

Car Chase Rules for Cyberpunk 2020

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In the normal day to day operation of motor vehicles, the chance that something is going to go horribly wrong is fairly slim. However, characters seldom ever experience a normal day. The percentages and charts below offer a quick way to “enhance” the driving experience in a cinematic manner.

Drivers Course 1d10

- 1-2 Goes Strait
- 3 Turns Left
- 4 Turns Right
- 5 Sudden Left
- 6 Sudden Right
- 7 U turn
- 8 Stops suddenly Backs up to ram.
- 9 Attempts to move into oncoming traffic
- 10 Begins swerving back and forth.

Chance of a Calamity

In the event that players elect to engage in “other than normal” usage of their vehicles, there is a chance that a calamity may occur. The longer they engage in the “creative usage” of their vehicles, the higher this chance rises.

5% base

- +5% light density traffic
- +10% for med density traffic
- +20% for heavy density traffic
- +25% for very heavy traffic
- +5% for every 10mph over posted limit rounded up
- +20% if target vehicle has incident ahead
- +5% for each car ahead of you
- +10% wet road
- +20% raining

Nature of the Calamity 2d10

2 Drivers ahead of you change lane	11 Truck and trailer jack-knife after target car passes 1d6/2 lanes blocked
3 Driver ahead of you stops	12 Truck and trailer wrecks with 1d6 other cars 1d6 lanes blocked
4 1d6 vehicles ahead of you wreck	13 Object in Roadway
5 1d10 vehicles ahead of you wreck	14 Object falls from vehicle <u>1-2 small</u> 2 sqr ft <u>3-4 med</u> 4 sqr ft <u>5-6 large</u> 6-10 sqr ft
6 2d6 vehicles ahead of you wreck	15 Car spins out ahead of you and stops 1-2 right 3-4 ahead 5-6 left
7 2d10 vehicles ahead of you wreck	16 Car spins out and hits 2d6 other cars
8 Driver ahead of you swerves 1-5 left – 6-10 right	17 Cars collide and explode
9 Traffic slows considerably after target car passes	18 Vehicle spills contents on road way
10 1d6 vehicles stop after target car passes	19 A vehicle decides <i>you’re</i> the bad guy and attempts to interfere with your pursuit.
	20 Road rage, individual(s) begins following and shooting at your vehicle

Intersection Altercation

<u>Density is 1d100 cars</u>	<u>Traffic Light Status</u>	
Day = roll	0-5	Failed (flashing all directions)
Rush hour = +20%	6-36	Green
Evening = Roll - 10%	37-60	Yellow
After hours = Roll - 30%	60-100	Red

Police pursuit

This represents basic police presence, and the percentage chance that they are going to actively seek and locate your position.

5% Base if speeding or breaking traffic laws

+5% if involved in a collision

+5% if you hit an object

+10% if involved in shootout

+5% for every round involved in a chase past 5 rounds

Vehicle Maneuver base difficulty

Vehicle	Tight Turn	Swerve	Hand Brake	reverse	Bootleg / rotate
Bike	15	10	15	na	20
Sports car	10	10	10	10	20
Compact	12	12	12	10	25
Sedan	15	15	15	12	25
Van/truck	20	20	20	15	30

Maneuver Mods

Hazards	
Wet road	+3
Gravel/dirt	+2
Icy road	+5
Slippery road	+3
Down hill grade	+1
Conditions	
Heavy Rain / Fog	+3
Insufficient light	+3
Driver Wounded	+2 - +6
Driver doing something else	+5
Every 10% speed over 50%	+1
Driver blinded	+10

Control Failure

1-3	Minor skid	lose 1d6 car lengths
4-6	Major skid	lose 1d10 car lengths
7+	Roll vehicle	

Base Vehicle Reliability

VUR		50%
UR		25%
R		15%
VR		5%

Reliability modifiers

- +10% Front end impact < ½ max speed
- +20% Front end impact at ½ max speed
- +50% Front end impact at max speed
- +15% Jump, hard landing
- +15% Rear impact
- +10% Side impact
- +50% Roll Over
- +5% Each round the vehicle takes gunfire
- +5% Each round over 20 rounds that the vehicle is held at max speed

Mechanical Failure 2d10

- 2 Grinding noise from engine compartment: 2d6 rounds until complete failure
- 3 Grinding noise from engine compartment, engine stops working
- 4 Smoke from engine compartment: 2d6 rounds until complete failure
- 5 Flames from engine compartment: 2d6 rounds until complete failure
- 6 Wobble from wheel adds 2 to control checks. Max speed reduced by ¼
- 7 Tire goes flat add 5 to control check Max speed reduced by ¼
- 8 Wheel comes off vehicle
- 9 Shock gives out, add 5 to control check Max speed reduced by ¼
- 10 Steering controls loosen considerably: add 7 to control checks
- 11 Steering linkage comes apart vehicle out of control
- 12 Radiator gives out. Steam geysers out: 2d10 rounds until complete failure
- 13 Electronics begin shorting, all readouts become intermittent
- 14 Brakes begin to fail: add 10 to control checks involving stopping
- 15 Brakes fail completely. Add 10 to all control checks
- 16 Body panel comes partially off and begins to drag
- 17 Engines loses 20% power
- 18 Exhaust pipe comes lose, engine gets REALLY LOUD
- 19 Hood latch fails; hood pops up obstructing view 1d6 turns, then comes off
- 20 All instruments fail. Lights go out, readings die, vehicle still drivable

Dirt Road/Combat Zone Incidentals

%	Dirt	Combat
95-100	Furry Animal in road	Mangy Dog
86-94	Road Widens	abandoned parking lot 1d10 car bodies
70-85	Road Narrows	Small path through debris
66-69	Nomad Pack Coming	Another car coming (1-3 fast 4-6 slow)
61-65	Deer/Elk (Large Animal)	Homeless guy pushing a cart
45-60	Rut in road add 5 to control	Extra Large Pothole
36-44	Abandoned Car	Stripped out wreckage
29-35	Fallen Tree/Pile of trash	Fallen Building/ Pile of trash
21-28	Muddy Stream	Open Sewer diff 20 to avoid
1-20	Clear Road	Clear Road