

**VEHICLE TESTS** Required in dangerous/extreme situation (no Test for every-day driving)

### Vehicle Skill + REA [Handling]

**Threshold** set by GM, modified by Terrain (see tables)  
 –Control Rig Rating if driver Jumped-in

#### Other Modifiers

- Visibility/Light (and Vision Enhancements benefits): as Ranged Attacks (Environment) modify Dice Pool
- Pilot unaware of event (Surprised): No test allowed
- Pilot wounded: –Wound Modifiers to Dice Pool
- 2 to Dice Pool per Flat Tire (Called Shot to hit tires)
- Damaged Vehicle: –Vehicle Wound Modifiers to Handling (Minimum 1)
- Pilot in AR/VR: +1/+2 Handling
- Pilot jumped-in:
  - +Control Rig Rating to Dice Pool
  - +Control Rig Rating to Handling/Speed
  - +2 to Dice Pool in Hot-Sim VR
  - 2 to Dice Pool if Running Silent
  - If NOT Directly Connected: –Noise

#### Failed Vehicle Test

- May lose control of Vehicle
- May require 2nd Vehicle Test to avoid crash
- Glitch – may crash
- Critical Glitch – always crash

**CRASHING** Caused by: Ramming Action, Driver on collision course fails Vehicle Test, or GM decision

**Vehicle & Passengers** take damage = Vehicle BOD  
 Resist normally (**BOD + Armor**), –6 AP  
 If DV < Armor – 6AP, Damage is Stun

Passengers: Composure test: **CHA + WIL (4)**  
 Failure: Penalty to all Actions = (Threshold – Hits) for (Threshold – Hits) Turns

**VEHICLE COMBAT** **Control Vehicle** action required 1/turn. If don't: Vehicle is uncontrolled at end of Turn

## VEHICLE TEST THRESHOLD TABLE

SITUATION	THRESHOLD	EXAMPLES
Easy	1	Merging, passing, sudden stop, drift or gradual turn (less than 75 degrees)
Average	2	Avoiding an obstacle, maneuvering through a narrow spot, tight turn (75-130 degrees)
Hard	3	Hairpin turn, "stoppie" on a motorbike, driving through unusual places (mall), "dog leg" or hairpin turn (greater than 130 degrees)
Extreme	4+	Jumping vehicle over an obstacle, driving through a space just big enough for the vehicle, while ramping a vehicle through the air rolling it <i>just enough</i> to have a hook from an overhanging crane knock a bomb off the bottom of the vehicle before it explodes

**UNCONTROLLED VEHICLE** –2 to all Actions for everyone in Vehicle, no Vehicle Actions/Vehicle Defense Tests until control regained  
 Regain control with Control Vehicle action & Vehicle Test (Threshold/Modifiers determined by GM)

If Vehicle goes entire turn without being controlled:  
 If Vehicle has Pilot rating/on GridGuide: Autopilot takes control - obeys laws/goes with flow of traffic  
 Autopilot disabled/not installed: may crash, GM call

**TACTICAL COMBAT** Mix of Vehicles and Pedestrians  
 Vehicle Movement rate based on Speed (see table)  
 Choose Walking or Running at start of turn  
 Change movement rate during Control Vehicle action - GM decides how quickly speed can change

## TERRAIN MODIFIERS TABLE

TERRAIN	MODIFIER	EXAMPLES
Open	0	Highways, flat plains, open sea, clear sky
Light	+1	Main street thoroughfares, rolling hills, dock areas, intra-city air traffic
Restricted	+2	Side streets, light woods, rocky mountain slopes, light traffic, shallow waters, heavy air traffic, low altitude flying over heavy terrain
Tight	+4	Back alleys, heavy woods, steep slopes, high traffic, swamp, heavy rapids, flying at street level through a city, flying through winding canyons

## MOVEMENT RATES TABLE

SPEED ATTRIBUTE	WALKING RATE (M/TURN)	RUNNING RATE (M/TURN)
1	5	10
2	10	20
3	20	40
4	40	80
5	80	160
6	160	320
7	320	640
8	640	1,280
9	1,280	2,560
10	2,560	5,120

## VEHICLE COMBAT: ACTIONS Unless specified –

Complex Action

### Free Actions

**Evasive Driving:** like Full Defense, –10 Initiative, +INT to Defense Tests for rest of Turn (can't use against Ramming attacks)

**Change Linked Device Mode:** Must be rigging or have DNI, activate/deactivate systems (sensors, ECM, ready weapons,...), status report (position, speed, heading, damage, current orders). Activated systems come online at start of next Action Phase (regardless of activator's initiative)

