

NBA Chase Cards



Contest Roll

**Test Athletics/Drive/Other.
Reveal spends simultaneously.
Beginning difficulty 4.**



**If one side succeeds:
adjust Lead by 2.
If both succeed or fail:
adjust Lead by 1 in favour of
better margin.
Chase ends when Lead reaches
10 or 0.**



Open chase

**Flat ground, good roads,
clear weather**



**Adjust Lead by 1 toward
faster participant.
Faster party adds the differ-
ence in speed to chase rolls.**



Normal Chase

Hills, traffic, buildings.



**Faster participant adds +1
to chase rolls.
If only other participant
has chase ability 8+, add
+1 to all rolls.**



Cramped Chase

**Narrow streets, rush hour,
mountain roads.**



**Adjust Lead by 1 to favour
more manouverable partici-
pant.
They also add the difference
between manouverability to
chase rolls.**

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Raise difficulty

Runner can raise difficulty for both sides by 1.



If runner fails, difficulty drops back.
If runner succeeds, decide if you lower or raise difficulty.
If both succeed, decide whether you raise or keep difficulty. May lower, if pursuer agrees.



Swerve

Make an unexpected move to get ahead.
Req: higher maneuverability



Spend 3 points from chase ability to double Lead changes.
If chase ends, loser crashes.



Sudden escape

Make a daring escape.
Req: Lead 7+/Special



Describe how you end the chase. Difficulty \geq former difficulty+1 If you fail, double all damage from ensuing crash/fall.



Attacking

Make a shooting attack during a chase.



+1 to targets HT (+ cover)
Pursuer/Runner fire before chase contest. Pay 3 from Shooting or chase ability.
Hit Treshold and Chase difficulty +1.
Range: 1-2: Close, 3-6 Near
7+: Long

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Parkour

Describe a scene, gain a refresh.

Req: Athletics 8+



Once per chase gain 3 refresh by describing a feat of athletics.



Take the wheel

Let an NPC drive, while you jump off.

Req: 2 points from chase pool.



Spend 2 from chase ability to make NPC drive.

Roll and spend chase ability as normal, but gain +1 difficulty.



Investigative abilities

Help the runner.

One investigative ability can only be used once per chase.



Use between rounds to:

- give partial refresh
- adjust difficulty
- force opponent to reveal spend
- change lead
- Allow special rule.



Multiple runners/pursuers

Main runner makes rolls.

Others help / describe scenes.



Choose a lead participant

Others can aid with Cooperation or Investigative abilities

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Offensive ramming

Ram your opponent.

Req: Lead 1-2, 3 points from chase ability.



Difficulty 4+Maneuverability

If fail, spend 2 from chase ability or Lead chances by the difference.

If succeed, lead alters in favor by 1. In case of unmodified roll of 6, opponent crashes.



Defensive ramming

Defend against ramming.



Difficulty 4, add maneuver to die roll. If fail, Lead alters in favour of opponent by 1. In case of unmodified roll of 1, crash.

If succeed, rammer must spend 2 points from chase ability or Lead alters in players favour by 1 for every missing point.



Shooting out tires

Cripple the car.



+4 HT, losing tire raises difficulty of chase rolls by 1.

Losing two tires results in a crash (p.78)



Gear Devil

Describe a scene, gain a refresh.

Req: Driving/Piloting 8+



Once per chase gain 3 refresh by describing a feat of driving.