HOT PURSUIT
CHASE RULES FOR *CYBERPUNK RED*

The cop car was all over the place, first veering slowly to one side, then jerking back onto the road. Bullets popped and ricocheted off of buildings and penetrated signs, threatening to perforate Penny's beloved Thunder-X as she led the chase through the streets of the University District.

Penny pushed smooth on the pedal. She knew she was done for if she even tapped the wheel now, so she concentrated on holding it steady. There in front of her was the surprise, and it was coming up fast. Only she could see it. Unless the cop had a Biblical understanding of these streets, they were about to go for a real ride.

The street dropped, and Penny's Thunder-X flew. They were in the air. Penny howled at the top of her voice – pure adrenaline like white-hot scratches filled the space around her. The engine spun free, roaring from deep within its throat while the tires were off the ground. She braced for impact. The tires hit, shocks crushed to full closed, and then the undercarriage punched the ground, kissing blue and white sparks in all directions. Punch/kiss, punch/kiss, she bounced and just as her car recovered from the impact, Penny gently pulled the wheel right then left in an S turn as she loped down an alley. She caught a glimpse of the cop flying past the street she had turned onto, his back end still bouncing. She briefly flashed to a memory – sitting in the passenger seat of her dad's muscle car back when she was a kid. He'd been fond of the maneuver, too.

Penny tasted blood. She'd bitten so hard during the bouncing she cut her tongue. She could smell it in the back of her nose. She wondered if the cop could smell it, too.

"A girl could get lonely out here on these streets," Penny joked to no one.

THE CHASE

Your prey's getting away, peeling down the street in their Quadra Thunder-X. You leap into your Makigai Ebi and give chase. They're faster, but you know the score – when it comes to the rack-and-ruin streets of Night City, skill matters as much as speed. Maybe more.

Hot Pursuit isn't a replacement for the vehicle combat rules presented in the Cyberpunk RED core rulebook (**SEE CP:R PAGE 189**) but works with them, providing an optional framework for quick, tense, and exciting chase sequences where driving ability counts as much as vehicle speed.

THE RULES

Before we get into the rules, let's clarify. This isn't intended to be a gear-shift to gear-shift simulation of a chase sequence. Instead, these rules work via abstraction, shifting the focus to the action instead of the rolls.

SETTING UP THE CHASE

At the beginning of a chase, the GM sets up the chase grid by determining the distance, in squares, between all participating vehicles. Each square represents one band on the Range Table.

# of Squares	Range Band
1 square	0 to 6m/yds
2 squares	7 to 12m/yds
3 squares	3 to 25m/yds
4 squares	26 to 50m/yds
5 squares	51 to 100m/yds
6 squares	101 to 200m/yds
7 squares	201 to 400m/yds
8 squares	401 to 800m/yds

Example: *The Crew hops in their car to chase after a truck. The thief inside just stole a memory chip the Crew was transporting. The GM determines the thief has a decent head start and is 3 squares ahead. The GM sets up the chase grid as follows.*

Crew Car   **Thief's Truck**

INITIATIVE

Once the chase grid is set, all participants should roll Initiative. Unlike with standard vehicle combat, the operators (aka the drivers) roll Initiative. They aren't automatically at the top of the queue.

CHASE ROUNDS

During a Chase Round, each participant can perform one Move Action and one standard Action, just like in regular combat.

▶ Move Actions ◀

Participants can use their Move Action to change position in their vehicle (jump into a turret seat, for example), climb out of the vehicle and onto the roof or vice versa, or leap from the vehicle to a location within range based on their MOVE Statistic – even another vehicle involved in the chase.

When determining if a location is in range for a leap, use the far end (the higher number) of the current range band based on the location of the vehicle (or vehicles) on the Chase Grid unless the operator has performed a Pull in Close Maneuver (**SEE PAGE 5**).

Unlike with regular combat, participants in a Chase can hold their Move Action but only to sync with the vehicle operator. For example, to wait for them to perform a specific Maneuver.