### Simple Actions

**Use Sensors:** Detect/Lock onto Targets

**Manually Activate Systems:** (sensors, ECM, ready weapons,...)

### Complex Actions

**Control Vehicle:** Required 1/turn or vehicle is Uncontrolled. Does NOT have to be first Action

**Fire Vehicle-Mounted Weapon:** any Control Method

**Vehicle Test:** Perform maneuver that requires Vehicle Test (GM's call)

## CHASE COMBAT All combatants in Vehicles

Additional Chase Actions available  
Ramming rules differ

Control Vehicle Action still required 1/turn

Establish Chase Ranges of Vehicles at start of combat

At start of each Turn, GM decides Chase Environment:  
Speed – open areas where speed more important

than maneuverability

Handling – congested area / limited space

Environment determines Limits for some tests, and distance of Chase Ranges (include table p. 204)

## CHASE RANGES TABLE

RANGE	SPEED ENVIRONMENT APPROX. DISTANCE (M)	HANDLING ENVIRONMENT APPROX. DISTANCE (M)
Short	0-10	0-5
Medium	11-50	6-20
Long	51-150	21-80
Extreme	151-300	81-150

## RAMMING Complex Action

Different rules in Chase Combat vs. other times

**Outside of Chase Combat:** Like Melee attack.

Target must be in Vehicle's Walking/Running Rate  
**Vehicle Skill + REA [Handling]**

Vehicle Test 'Other Modifiers' apply  
–3 if 'Running'

Defense: Pedestrian: **REA + INT**

Vehicle: **REA + INT [Handling]**

Pedestrians can use Full Defense or Dodge

Damage: see table for Rammed Vehicle

Ramming Vehicle takes ½ damage

Normal Damage Resistance, –6 AP

If successful: Each driver makes Vehicle Test to avoid losing control (Vehicle Test 'Other Modifiers' apply)

Threshold for Ramming driver 2, Rammed 3

**Chase Combat (Short Chase Range Only):** Opposed test, **Vehicle Skill + REA [Speed or Handling per Chase Environment]**

Vehicle Test 'Other Modifiers' apply

If Attacker gets more Hits:

Target takes (Attacker's BOD + Net Hits) Damage,  
Attacker takes (½ Attacker's BOD) Damage

## PASSENGER ATTACKS –2 if Target outside Vehicle

Does not apply if firing Vehicle-mounted Weapon  
If Target inside Vehicle with Attacker: –2 to Defense

## RAMMING DAMAGE TABLE

Only used outside of Chase Combat

SPEED (M/TURN)	DAMAGE VALUE
1-10	Body / 2
11-50	Body
51-200	Body x 2
201-300	Body x 3
301-500	Body x 5
501+	Body x 10

## CHASE COMBAT: ACTIONS May require Chase Range

**Catch Up/Break Away:** **Vehicle Skill + REA**

[Speed or Handling per Chase Environment]

Vehicle Test 'Other Modifiers' apply

Threshold/Terrain set by GM (see Vehicle Tests)

Every Hit above Threshold allows driver to shift one Chase Range category. Max in 1 Turn = Acceleration.  
If move beyond Extreme Range, pursuing vehicle can make same test to keep target in sight.

**Cut-Off (Short Chase Range Only):** Opposed Vehicle Tests. If Attacker gets more Hits: Target must make Vehicle Test or crash (Threshold = Attacker Net Hits)

**Stunt (tight turn onto side street, thread through tight area,...):** **Vehicle Skill + REA [Speed or Handling per Chase Environment]**

Vehicle Test 'Other Modifiers' apply

Threshold/Terrain set by GM (see Vehicle Tests)

Failure: Vehicle is Uncontrolled. May crash, may slow down allowing pursuers to gain 1 Chase Range Category, or any other result per GM).

