

# CHAPTER 11: PURSUITS

**S**ometimes in the course of an operation, the crew will find itself in a special encounter called a pursuit. Whether the crew is attempting to extract from an operation under heavy gunfire or chasing down an informant with critical information, a pursuit happens on the move. In a pursuit, one party attempts to gain ground on another in order to capture or destroy them in a dramatic showdown. This chapter presents the rules governing these special encounters.

## The Order of Pursuits Initiative

Much like a combat encounter, a pursuit occurs in **rounds**, each lasting about 6 seconds. During each round, each participant takes a **turn**. The order of turns is determined at the beginning of a pursuit by rolling initiative for each participant. If a pursuit begins as a result of one party fleeing combat, each creature retains their combat initiative.

## Your Turn

On your turn, you can **take one action**. You can take one **bonus action** if you have a special ability, power, or other feature of the game that states you can do something as a bonus action. You do not move on your turn.

## Pursuit Turn

In a pursuit, all creatures and vehicles move simultaneously. Environmental conditions and physical prowess can also determine whether the pursuers can gain ground or the quarry is able to escape. There is a special pursuit turn that occurs on an initiative roll of 0.

During the pursuit turn, each creature or vehicle in the pursuit encounter can move a distance up to its speed. Apart from the Dash and Drive actions, a creature cannot “bank” additional movement from a special ability, power, or other feature that grants a creature additional movement based on their speed, such as *Maneuvering Strike*. If a feature allows a creature to move by some other means, for example by teleporting, the creature can do so on their turn.

Additional events may also be triggered on the pursuit turn based on certain environmental conditions. For example, if the players must run across a busy street, they may be asked to make a Reflex saving throw or suffer reduced speed or even damage as they are nicked by a passing vehicle.

## Actions in Pursuit

When you take your action on your turn, you can generally take any action available to you in a combat

encounter. However, there are special rules governing the Dash action, and a new Drive action presented specifically for vehicle pursuits.

## Dash

When you take the Dash action in a pursuit, roll your choice of a Strength (Athletics) or Constitution check. You gain extra movement for the next pursuit turn equal to your speed, after applying any modifiers, plus the roll total (round down to the nearest 5 feet).

When you take the Dash action, you cannot do so again until the start of your next turn.

## Drive

When driving a vehicle, you can take the Drive action in a pursuit. When you do so, roll your choice of a Dexterity (Vehicles) or Intelligence (Vehicles) check. You gain extra movement for the next pursuit turn equal to the vehicle's speed, after applying any modifiers, plus twice the roll total (round down to the nearest 5 feet).

When you take the Drive action, you cannot do so again until the start of your next turn.

## Combat to Pursuit

Because of the special movement rules of a pursuit, transitioning from a combat encounter to a pursuit follows these rules:

**Flee.** A pursuit encounter begins when at least one creature takes the Flee action on their turn. The pursuit and combat encounters remain separate entities with separate participants with slightly differing rules governing each.

**Pursuit Turn.** A pursuit turn enters the initiative count at a roll of 0. Only creatures that enter the pursuit encounter move on the pursuit turn. On a creature's first pursuit turn from combat, it may move additional feet as if it took the pursuit Dash action on its turn.

**Reaction.** When any creature takes the Flee action, or at the start of any pursuit turn, a creature in combat can use its Reaction to join the pursuit encounter.

**Vehicle Chase.** A vehicle enters a pursuit encounter when its driver takes the Flee action or uses their reaction to join the pursuit encounter.

**Pursuit.** Once a creature joins the pursuit, its turns follow the rules for pursuit encounters beginning after its first pursuit turn.

**No Combat Pursuit.** Lastly, a creature must enter the pursuit encounter to chase a fleeing target. If the GM determines players are attempting to bypass the pursuit movement rules while remaining in combat, for example by using the *Maneuver* trick on consecutive combat turns, they may force those players to immediately enter the pursuit encounter.