▶ Standard Actions ◀

A participant can perform any Action they could in normal combat, taking in account their circumstances. Range to other vehicles is determined by their position on the Chase Grid. Melee attacks against another vehicle (or targets on the vehicle) can't be made unless the two vehicles are adjacent to each other on the grid and one of the operators first performs a Pull in Close maneuver (**SEE PAGE 5**).

Example: At the start of the second Chase Round, the Crew is 2 squares behind the thief's truck. That's the 7 to 12m/yd range band. Forty decides to shoot at the truck using her Very Heavy Pistol. Since she's in the 7 to 12m/yd range band, she'll be shooting against a DV15. Mover, meanwhile, wants to leap from the Crew's car to the thief's truck. The GM rules this as a 12m/yd (6 squares) jump. Fortunately, Mover recently bought jump boosters for both his cyberlegs, and he has a MOVE of 7, so he can make the leap.

Crew Car | **Thief's Truck**

12 m/yd

POSITIONING

At the end of a Chase Round, all participants acting as operators must determine their vehicle's position relative to the others. If they want to move forward on the Chase Grid, they must succeed at an appropriate vehicle control Skill Check, aka a Positioning Check. The DV of the Check is dependent upon the vehicle's Combat Speed.

▶ POSITIONING CHECK DVs

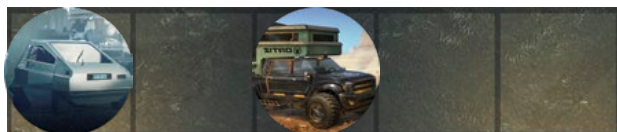| Combat Speed	DV
60 MOVE	13
40 MOVE	15
20 MOVE	17
15 MOVE	21
10 MOVE	24
8 MOVE	29

The operator of a vehicle with a current SDP total of less than ½ its maximum makes the Check as if it were one Combat Speed category lower (for example, 10 MOVE instead of 15 MOVE). If this would reduce the target vehicle's effective Combat Speed below 8 MOVE, it spins out of control and crashes (**SEE CP:R PAGE 192**).

If the operator succeeds, their vehicle moves forward 1 square on the Chase Grid. If they fail, they remain where they are. This Check is not considered an Action or a Move Action.

Operators always have the option of maintaining speed, in which case they don't move forward on the Chase Grid, or slowing down and moving backward 1 square on the Chase Grid. Neither maintaining speed nor slowing down requires a Check. If the lead vehicle suddenly reverses course and runs directly at the vehicle following it, switch to normal combat rules. It isn't a chase anymore!

HOT PURSUIT

Example: *At the end of the Round, the Chase Grid is as follows.*
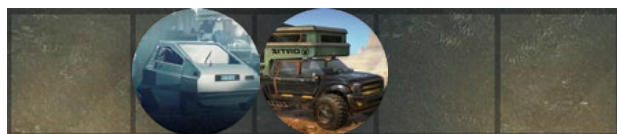

Crew Car   **Thief's Truck**

The Crew's car and the thief's truck both have a Combat Speed of 20 MOVE. However, since the thief's truck is now at less than ½ of its maximum SDP, the GM rolls the thief's Drive Land Vehicle Check as if it had a Combat Speed of 15 MOVE. In other words, against a DV of 21 instead of 17. The Crew's car is undamaged, so Racer, the operator, makes the Check against a normal 17.

Racer succeeds and moves up a square. The thief fails and does not. The Chase Grid looks like this at the beginning of the next Round.

Crew Car   **Thief's Truck**

OPERATORS AND ACTIONS

Since operators control the vehicles involved in chases, there are special considerations regarding their Actions.

►Actions ◄

Operators do not use their Move Action to move their vehicles. That's done at the end of the Round, as outlined above. If the operator uses their Move Action to leave the control seat, they are no longer in command of the vehicle. Someone else should probably use their Move Action to slip into the control seat, quick!

If the operator's REF + Relevant Control Skill + any bonuses is less than 9, they cannot perform a standard Action during their Turn. All of their energy is focused on maintaining control of the vehicle.