Success (Hits ≥ Threshold): All pursuers must make same test or drop back 1 Chase Range Category (if at Extreme Range, target escapes pursuit)

## ATTACKING VEHICLES & PASSENGERS

Must specifically target Vehicle or Passenger  
(Except Area Attack/Suppressive Fire: affect both)

**Vehicle Defense Test:** **Driver's REA + INT**

**Drone Defense Test:** **Pilot + Autosoft (Model) Maneuvering [Handling]**

**Evasive Driving:** –10 Initiative, +INT for rest of Turn

**Passenger Defense:**

+4 Good Cover

+3 Inside moving vehicle

Attacker: Blind Fire (–6) applies to Attacker's Dice

Pool if can't see passenger they're targeting

Attacker inside Vehicle with Target: above bonuses don't apply. Target has –2 to Defense (tight space)

Damage Resistance: Passenger adds Vehicle's Armor

## VEHICLES & DRONES

Vehicles/Drones: terms interchangeable – unless specified, rules for one apply to other

**Default models** (can add Interface/Manual):

Rigger Interface: Drones Yes, Vehicles No

Manual Controls: Vehicles Yes, Drones No

Has own icon in Matrix (can be hacked), unless jumped-in (icon subsumed by Rigger's Persona)

## VEHICLE/DRONE ATTRIBUTES

**Device Rating:** = Pilot = Attributes

**Body/Armor:** Same as PCs

**Handling:** Limit for Vehicle Tests that emphasize maneuverability

**Speed:** Limit for Vehicle Tests that emphasize speed

**Acceleration:** Max Chase Range Categories can move in 1 Turn

**Pilot:** Device Rating, use for Attributes on Autopilot

**Sensor:** Limit for Perception/ or other detection Tests using vehicle's systems

**Condition Monitors:** Physical & Matrix

Physical: Vehicle:  $12 + \text{BOD} / 2$  (round up)

Drone:  $6 + \text{BOD} / 2$  (round up)

Matrix:  $8 + \text{Device Rating (Pilot)} / 2$

**Seating:** People/Cargo (1 seat = 250kg). Can exceed up to 150%, -1 Handling & Speed if over 100%

**SUPPRESSIVE FIRE ON VEHICLES** Can cover Vehicle and all Passengers in Suppressive Fire

**Penalty** on all Passenger & Vehicle Actions = Atk Hits

**If Damage < (Vehicle Armor – AP):** No Damage (to Vehicle or Passengers)

**Driver Defense Test:**  $\text{REA} + \text{Edge}$  to get whole Vehicle out of suppressed area. Threshold = Attacker's Hits

**If Vehicle hit:** Passengers must defend:

$\text{REA} + \text{Edge}$ , Threshold = Attacker's Hits

Passengers get +4 for Good Cover on Defense Test

Passengers can 'Hit the Dirt': -5 Initiative, +Vehicle's

Armor on Damage Resistance Test (for total of

+Vehicle's Armor  $\times 2$  as already get +Armor to all Damage Resistance Tests as Passenger)

**DAMAGE** Ignore Stun Damage

If Modified DV < Armor – AP, No Damage

To Resist:  $\text{BOD} + \text{Armor}$

Electricity: Physical Damage, +½ Damage taken (after Resistance Test) as Matrix Damage (No Resistance)

**Wound Modifiers:** Penalty only reduces Handling

**No Overflow:** Full Physical Damage = Destroyed

**Repairing Damage:** as Build/Repair Extended Test

Automotive Mechanic skill for wheeled drones,

Aeronautics Mechanic for flying drones,...

GM sets Threshold/Interval

Apply Build/Repair Modifiers

## BUILD/REPAIR TABLE

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

**WIRELESS** If Drone/Vehicle Wireless is OFF – not vulnerable to hacking, not connected to Matrix  
Wireless can only be OFF if Manually controlled or Directly Connected (Remote Control or Jumped-in)

**MATRIX DAMAGE** Damage to Persona applies to

Commlink/RCC

If not using Commlink/RCC (Directly Connected to Vehicle/Drone): applies directly to Vehicle/Drone

Resist with:  $\text{Device Rating} + \text{Firewall}$

No Wound Modifiers for Matrix Damage

No Overflow: Full Matrix Damage = Bricked (doesn't work until repaired)

**Repairing Matrix Damage:** Requires toolkit, 1hr.

$\text{Hardware} + \text{LOG [Mental]}$ , each hit repairs 1 Matrix Damage or halves time required (30mins, 15mins,...)

Critical Glitch = device permanently bricked

**CONTROL METHODS** 4 possible methods

**Rigging:** Jumped-in to Vehicle/Drone

**Remote:** In AR/VR use Control Device Matrix Action. Can perform same action through multiple Drones if you're Owner

**Manual:** Anyone can use physical controls if available

**Autopilot:** In AR/VR use Send Message Matrix Action to give command. With RCC, can give same command to multiple slaved Drones

**Override Order:** Rigging>Remote>Manual>Autopilot

**Multiple Orders in 1 Turn:** Once controlled/ordered by one method, can't be controlled by equal or lesser method until Initiative Pass after current controller relinquishes control (voluntarily or not).

