms, where each driver tries to maneuver his vehicle to gain an advantage over his opponent(s).

### Chase Combat Turn Sequence

Chase Combat is similar to regular combat. Here is the sequence for resolving Chase Combat:

1. **Opposed Vehicle Test.**
2. **Roll Initiative.** Roll Initiative as usual. All the normal rules for Initiative apply.
3. **Begin Chase Combat Turn.**
4. **Declare Action/Stunts.** Instead of actions, vehicles execute stunts. Like regular combat, stunts may be Free, Simple, or Complex. See *Chase Stunts*.
5. **Resolve Actions/Stunts by Initiative Order.** Resolve as normal, from highest Initiative Score to lowest.
6. **Resolve Actions/Stunts in subsequent passes.**
7. **End of Chase Turn.** The Chase Turn ends. Go back to step 1. Continue resolving chase combat until all opposing vehicles involved have crashed, broken off, or been destroyed.

### Chase Turns

Time during chase combat is measured by Chase Turns. One Chase Turn is one minute long (20 Combat Turns). As with standard combat, Chase Turns are further subdivided by Initiative Passes.

### Opposed Vehicle Test

At the beginning of each Chase Combat Turn, each driver makes a Vehicle Test. The winner chooses the Engagement Range he will have against all vehicles that scored fewer hits than he did. Ties are broken first by Edge, then Reaction, then Handling.

The rules for glitches and critical glitches on Vehicle Tests apply here.

### Engagement Range

There are 3 Ranges of Engagement in Chase Combat: Close, Short, and Long.

**Close Range** is very close—the vehicles are side by side or otherwise in near proximity, and may attempt to ram each other or cut each other off. This is close enough that a character could attempt to jump from one vehicle to another. This is Short range for most ranged weapon attacks.

**Short Range** is near to each other, but not close enough to directly engage the other vehicle. This is Medium Range for most ranged weapon attacks.

**Long Range** is within sight of the other vehicle, but trailing a distance away. This is Long Range for most ranged weapon attacks.

### Driver Complex Actions and Chase Stunts

Drivers must spend one Complex Action each Chase Turn controlling their vehicle. If they choose, they may spend this

Complex Action performing one of the following Chase Stunts. A driver may only perform one Chase Stunt per Turn.

If the driver fails to spend a Complex Action controlling the vehicle, it becomes uncontrolled: apply a –2 dice modifier to the actions of all characters in the vehicle next turn. The driver must succeed in a Vehicle Test to regain control of the vehicle next turn or it will crash.

**Break Off (Long Range Only):** The driver tries to break contact with all other opponents and flee the scene. To do this, the driver must succeed in a Vehicle Test with a threshold modifier of +1 per pursuing vehicle after the first. The driver must succeed in this test 3 turns in a row—only then has he escaped. If at any point he fails a test, or fails to maintain Long Range, he must start to Break Off all over again.

**Cut Off (Close Range Only):** The driver tries to cut off another vehicle in Close Range, forcing it to crash. Make an Opposed Vehicle Test. The loser must make a Vehicle Test to avoid crashing, with the net hits generated from this test serving as a negative modifier.

**Maneuver (Any Range):** The driver attempts to maneuver for a better position. For each net hit he scores on a Vehicle Test (over the threshold), he adds +1 die to his Opposed Vehicle Test at the beginning of the next Chase Combat Turn.

**Ram (Close Range Only):** The driver attempts to collide with another vehicle in Close Range. Resolve this as noted under *Ramming*, p. 160.

### Passenger Actions

Passenger actions take place as normal, in Initiative order.

## ATTACKS AGAINST VEHICLES

When a vehicle is attacked in ranged combat, the driver rolls his Reaction +/- Handling as the defense part of the Opposed Test. Drones roll their Pilot +/- Handling.

### Evasive Driving

Vehicles that are under attack can take a Complex Action and undertake evasive driving—the vehicle equivalent of full defense. This means the driver of the vehicle can add his Vehicle skill dice to the defense dice pool to dodge ranged attacks (drones add their Defense autosoft rating, see p. 239). Evasive driving cannot be used against ramming attacks.

## VEHICLE DAMAGE

Whenever a vehicle is hit by an attack, it resists damage as normal, rolling Body + Armor. If the attack's modified DV does not exceed the vehicle's modified Armor, no damage is applied. Note that since many vehicles will have large Body dice pools, gamemasters are encouraged to use the trade-in-dice-for-hits rule (4 dice = 1 hit) to simplify tests. Your average tank, for example, will automatically get 4 hits on a Body Test by trade in, so there is no point in rolling unless the hits needed are higher than 4.)

### Crashing

Just like Knockdown, if a vehicle takes more damage from a single attack than it has Body, then the driver must make an immediate Vehicle skill + Reaction (3) Test to avoid crashing.

