

Chases

Being ahead: +2 to pilot checks. +2 to attack targets behind

1. Roll initiative and go in order.

2. Pilot decides on one action or two.

If one, they take no penalty, take one action, move one square forward for free, and have an action left for combat.

If two, they take two actions at -4, then still move one square forward for free, but have no actions left for combat.

if you are at least 50' faster than enemy, only a -2 penalty

	PILOT ACTION	SKILL CHECK	DC	RESULT OF SUCCESS	RESULT OF FAILURE
Typical	Evade	Piloting	10 + vehicle's item level	Vehicle gains a +2 bonus to its AC	no bonus
	Keep Pace	Piloting	10 + vehicle's item level	Do nothing but still get the free square of movement	instead of free square, move back a square
	Trick	Varies	15 + vehicle's item level	Pilots behind you take -2 penalty to Piloting checks for 1 round	no penalty
		Piloting, bluff, stealth, etc.			
If not engaged	Slow down	None	None	Forfeit the free square of movement	can't fail
	Speed up	Piloting	17 + vehicle's item level	Move 1 zone forward immediately (free square is after all actions)	still get free square
				may trigger zone effects	if fail by 5 or more, loose the free square
If in same zone (and not engaged)					
	Engage another vehicle	Piloting	Enemy vehicle's KAC	Vehicle's rider can attack one another or board another vehicle	not engaged
If already engaged					
	Break free	Piloting	5 + enemy vehicle's KAC	End vehicle engagement	still engaged

3. Now is when the free movements happen.

Apply effects for new zones

If a vehicle is now 2 squares behind you, it is now left behind and generally removed from the chase.

If a vehicle is now 2 squares ahead of you, it has outrun you and gotten away.

If you are now 2 squares ahead of all opponents, you have gotten away from them. If you don't want this to happen, you may forfeit the free square of movement.

4. Combat. Pilots (if they still have actions) and everybody else takes normal combat actions. Vehicles Engaged are considered adjacent*, in same zone count at 50' apart, and next one is 200' away.

All attacks suffer the vehicle's normal attack penalty. Other actions are fine.

If passenger

Ranged attack at vehicle is fine, but occupants get cover depending on the vehicle. Some ranged weapons (like grenades) may not work.

Melee attacks are between Engaged vehicles, require reach weapons, and again, the target may get cover.

As a provoking move action, may move to other Engaged vehicle with Acrobatics / Athletics (5+KAC). On fail you stay put, if fail by 5 or more you fall off both and take damage.

If pilot

If you have an action left, may attack as passenger, but may not board other vehicle

Or may smash an Engaged vehicle with your own. Piloting vs DC enemy vehicle's KAC. If successful, deal your vehicle's collision damage, but your vehicle also takes half the result.