**Conflicting Orders (Autopilot):** Drones receiving multiple contradicting commands on same Control Method before they can enact those commands on their Action Phase do nothing, send error message to users issuing commands

**DIRECT CONNECTION** Can Directly Connect to

Jump-in or Remote Control (must physically plug in)  
No Noise Modifiers

If Directly Connected without Commlink/RCC, use Vehicle/Drone Matrix Attributes (= Device Rating)

**SENSOR TESTS** Simple Action: detect person/critter/ vehicle with Sensors  
 Test modified by Target's Signature (see table)  
 Character: **Perception + INT [Sensor]**  
 Drone: **Clearsight Autosoft + Pilot [Sensor]**

Opposed if Target trying to evade detection:  
 Person/Critter: **Sneaking + AGI [Physical]**  
 Drone/Auto-Pilot: **(Model) Evasion Autosoft + Pilot [Handling]**  
 Driven Vehicle: **(Lower of Sneaking or Vehicle skill) + REA [Handling]**

Attacker & Defender add'l Modifiers if Jumped-in:  
 +Control Rig Rating to [Sensor/Handling]  
 Hot-Sim VR: +2  
 Running Silent: -2  
 If NOT Directly Connected: -Noise

## SIGNATURE TABLE

TARGET SIZE	MODIFIER
Large and oversized vehicles (trains, construction vehicles, zeppelins, tractor-trailers, airliners)	+3
Electric-powered vehicles	-3
Metahumans, Critters	-3
Drones	-3
Micro-drones	-6

**SENSOR TARGETING** Can use with any Control Method  
**Passive Targeting:** Use LOG instead of AGI  
 Use [Sensor] instead of [Accuracy]  
 Attack modified by Target's Signature (see table)  
 If jumped-in: +Control Rig Rating to [Sensor]  
**Active Targeting:** Simple Action to lock on to target  
 Stays locked until target Evades Detection  
 Make Sensor Test, Net Hits apply as penalty to Target's Defense tests (only against that weapon)  
 Do NOT have to use Passive Targeting for attacks

**VEHICLE-MOUNTED WEAPONS** Complex Action  
**Gain Recoil Comp = Vehicle/Drone BOD**  
**Smartgun:** Manual: Normal Smartlink rules apply  
Autopilot: External Smartlink if buy Smartlink for Camera Sensor  
Remote/Rigging: Internal Smartlink with implanted Smartlink, External if buy Smartlink for Camera Sensor  
**Sensor Targeting:** All Control Methods can use

**Manual:** Gunnery + AGI [Accuracy]  
**Autopilot:** Autosoft (Specific Weapon Targeting) + Pilot [Accuracy]  
**Remote:** Gunnery + LOG [lower of Accuracy or Data Processing]  
**Rigging:** Gunnery + AGI [Accuracy +Control Rig Rating]  
 If Jumped-in with Hot-Sim VR: +2  
 If Jumped-in Running Silent: -2  
 If Jumped-in and NOT Directly Connected: -Noise

**EVADE DETECTION** Break established Sensor Lock  
 Simple Action: Sensor Test, use if better for Defender

**CONTROL RIG** Built-in Sim Module and DNI (allows Matrix VR), includes data cable for Direct Connection  
 May include Hot-Sim Mod (GM decision)

**RIGGING** Can Jump-in any Vehicle/Drone/Building/ Weapon Turret that has Rigger Interface  
 Drones come with Rigger Interface, Vehicles must add  
 Must have Control Rig, Only 1 Device at a time  
 Must be Owner of Vehicle/Drone you're jumping into (or Owner has given you permission)  
 If not Owner, can attempt with 3 Marks (requires test), see 'Jumped into Rigged Device' Matrix Action

**JUMPING OUT** Simple Action: Switch Interface Mode  
 RCC: jump to another Drone on PAN w/ Simple Action

**RUNNING SILENT** -2 to all Matrix Actions  
 Anyone can automatically spot icons in 100 meters  
 Spotting Silent icon: opposed Matrix Perception test  
 Simple Action: Switch any device/persona to Running Silent

**JUMPING-IN** In VR, Directly Connected to Vehicle, or using RCC: Simple Action. Otherwise: Complex  
 Jumping from one Drone to another: Simple Action with RCC, otherwise must Jump-out first  
 In Matrix, Device icon merges into your Persona icon (Device icon can't be targeted)