►Maneuvers ◄

The GM can always spice things up by placing obstacles, dangerous terrain, or sharp turns in the path of vehicles during a chase Round. When this occurs, the operators of all vehicles in the chase must use their standard Action that Round to make a Maneuver Skill Check. This follows the normal rules for Maneuvers (**SEE CP:R PAGE 192**). Failure to perform a Maneuver will result in the vehicle either falling back 1 square as it is forced to slow down or spinning out of control (**SEE CP:R PAGE 192**). The GM determines which result occurs based on the degree of failure and the riskiness of the Maneuver in question.

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In addition to those listed in the core rulebook (**SEE CP:R PAGE 192**), vehicle operators can perform the following additional Maneuvers during a chase.

NOS (DV13): If a vehicle has NOS, the operator can activate it on their Turn as a standard Action. Doing so automatically moves the vehicle 1 square forward on the Chase Grid. The Check is to determine if the operator can maintain control during the harsh acceleration.

PIT Maneuver (DV15): This Maneuver can only be performed if the operator's vehicle is adjacent the the target vehicle on the Chase Grid. The operator uses their vehicle to tap the target vehicle. This does no damage but causes the target vehicle to wobble. At the end of the Round, the target vehicle's operator makes their Position Check as if it were one speed category lower (for example, 10 MOVE instead of 15 MOVE). If this would reduce the target vehicle's effective Combat Speed below 8 MOVE, it spins out of control and crashes (**SEE CP:R PAGE 192**).

Pull Ahead (DV17): This Maneuver can only be performed if the operator's vehicle is adjacent to the target vehicle on the Chase Grid. With skill and speed, an operator can risk their vehicle and their life by pulling ahead of the target vehicle. If they succeed, their vehicle moves 1 square ahead of the target vehicle on the Chase Grid. If they fail, they spin out of control or possibly run into an obstacle such as an oncoming vehicle (**SEE CP:R PAGE 192**).

Pull in Close (DV13): The operator puts on a boost of extra speed, pushing their vehicle to the lower edge of their current range band (for example, 7m/yds instead of 12m/yds) until the end of the Round. This can make it easier for others to leap from one vehicle to another and makes melee attacks against another vehicle (or one of its occupants) possible.

Ramming (DV17): In a chase, ramming does not happen automatically by pushing into the same square as an opponent but requires a focused attempt to crash into the target while still maintaining control. Otherwise, it follows the same rules as in the core rulebook (**SEE CP:R PAGE 192**).

PASSENGER ACTIONS

Passengers can perform any Action they would normally be capable of within the limits placed upon them by being inside (or on top of) a moving vehicle. This includes attacking the enemy or taking an Action to provide a Complimentary Skill Check bonus (**SEE CP:R PAGE 130**) to an ally.

Some examples of Complimentary Skill Checks include using Local Expert to shout directions to the operator (bonus to the operator's next Positioning Check), using Perception to search for obstacles on the road ahead (bonus to the operator for their next Maneuver Check), or using Tactics to direct ally fire (bonus to an ally's Attack Check).

Don't forget more creative options! A paintball splattered on a chasing car's windshield can impose a penalty on the operator's Skill Checks to control the vehicle. An Athletics Check to throw a large enough obstacle in a chasing vehicle's path can force its operator to perform an emergency Maneuver on their next Action. Go wild!

ENDING THE CHASE

A chase ends when one vehicle is unable to continue for whatever reason (including the occupants voluntarily stopping) or when the vehicles involved move more than 8 squares apart on the Chase Grid. If someone's gotten that much of a lead they're able to vanish into the urban jungle. Maybe the Crew escaped! Or maybe they'll need to resort to new tactics to flush their prey out again.

ONE IF BY LAND

Hot Pursuit *was developed with land vehicles in mind but there's no reason they can't be used for air or sea vehicle chases as well. Just apply common sense. Jumping from one AV to another is probably possible, but leaping from one fighter jet to another in the middle of a dogfight would be a legendary feat... at a minimum!*

CHASE GRID