

Rigger Skills.

- Gunnery (Agility)
- Pilot Aerospace (Reaction)
- Pilot Aircraft (Reaction)
- Pilot Walker (Reaction)
- Pilot Ground craft (Reaction)
- Pilot Watercraft (Reaction)
- Pilot Exotic Vehicle (specific)

Drone Control methods.

- Jumping In (Jumped-In rigger controlling the drone in Cold or Hot Sim mode.)
- Remote Control (Using Augmented Reality mode and the Control device action or Pilot skill. p238 crb)
- Manual Control (Any form of manual control like a steering wheel using the Pilot skill.)
- Auto Pilot (Requires a pilot program so the vehicle can respond by itself.)

Note: Type of control automatically override's the other in the above list from top to bottom, assuming you have access to the drone or vehicle.

Remote control in AR bonus: +1 to handling limit for using AR (p. 201)

RC in cold sim VR bonus: +2 to handling limit for using VR (p. 201)

RC in hot sim VR bonus: +2 to handling limit for using VR (p. 201)
+2 dice on all matrix actions for being in hot-sim VR (p. 230) and control device (remote control) is a matrix action (p. 238)

Jumped in cold sim VR: +Control Rig rating to all limits for being jumped in with a control rig (p. 266, p. 452)
+2 to handling limit for using VR (p. 201)
+Control Rig rating in extra dice to vehicle skills tests(*) for being jumped in with a control rig (p. 452)
-Control Rig rating on vehicle tests thresholds for being jumped in with a control rig (p. 201, p.452)
Initiative: data-processing + Intuition and add +3D6 initiative dice.
Biofeedback is stun damage,

Jumped in hot sim VR Bonus: +Control Rig rating to all limits for being jumped in with a control rig (p. 266, p. 452)
+2 to handling limit for using VR (p. 201)
+Control Rig rating extra dice to vehicle skills tests(*) for being jumped in with a control rig (p. 452)
+2 dice on all matrix actions for being in hot-sim VR (p. 230) and treat all vehicle actions(**) as matrix actions while jumped in (p. 266)
+1 dice on all tests for being jumped in in hot-sim with a control rig (p. 266)
-Control Rig rating on vehicle tests thresholds for being jumped in with a control rig (p. 201, p.452)
Initiative: data processing + Intuition, and add +4d6 initiative dice.
Biofeedback is physical damage.

Jumping in.

To jump into a drone or vehicle you need:

- A Control Rig.
- You need to be the owner, or have 3 marks on the vehicle or drone.
- The vehicle or drone needs to have rigger interface gear.

Jumping into a vehicle is a **Complex Action if you are in AR**, or a **Simple action if you already are in VR** when you make the jump and **also when you have a direct (wire) connection**.

Jumping Out: You use the Switch Interface Mode action (p243 crb) to go to VR or AR. If you are using a RCC You can use the Jump into Rigged Device action to jump directly to another device or your PAN.

If the vehicle or drone you're in is destroyed you suffer **dump-shock** (6DV biofeedback damage, p229 crb)

VR and Rigging.

While in VR mode, the Control Rig allows you to take action the same way as in The Matrix. Any bonuses to Matrix actions also apply to Vehicle action when you're jumped in. This includes vehicle control, gunnery and sensor tests. Just like in the matrix you can use Cold or Hot sim while rigging.

Cold-Sim: +2d6 Ini (3d6 total), and any biofeedback damage is stun.

Hot-Sim: +3d6 Ini (4d6 total) , +1 dice pool bonus to all matrix and vehicle actions, but all biofeedback is Physical.

Rigging Limits.

When jumped in the limits of that device are increased by the rating of your control rig. This includes drone sensor, speed, handling and the accuracy of mounted weapons when used by the rigger.

Noise and Rigging.

When rigging via Wireless all actions suffer from a Noise Penalty (p230 crb)

Taking Damage.

Physical Damage: When the drone or vehicle you are jumped into takes physical damage you must resist half (rounded up) of that damage as Biofeedback damage. You resist using Willpower+Firewall.

Matrix damage: When you take matrix damage, it goes to the first device you're using for your persona, not the device you are jumped into. If you jumped in through a Comlink or RCC then that device gets the matrix damage. If you're directly connected then the vehicle takes the matrix damage. You resist using Device Rating + Firewall.

Note: Matrix condition monitor is 8 + (Device rating /2) boxes. Physical Condition monitor 6 + ½ body.

