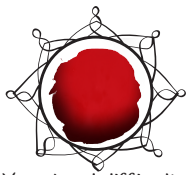


In a medium-difficulty chase scene, pursuers need **THREE** successes.  
 In a hard chase scene, pursuers need **FOUR** successes.  
 In a very hard chase scene, pursuers need **FIVE** successes.



Very hard difficulty



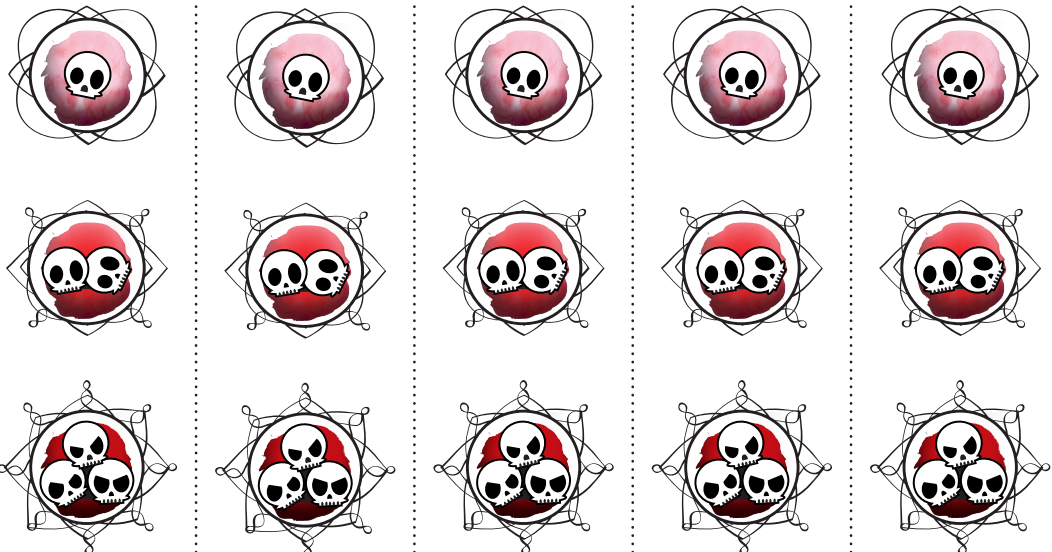
Hard difficulty



Medium difficulty


Pursuers start here!

Track successes by moving your character forward.  
 Track failures by crossing off skulls tokens.



When you accrue **THREE** failures  
 you drop out of the chase scene  
 and suffer one point of exhaustion.