Resolving a Chase
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If a character is running (or flying, swimming, etc.) on their own, they make the rolls, and they take the damage.
If one or more characters are inside a vehicle, the driver makes the rolls, and the vehicle takes damage.
If the character and vehicle (horse, motorcycle) are equally targetable, see the Mounted Combat rules for who to hit.
Regardless, for simplicity the person making the rolls will be called the "participant".
The person or vehicle trying to catch the other is the "chaser", and the one trying to be caught is the "quarry".

Chase length : decide how long the chase will go for. After that many rounds, the quarry will escape if they have not been stopped. Most typical chases last 5 rounds, altho "dogfights" can continue indefinitely. *See SWD for details.*

Constant chase modifiers : The GM can apply Difficult Terrain (–2) or other modifiers, based on the environment and situation, to the maneuver roll and/or any Actions taken during the chase, as appropriate.

Get an Action card : each participant (*see SWD for handling Extras*) makes a **Free** "maneuver roll" (Agility, Driving, Piloting, etc. – *see SWD*) that determines how well they do that round. You get an Action card for each Success and Raise, and then pick one card (usually the highest, unless you want to avoid a Complication). No Successes means no Action card that round. **Maneuver roll modifiers** include :
> If the participant is currently Shaken, they are at –2
> Any character (Pace + Run die) or vehicle whose Top Speed is higher than the fastest opponent adds +2, or +4 if
>> he/it is twice as fast
> Any character or vehicle whose Climb is higher than the best opponent also adds +2
> Passengers may make a cooperative roll (same Skill as participant), as GM sees fit – *see SWD for details*
> Level Headed and Quick Edges do not affect this roll
> Unstable Platform does not affect this roll (per Clint, HERE[2015])

Resolve Actions : higher cards have "Advantage", which means you can attack your foes but *they can't attack you*. Equal cards Attack each other but are resolved in suit order as usual. It is up to the GM to come up with descriptions of how this can happen – see the SWD examples, and HERE and HERE. Each Action card is handled in order, high-to-low.
- If the participant is currently Shaken (with or without Advantage), first they attempt to recover from Shaken. If they stay Shaken, they cannot take any other non-Free actions this round.
- If the Action card is a Club (with or without Advantage), the participant faces a Complication, which if they fail means they drop out, take damage, or can't attack (*see SWD*).   Being Shaken does not affect the Complication roll at all (per Clint, HERE[2015]). If the participant gets Distracted, fails a Disaster check, or stays Shaken after taking damage, they cannot Attack this round (if they had Advantage in the first place).

- If the participant has Advantage, find the Attack "Range" penalties based on the Action Card's value (*see SWD*).
  - Clint has suggested HERE[2012] that melee attacks could be used in foot chases with the same penalties as given in the Attack Range table, but the penalties are due to cover, obstacles, etc. as needed.
- Make the Attack (following character or vehicle damage rules) or use the Force maneuver (*see SWD Errata*).
  - Unstable Platform or Running penalties (–2) may apply to the Attack
  - Only the attacker applies the Attack "Range" penalty in the opposed Force roll (per Clint, HERE[2011])
  - On a Raise with Force, the defender does hit an Obstacle – there is no roll to avoid it (ditto^)
- All passengers also act on the participant's Action Card, if they are not currently Shaken.

- Participants and passengers with Action cards who do not have Advantage can take any non-Attack, non-Free Actions the GM decides is reasonable for the situation. Possibilities include Tricks or Tests of Will (possibly without Range penalties), Aim, Push, etc. (per Clint, HERE[2013] and HERE[2011]).

Participants without Action cards can take no Actions of any kind, and can only attempt to recover from Shaken at the end of the round (per Clint, HERE[2011]). It does not mean they fall behind in the chase or anything else. However, *everyone* with an Action card has Advantage over them!

All participants who *become* Shaken at any time must immediately make an Out-of-Control roll (*see SWD*).

Continue until the chase ends (assuming neither party quits) :
The chaser catches his quarry if the quarry 1)becomes Incapacitated, or 2)fails a Disaster Complication.
The quarry escapes his chaser if 1)time runs out, 2)the chaser becomes Incapacitated or 3)fails a Disaster Complication.
Other situations may end the chase, such as the chaser grapples the quarry, etc.

A note about Tricks during Chases
They can be taken by anyone with an Action card, even when you do not have Advantage, and they may not suffer the "Range" penalty from the Action Card's value*. And if a driver is Shaken as the result of a Trick, they must immediately make an Out-of-Control roll. In addition, if the driver stays Shaken on their turn, they are at –2 to their "maneuver roll".

*Clint has said HERE[2011] that while Tricks do not normally suffer from range penalties, it is up to the GM to decide whether or not the Chase "Range" penalties would apply to them.