Opening Fire.

Manual operation: Mounted gun manually, use Weapon Skill + Agility [Accuracy]

Remote Control: Vehicle mounted weapon, use Gunnery + Logic [Accuracy or Data Processing whichever is lowest]

Vehicle mounted active passive sensor targeting, use Gunnery + Logic [Sensor or Data Processing whichever is lowest]

Drone mounted weapon, use Gunnery + Logic [Accuracy or Data Processing whichever is lowest]

Drone mounted weapon, use Gunnery + Logic [Sensor or Data Processing whichever is lowest]

Jumped In: Vehicle mounted weapon, use Gunnery + Logic [Accuracy]

Vehicle mounted weapon active or passive sensor targeting, use Gunnery + Logic [Sensor]

Drone mounted weapon, use Gunnery + Agility [Accuracy or Data Processing whichever is lowest]

Drone mounted weapon active or passive sensor targeting, use Gunnery + Logic [Sensor or Data Processing whichever is lowest]

Note: In all cases you get +2 dice if using hot-sim and limit is increased with control rig rating.

Electronic Warfare for Riggers.

- If you're using an RCC you can compensate for noise on the fly. Take a complex action and make an Electronic Warfare + Logic [Data Processing] test. The hits from this test act as Noise Reduction (cumulative to all other noise reduction) for the rest of the combat turn.
- Using a jammer (pg441) can turn the tables on an enemy rigger or hacker.
- When you know a Matrix attack is coming, you can use the Full Matrix Defense action to bolster your cyber defences.
- Use the Reboot Device action to cut off an enemy hack before it gets to far. The drone wont come back online until the end of the following combat turn.

Rigger Command Console (RCC)

A briefcase sized device that acts like a comlink and has all those features aside from its true purpose which is to create a PAN with all your drones. This gives the standard master –slave benefits. (PANs and WANs, p233 crb) but the RCC comes with some extra features.

- **Noise Reduction & Sharing.** When you boot up the console you set the sharing and NR ratings by dividing your RCC's rating over these two attributes. Changing these ratings requires a Change Device Mode action (pg163) The Sharing rating is the number of autosofts you can run simultaneously on all slaved drones at the same time.
- **Data Processing & Firewall.** Data processing is used to determine initiative when in VR and acts as limit for all Command test on the RCC. Firewall is used against intrusion onto the entire slaved drone network.
- **Group Command.** You can command one, some or all of the slaved drones through your RCC with one Simple Action. This multi-connection also lets you jump from one slaved drone to another without first jumping out. Commands given through the RCC (other than the one you are jumped into) are resolved on the drone's action phase, not yours.
- **PAN & WAN.** Your RCC can handle up to (Device Rating x3) slaved drones at once. The RCC plus the slaved drones is called a PAN (Personal Area Network) A drone may either use its own defense ratings or that of the master device (RCC) or the Rigger's. (Willpower for a hack attack) A WAN (Wide Area Network) is used by corporate spiders who slave their drones to the Host.

COMMAND CONSOLE TABLE					
CONSOLE	DEVICE RATING	AVAILABILITY	COST	DATA PROCESSING	FIREWALL
Scratch-Built Junk	1	2R	1,400¥	3	2
Radio Shack Remote Controller	2	6R	8,000¥	3	3
Essy Motors DroneMaster	3	6R	16,000¥	4	4
CompuForce TaskMaster	4	8R	32,000¥	5	4
Maersk Spider	4	8R	34,000¥	4	5
Maser Industrial Electronics	5	8R	64,000¥	3	4
Vulcan Liegelord	5	10R	66,000¥	5	6
Proteus Poseidon	5	12R	68,000¥	5	6
Lone Star Remote Commander	6	14R	75,000¥	6	5
MCT Drone Web	6	16R	95,000¥	7	6
Triox UberMensch	6	18R	140,000¥	8	7

*German ed. shows: Maser data processing5, firewall5; Vulcan dp5, fw6; Proteus dp6, fw5.

DRONES

- Drones show up in the matrix and can run in stealth or active mode.
- When jumped into a drone, the attacker can only target you (persona and the device its on) , not the drone.
- When a Pilot program gets a difficult command it must make a Device Rating x 2 test against a threshold set by the GM based on how confusing or difficult the situation is. If it fails it either stops and asks for instructions or continues what it was doing.
- Swap program and Load Program are free actions.

