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 *you're* the bad guy and attempts to interfere with your pursuit.
		20	Road rage, individual(s) begins following and shooting at your vehicle

Intersection Altercation

Density is 1d100 cars		Traffic Light Status	
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