Chase rules for WFRP

Chases are a staple of many action genres, be it film, video game or even book. Yet WFRP (like many other RPGs), despite having entire chapters dedicated to combat rules, hardly has a single sentence on how to handle chases. So here's my attempt at righting this injustice…

The chase is on!
Whenever a chase is about to take place, it is important to consider the scene as this not only determines how easy it is to lose a pursuer but also the risks involved:

Chase scene	Escape	Potential obstacles
Crowd, market	20	Servant bearing a large basket, servant boy pushing a wheelbarrow, pane of stained glass carried by glaziers, group of pilgrims, gaggle of geese, squire & horse, fountain, pillory, stocks, band of musicians
Alleys, mews, streets, lanes, avenues, boulevards	25	Stalls (vegetable, fruit, fish, meat), handcart, herd of pigs, wedding party, religious parade, construction site, funeral procession, fire-eater, class of students, gaggle of initiates, gang of labourers, watch patrol, street theatre, street fair, stack of barrels, pile of sacks, stack of timber
Forest	30	Low branches, exposed roots, thick undergrowth, babbling brook, herd of deer, steep gulley, stack of logs, smoking mound (charcoal kiln)
Rooftops	35	Loose tiles, slippery shingles, clotheslines, flock of birds, rotten thatch, rickety scaffolding, wobbly gargoyles, hole in roof, gaps between buildings (1-8' depending on street size and building height)
Open road	40	Drainage ditches, toll gates, herd of sheep, coach & horses, gaggle of pilgrims, donkey & cart, oxen & wagon, chain gang, a huge pot hole
Fields, meadows	45	Hedge, fence, low wall, gorse bushes, narrow stream, herd of cows, duck pond, peasants labouring, angry bull, old bridge, hunting party
River	50	Bridge abutments, ferry boat, fishing boat, rapids, fishing nets, tree trunk, logs, timber raft, barge, waterwheel, half-submerged shipwreck
High seas	55	Reef, sandbar, nearby ship, needles, incoming storm, half-visible wreck

At the start of any chase, if a quarry gets a head-start, he gains 10 *Pursuit Score*.
Thereafter, each round, quarry and pursuer roll a *simple Risk* test (60%) and check the following table:

Pursuit test	Description
Amazing pass	*Clear Run* – you surge & anticipate perfectly, i.e. add **Mov** +3 to your *Pursuit Score*
Great pass	*Left for Dust* – you hit your stride brilliantly, i.e. add **Mov** +2 to your *Pursuit Score*
Good pass	*Going Well* – you sprint on enthusiastically, i.e. add **Mov** +1 to your *Pursuit Score*
Lucky pass	*Close Shave* – you swerve & avoid a collision, i.e. add your **Mov** to your *Pursuit Score*
Unlucky failure	*Rotten Luck* – you slip, stagger & stumble resulting in a serious loss of pace, i.e. add only 2 to your *Pursuit Score*
Bad failure	*Horrible Hindrance* – you trip & tumble resulting in a frustrating but otherwise harmless delay, i.e. no bonus to your *Pursuit Score* this round
Terrible failure	*Calamitous Collision* – you collide with something and are sent spinning into another obstruction, resulting in a minor injury & an infuriating delay, i.e. no bonus to your *Pursuit Score* this round & take D3**W** to a random location.
Horrific failure	*Devastating Impact* – you trip over something, go flying & smash into an obstacle, suffering a nasty injury & a maddening delay, i.e. no bonus to your *Pursuit Score* & take D6**W** to a random location. Also 50% chance of spectacular collateral damage!

If a quarry's *Pursuit Score* exceeds that of his pursuer by more than the Escape threshold, then he's considered so far gone that the chaser has either lost him from sight and/or has no chance of catching him (unless he finds faster mode of transport?).
However if a pursuer's *Pursuit Score* reaches his quarry's score then he has caught him.

Obstacles to success
If either party rolls a double (or whenever the GM wishes to spice things up), the quarry and pursuer encounter an obstacle. To overcome it they must roll against **Initiative** (instead of the *simple* Risk test). To determine the encounter, simply refer the table above and adapt the description to fit the obstacle.

Throwing the scent
A quarry can try to slow his pursuer by aggravating his progress, e.g. upsetting a nearby apple cart. As this requires fast reflexes and coordination, this is possibly best expressed as **Initiative** test, where:

- A pass indicates that quarry has triggered the obstacle (pursuer must now try to clear it, see above) but the quarry has had to slow, so only gains half their Pursuit bonus.
- A fail indicates that the quarry failed to trigger the obstacle and suffers a penalty as described in the *Pursuit table* (see above)

As you can see, this tactic is best employed if the quarry is slower than his pursuer, particularly if the quarry is more cunning and/or local.

Cutting corners
A pursuer can try to drastically catch his quarry by taking a shortcut. As this requires certain acumen, it is probably best expressed as an **Intelligence** test, where the results are determined using the table above except that all bonuses are doubled but any failure indicates the loss of the quarry! Finally this risky tactic is limited to only twice per chase. It is also easier for those skilled in *Orientation* (+10%).

Desperate measures
Both quarry and pursuer may attempt other actions (shooting, ramming, jumping) whilst chasing but this will hinder their pursuit (*simple Risk* test becomes a *standard Risk* test, i.e. 50%) and render the parallel task more difficult than usual, e.g. -20 **BS**, a *Ride* test, etc.

Modifiers
Flee! = +1 **Movement**
Local knowledge = +10%
Grievously injured = -1 to -2 **Mov** & -10 to -20%
Conditions affecting traction, e.g. rain, snow = -10%
Conditions affecting visibility, e.g. fog, night = -5 *Escape threshold*
Skills related to the environment, e.g. *River Lore* for Rivers, *Sailing* for High Seas
Inspired ideas from players = +10%

Example
*Jed the budding targeteer has just "borrowed" a bundle of arrows from a fletcher's stall but the stallholder spotted his sleight of hand (Jed tried to Palm Object but failed terribly) and decided to chase the rascal! While Jed has **M4**, Hans the fletcher has only **M3** (too many Halfling pies). Since Jed has a head start of 1 round he starts with a Pursuit Score of 10. Jed rolls 48 which is a definite pass, indicating he's Going Well, so he adds **Mov+1**, i.e. 5 to his Pursuit Score of 10 for 15. The stallholder however rolls 51 indicating a Close Shave, so he adds his **Mov**, i.e. 3. So after the first round the Pursuit Scores for Jed and Hans are 15 and 3 respectively. Given that the threshold for a crowd is 20, Jed could soon escape, provided he gets lucky. However, next round Jed rolls a 73 indicating a Horrible Hindrance so he's floored whereas the fletcher rolls a 32 indicating Left for Dust so he adds 5 to his 3, for a total of 8. So despite a good start, Jed is now sprawled in the dirt with Hans only moments away. Thus the chase goes on…*

References
Whymme's House Rules on Pursuits
http://homepage.mac.com/whymme/WFRP/rules/pursuits/pursuits.html