HOT PURSUIT

Compiled Tables

Assembled here are all the tables and charts you'll need for running exciting chases with the *Hot Pursuit* rules.

You've got your maneuver charts, listing all the available maneuvers for drivers, passengers, and foot participants, as well as tables for all the basics you need to worry about (Chase Conditions, Collisions and Obstacles, and Vehicles), and a final page that includes two complete Chase Tables for use in your games.

Of course, you'll need the *Hot Pursuit* rules themselves to make use of these, but that's available from Adamant Entertainment for peanuts. Absolute peanuts. Best RPG money you ever spent, almost entirely guaranteed. Pretty much.

You can buy *Hot Pursuit* at RPGNow.com. Other fine products from Adamant Entertainment are available at adamantentertainment.com. And Corey puts up other free stuff over at scratchfactory.com.

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ADAMANT ENTERTAINMENT

SCRATCH FACTORY

Chase Maneuvers

Quick Reference Chart

Maneuver (Skill)	**Modifiers Applied:** Maneuver	Speed Factor	**Reaction Roll?**	**Range**
Barnstorm (Drive/Ride) Plow into an obstacle in order to shake off pursuers.	**N**	**N**	**N**	**Any**
Breakaway (Drive/Ride) Alter current chase conditions	**N**	**Y**	**Y**	**Any**
Close/Lengthen (Drive/Ride) Pull away from or catch up with other vehicles	**N**	**Y**	**Y**	**Any**
Crowd (Drive/Ride) Force another vehicle into an obstacle	**Y**	**N**	**Y**	**P-B**
Damn The Torpedoes (Drive/Ride) Barrel straight through dangerous Terrain	**Y**	**N**	**N**	**Any**
Escape (Drive/Ride) Flee the scene, get away	**N**	**Y**	**Y**	**Extreme**
Evasion (Drive/Ride) Drive defensively, making your vehicle more difficult to target	**Y**	**N**	**N**	**Any**
Hard Brake (Drive/Ride) Perform a sudden decceleration to throw off nearby pursuers	**Y**	**N**	**Y**	**Any**
Head 'Em Off (Spot) Find a short cut to catch up with your target	**Y**	**Y**	**N**	**--**
Join (Drive/Ride) Enter a chase	**Y**	**Y**	**N**	**--**
Lose 'Em (Drive/Ride) Shake your pursuers by hiding in traffic or crowded conditions	**Y**	**N**	**Y**	**Any**
One Hand on the Wheel (Drive/Ride) Perform some other action while driving or riding	**N**	**N**	**N**	**Any**
Pace (Drive/Ride) Maintain identical speed and direction to another vehicle	**Y**	**Y**	**Y**	**Any**
Ram (Drive/Ride) Deal damage to opposing vehicle	**Y**	**Y**	**Y**	**P-B**

Passenger Maneuvers

Maneuver	Check Used	Range
Ranged Attack Use a ranged weapon against an opponent's vehicle or an opponent	**Ranged Attack Roll**	**Long or less**
Melee Attack Use a melee weapon against an opponent's vehicle or an opponent	**Melee Attack Roll**	**Point-Blank**
Leap Aboard Try to jump aboard a moving vehicle	**Jump**	**Point-Blank**
Jump Clear Leap from a moving vehicle	**Jump**	**--**
Regain Control Get control over an out-of-control vehicle	**Drive/Ride**	**Any**
Take Charge Attempt to wrest control of a vehicle away from a driver	**Grapple Check**	**--**
Catch It! Grab an object as you zoom past	**Melee Touch Attack**	**--**
Assorted Action Do whatever. Exciting stuff	**--**	**--**
Half a Full-Round Action Start or finish a full-round action other than a full attack	**--**	**--**

Obstacle Maneuvers

Maneuver (Skill)	Maneuver Modifier?	Obstacle Type
Hard Brake (Drive/Ride) Screech to a halt just in time	**Y**	**Barrier, Moat**
Swerve (Drive/Ride) Veer out of the way	**Y**	**All**
White Knuckle (None) Hang on tight and plow straight through	**N**	**Barrier, Traffic, Creature**
Jump (Drive/Ride) Fly over trouble	**N**	**Moat, Barrier (Mounts)**
Lean On The Horn (Intimidate) Get folks in the way out of the way	**N**	**Traffic, Creature**

On Foot Maneuvers

CHASE	Check Types	Maneuver Modifier?	Speed Factor?
Barnstorm	Tumble	N	N
Breakaway	Balance	N	Y
Close/Lengthen	Balance/Climb/Jump/ Tumble/Strength	N	Y
Damn The Torpedoes	Crash Check	N	N
Hard Brake	Balance	N	N
Head 'Em Off	Spot	Y	Y
Join	Strength	Y	Y
Just What I Needed	Spot	N	N
Lose 'Em	Hide	N	N
One Hand On The Wheel	Balance	N	N
Pace	Reflex Save	N	Y
They're After Me!	Bluff	N	N

PASSENGER	Check Types	Maneuver Modifier?	Range
Ranged Attack	Ranged Attack	N	Long or less
Melee Attack	Melee Attack	Y	Point-Blank
Leap Aboard	Jump	Y	–
Catch It!	Melee Touch Attack	Y	–
Assorted Action	–	?	–

