

# CHASE SEQUENCE

1. Quarry chooses a chase maneuver.
2. Pursuer chooses a chase maneuver.
3. Pursuer resolves any attacks or skill rolls for their maneuver.
4. Quarry resolves any attacks or skill rolls for their maneuver.
5. If neither side wipes out badly or is too damaged to continue, roll a Quick Contest of Chase Rolls.
6. Adjust the range band for the Contest outcome and start the next round.

## Pursuer and Quarry

<b>Attack</b>	<b>Disembark/Embark</b>	<b>Emergency Action</b>	<b>Force</b>
<b>Move</b>	<b>Move and Attack</b>	<b>Stop</b>	<b>Stunt</b>

## Quarry

<b>Hide</b>	<b>Mobility Escape</b>	<b>Reverse</b>	<b>Stunt Escape</b>
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## Pursuer

<b>Mobility Pursuit</b>	<b>Ram</b>
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**CLOSE**

**SHORT**

**MEDIUM**

**LONG**

**EXTREME**