Drone Attributes.

- Handling:** Base limit for vehicle tests made where manoeuvrability is the most important.
- Speed:** Maximum velocity of the vehicle (p.202)
- Acceleration:** Maximum number of range categories the drone van move in a single combat turn.
- Body:** Drones can take body/3 weapon mounts. And is used to resist physical damage
- Armor:** Second value along with body used to resist physical damage.
- Pilot:** Used when the drone undertakes autonomous actions, and the device rating equals pilot.
- Sensor:** Acts as limit for perception and other detection tests. Drones come with a sensor array at the given rating. *Note that it contains up to eight functions listed under sensor functions (p.445) with a rating equal to the sensor value.*

AUTOSOFTS

Autosoftware are programs meant to increase a drone's ability to effectively follow a difficult command. Basically they are drone skills. An Autosoft has a rating between 1 and 6. A drone has a number of slots to use for autosofts and cyberprograms equal to half its Device Rating rounded up. Swapping is a complex action. Note that drones Slaved to an RCC can use the softs and programs running on that in place of their own.

Availability: Rating*2 Cost: Rating*500¥

- **Clearsight:** Acts as the drone's perception skill.
- **Electronic warfare:** Acts exactly like the skill with the same name.
- **[Model] Evasion:** Teaches the drone how to take evasive actions and avoid being locked onto by sensors.
- **[Model] Maneuvering:** This gives the drone greater piloting skills and functions like a pilot skill.
- **[Model] Stealth:** Acts like the Infiltration skill for drones.
- **[Weapon] Targeting:** This is the gunnery skill for drones, but you need this skill for each specific weapon.

CYBERPROGRAMS

Common, availability --, cost 80¥. Hacking, availability 4r, cost 250¥

- **Encryption:** +1 Firewall.
- **Signal Scrub:** Rating 2 noise reduction.
- **Toolbox:** +1 Data Processing.
- **Virtual Machine:** 2 extra program slots; take 1 extra box unresisted matrix damage when attacked.
- **Armor:** +2 dice pool modifier to resist Matrix damage.
- **Biofeedback Filter:** +2 dice pool modifier to resist biofeedback damage.
- **Guard:** Reduce extra damage from marks by 1 DV per mark.
- **Shell:** +1 dice pool modifier against matrix and biofeedback damage, cumulative with other programs.
- **Sneak:** +2 dice pool modifier to defend against Trace User actions.
- **Wrapper:** Allows you to defy Matrix iconography rules.

DRONE SKILLS

- **Perception:** A drone rolls Pilot + Clearsight [Sensor] Test. When you are jumped in you make a Perception + Intuition [Sensor] Test. One roll is required for the drone's entire sensor suite.
- **Infiltration:** When operating independently roll Pilot + Stealth [Handling] vs. Perception Intuition [Mental]. You might want to put your drone in silent running mode. When jumped in the test is Stealth + Intuition [Handling] and you will want your persona running in silent mode as well.
- **Initiative:** Autonomous drones have an initiative of Pilot Rating x2 and get 3D6 additional dice. (for a total of 4D6). When jumped in, use the VR Ini of the Rigger.

REPAIRING DRONES

Drones have two damage tracks. Physical and Matrix. Fill up either one and the droid is most likely irreparably destroyed or gets bricked.

Repairing Physical damage: takes an Extended skill test on the right mechanic skill(s) modified by the Build/Repair table. It also requires at least a tool kit or better yet a workshop, mobile or stationary.

Repairing Matrix Damage: can be repaired using a toolkit and an hour of work. Roll a Hardware + Logic [Mental] Test. Every hit you get can be used to remove one box of matrix damage or cut the time required in half.

RIGGER GEAR

Below is a list of all the drones and vehicles of the CRB. Of course this is just a small sample of the possible drones out there. You can build your own drones, convert them from 4e books, etc.. Also note that drones, like vehicles, and vehicles like drone can take mods. So feel free to deck them out any way you like (and have the cash to do so)

BUILD/REPAIR TABLE

SITUATION	POOL MODIFIER
Working Conditions	
Distracting	-1
Poor	-2
Bad	-3
Terrible	-4
Superior	+1
Tools and/or Parts Are:	
Inadequate	-2
Unavailable	-4 or not allowed
Superior	+1 or more
Plans/Reference Materials:	
Available	+1
Augmented Reality Enhanced	+2
Working from Memory	
Logic 5+	+0
Logic 1-4	-(5 - Logic)