OBSTACLE	Check Types	Maneuver Modifier?	Type
Hard Brake	Balance	N	Barrier, Moat, Traffic, Creature
Swerve	Balance	N	Barrier, Moat, Traffic, Creature
White Knuckle	–	N	Barrier, Traffic, Creature
Jump	Jump	Y	Barrier, Moat, Traffic, Creature
Lean On The Horn	Intimidate	N	Traffic, Creature

Chase Conditions

Speed Categories

Speed Category	Defense/AC Modifier	Check/Roll Modifier	Collision Damage Die
Walk	+1	+0	d2
Cautious	+2	-1	d4
Cruising	+4	-2	d8
All-out	+8	-4	d12

Ranges

Range	Ranged Attack Penalty
Point-Blank	0
Short	-2
Medium	-4
Long	-8
Extreme	--

Surfaces

Surface	Max Speed Category	Max Maneuver Modifier
Clear	All-Out	None
Unsteady	Cruising	+4
Rough	Cautious	0
Swampy	Walk	-4

Terrains

Terrain	Chance of Obstacle	Max Speed Category
Open	1 in 12	All-Out
Close	1 in 8	Cruising
Tight	1 in 4	Cautious

Collisions & Obstacles

Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object (Barriers and Moats)	x 1
Vehicle, Traffic or Creature, Head-On	x 2
Vehicle, Traffic or Creature, T-Bone	x 1
Vehicle, Traffic or Creature, Rear-End or Sideswipe	x 1/2

Collision Dice Number

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Smaller than Tiny	0

Crash Check DCs

Current Terrain	Crash Check DC on Collision
Open	10 + Special size modifier
Close	15 + Special size modifier
Tight	20 + Special size modifier

Vehicles

Vehicle Critical Hits

d10 roll	Cover Provided by Vehicle		
	No Cover	Half or Three-Quarters Cover	Full Cover
1	Engine	Engine	Engine
2-3	Controls	Controls	Controls
4-6	Controls	Controls	Controls
7	Systems	Controls	Controls
8	Crew	Systems	Systems
9	Crew	Crew	Systems
10	Crew	Crew	Crew

Occupant Damage

Cover	Damage (as that taken by vehicle)
None	Twice
One-quarter	Same
One-half	One-Half
Three-quarters	One-quarter
More than three-quarters	None

Damage Effect

Vehicle Hit Points Remaining	Condition
50% or more	No Effect
less than 50%	Crippled
0 or less	Disabled
suffered 2x max HP	Destroyed

Terrain: _____ **Surface:** _____
(Open/Close/Tight) (Clear/Unsteady/Rough/Swampy)

Speed Category: _____
(Walk/Cautious/Cruising/All-Out)

Speed	Def	Roll	Die
Walk	+1	+0	d2
Cautious	+2	-1	d4
Cruising	+4	-2	d8
All-out	+8	-4	d12

Vehicle 1 (Pursued)	Vehicle 2	Vehicle 3	Vehicle 4	Vehicle 5
SPEED / AC	SPEED / AC	SPEED / AC	SPEED / AC	SPEED / AC
Hit Points:	Hit Points:	Hit Points:	Hit Points:	Hit Points:
Maneuver Modifier:	Maneuver Modifier:	Maneuver Modifier:	Maneuver Modifier:	Maneuver Modifier:
Drive/Ride Modifier:	Drive/Ride Modifier:	Drive/Ride Modifier:	Drive/Ride Modifier:	Drive/Ride Modifier:
	V1 – V2 Range / Speed Factor	*V1 – V3* Range / Speed Factor	*V1 – V4* Range / Speed Factor	*V1 – V5* Range / Speed Factor

Terrain	Obtacle	Max Speed
Open	1 in 12	All-Out
Close	1 in 8	Cruising
Tight	1 in 4	Cautious

Surface	Max Speed	Max Maneuver Modifier
Clear	All-Out	None
Unsteady	Cruising	+4
Rough	Cautious	0
Swampy	Walk	-4

Terrain: _____ **Surface:** _____
(Open/Close/Tight) (Clear/Unsteady/Rough/Swampy)

Speed Category: _____
(Walk/Cautious/Cruising/All-Out)

Speed	Def	Roll	Die
Walk	+1	+0	d2
Cautious	+2	-1	d4
Cruising	+4	-2	d8
All-out	+8	-4	d12

Vehicle 1 (Pursued)	Vehicle 2	Vehicle 3	Vehicle 4	Vehicle 5
SPEED / AC	SPEED / AC	SPEED / AC	SPEED / AC	SPEED / AC
Hit Points:	Hit Points:	Hit Points:	Hit Points:	Hit Points:
Maneuver Modifier:	Maneuver Modifier:	Maneuver Modifier:	Maneuver Modifier:	Maneuver Modifier:
Drive/Ride Modifier:	Drive/Ride Modifier:	Drive/Ride Modifier:	Drive/Ride Modifier:	Drive/Ride Modifier:
	V1 – V2 Range / Speed Factor	*V1 – V3* Range / Speed Factor	*V1 – V4* Range / Speed Factor	*V1 – V5* Range / Speed Factor

Terrain	Obtacle	Max Speed
Open	1 in 12	All-Out
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Surface	Max Speed	Max Maneuver Modifier
Clear	All-Out	None
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