VEHICLES

GROUNDRAFT	HANDL*	SPEED*	ACCEL	BOD	ARMOR	PILOT	SENSOR	SEATS	AVAIL	COST
Dodge Scoot	4/3	3	1	4	4	1	1	1	—	3,000¥
Harley-Davidson Scorpion	4/3	4	2	8	9	1	2	1	—	12,000¥
Yamaha Growler	4/5	3/4	1	5	5	1	1	1	—	5,000¥
Suzuki Mirage	5/3	6	3	5	6	1	2	1	—	8,500¥
C-N Jackrabbit	4/3	3	2	8	4	1	2	2	—	10,000¥
Honda Spirit	3/2	4	2	8	6	1	2	2	—	12,000¥
Hyundai Shin-Hyung	5/4	6	3	10	6	1	2	4	—	28,500¥
Eurocar Westwind 3000	6/4	7	3	10	8	3	5	2	13	110,000¥
Ford Americar	4/3	3	2	11	6	1	2	4	—	16,000¥
SK-Bentley Concordat	5/4	5	2	12	12	2	4	4	10	65,000¥
Mitsubishi Nightsky	4/3	4	2	15	15	3	5	8	16	320,000¥
Toyota Gopher	5/5	4	2	14	10	1	2	3	—	25,000¥
GMC Bulldog	3/3	3	1	16	12	1	2	6	—	35,000¥
Rover Model 2072	5/5	4	2	15	12	2	4	6	10	68,000¥
Ares Roadmaster	3/3	3	1	18	18	3	3	8	8	52,000¥

* Handling and Speed are listed as On Road/Off Road when slashes are used.

VEHICLES

WATERCRAFT	HANDL	SPEED	ACCEL	BOD	ARMOR	PILOT	SENSOR	SEATS	AVAIL	COST
Samuvani Otter	4	3	2	12	6	2	2	8	—	21,000¥
Yongkang Gala Trinity	5	6	3	10	6	1	1	3	8	37,000¥
Morgan Cutlass	5	4	2	16	10	3	5	6	14R	96,000¥
Proteus Lamprey	3	2	1	6	6	1	3	4	—	14,000¥
Vulkan Electronaut	3	3	1	12	10	4	4	2	10	108,000¥

AIRCRAFT

AIRCRAFT	HANDL	SPEED	ACCEL	BOD	ARMOR	PILOT	SENSOR	SEATS	AVAIL	COST
Artemis Nightwing	6	3	1	4	0	1	1	1	8	20,000¥
Cessna C750	3	5	3	18	4	2	2	4	8	146,000¥
R-F Fokker Tundra-9	3	4	3	20	10	3	3	24	12	300,000¥
Ares Dragon	4	4	3	22	8	3	3	18	12	355,000¥
Nissan Hound	5	4	3	16	16	2	4	12	13R	425,000¥
Northrup Wasp	5	5	3	10	8	3	3	1	12R	86,000¥
Ares Venture	5	7	4	16	14	4	4	6	12F	400,000¥
GMC Banshee	6	8	4	20	18	4	6	12	24F	2,500,000¥
Fed-Boing Commuter	3	3	3	16	8	3	3	30	10	350,000¥

DRONES

DRONES	HANDL	SPEED	ACCEL	BOD	ARMOR	PILOT	SENSOR	SEATS	AVAIL	COST
Shiawase Kanmushi	4	2	1	0	0	3	3	—	8	1,000¥
S-B Microskimmer	3	3	1	0	0	3	3	—	6	1,000¥
MCT Fly-Spy	4	3	2	1	0	3	3	—	8	2,000¥
Horizon Flying Eye	4	3	2	1	0	3	3	—	8	2,000¥
Aztechnology Crawler	4	3	1	3	3	4	3	—	4	4,000¥
Lockheed Optic-X2	4	4	3	2	2	3	3	—	10	21,000¥
Ares Duelist	3	3	1	4	4	3	3	—	5R	4,500¥
GM-Nissan Doberman	5	3	1	4	4	3	3	—	4R	5,000¥
MCT-Nissan Roto-Drone	4	4	2	4	4	3	3	—	6	5,000¥
C-D Dalmatian	5	5	3	5	5	3	3	—	6R	10,000¥
Steel Lynx	5	4	2	6	12	3	3	—	10R	25,000¥