**Modifiers when jumped-in:**  
 -Control Rig Rating to Vehicle Test Threshold  
 +Control Rig Rating to Vehicle Skill Tests  
 +Control Rig Rating to all Vehicle/Drone limits (including Handling/Speed/Sensor/Accuracy)  
 +2 Handling for VR (add'l to Control Rig bonus)  
 Treat all Vehicle Actions (Vehicle/Gunnery/Sensor tests) as Matrix Action:  
 +2 if in Hot-Sim  
 -2 if Running Silent  
 -Noise on all actions if NOT Directly Connected

**Other notes:**  
**When Drone/Vehicle takes Physical Damage, you take ½ as Biofeedback**  
 Use your own skills/attributes for tests (including Combat Defense)  
 Use [Handling + Control Rig Rating] for [Physical] limits (i.e. Sneaking)  
 Use [Sensor + Control Rig Rating] for [Mental] limits involving senses (i.e. Perception)  
 Use Gunnery + AGI + [Accuracy + Control Rig Rating] for attacks (can use Sensor Targeting)  
 Drone/Vehicle can't use Pilot/Autosofts  
 If Directly Connected and cable is yanked out, suffer Dumpshock

**Cold-Sim vs. Hot-Sim**  
 Jumped-in is always VR  
 Can be Cold-Sim or Hot-Sim (if Commlink/RCC/Control Rig has Hot-Sim mod)  
Cold-Sim: Initiative = Data Processing + INT + 3d6  
 Biofeedback: Stun Damage  
Hot-Sim: Initiative= Data Processing + INT + 4d6  
 Biofeedback: Physical Damage  
 +2 to all Matrix Actions

## RCC Rigger Command Console

Size of a briefcase, includes all functions of Commlink plus additional features for controlling Drones  
 Cost: +4F Availability, +250¥ to RCC for Hot-Sim  
 If RCC bricked while in VR, suffer Dumpshock

### Can create PAN with Drones:

Can Slave (Device Rating x 3) Drones/Devices  
 Use Master's Defense for Matrix Defense if higher  
 Can give same command to some/all Drones on PAN (Simple Action)  
 Autosofts/Programs running on RCC run on all Drones on PAN. If Drone using RCC Autosofts/Programs, cannot run any of its own  
 Jumping-in to slaved Drone always Simple Action  
 Simple Action: Jump from 1 slaved Drone to another

### Device Rating points available to split between Noise Reduction & Sharing

Noise Reduction: Cumulative with other forms  
Sharing: # of Autosofts/Programs RCC can run  
Change Device Mode Action (with DNI: Free Action but can't be out of turn, otherwise: Simple Action):  
 Change Noise Reduction/Sharing Ratings  
 OR Swap out 1 Autosoft/Program slot

## SENSORS Small Drones: Come w 3 Sensor Functions

**Vehicles, Medium & Large Drones:** Come with Sensor Array (8 Sensor Functions)

**Sensor Rating** (Individual or Array) = Sensor Attribute

Max Sensor Rating: Small Drone 3, Med Drone 4, Large Drone 5, Motorcycle 6, Vehicle 7

**Sensor Functions must include 1 or 2 Cameras**

**Sensor Array:** Choose 8 Sensor Functions

Can use Electronic Warfare in place of Perception skill. Must use Sensor Array Rating as Limit

**Single Sensors:** Individual Sensor Function

**Camera:** Can buy Visual Enhancements (Smartlink,...)

Default 1 Capacity, must buy add'l Camera Capacity

**Some sensors** allow seeing invisible objects, detect by smell,... still must make normal Perception Test

## NOISE AND MATRIX USE

PHYSICAL DISTANCE TO TARGET	NOISE LEVEL
Directly connected (any distance)	0
Up to 100 meters	0
101-1,000 meters (1 km)	1
1,001-10,000 meters (10 km)	3
10,001-100,000 meters (100 km)	5
Greater than 100 km	8
SITUATION	NOISE LEVEL
Dense foliage	1 per 5 meters
Faraday cage	no signal, action blocked
Fresh water	1 per 10 cm
Jamming	1 per hit on Jam Signals actions
Metal-laced earth or wall	1 per 5 meters
Salt water	1 per centimeter
Spam zone or static zone	Rating
Wireless negation (e.g., wallpaper or paint)	Rating

## SPAM AND STATIC ZONES

SPAM ZONE	STATIC ZONE	NOISE RATING
City downtown	Abandoned building	1
Sprawl downtown	Abandoned neighborhood, barrens	2
Major event or advertising blitz	Rural area, abandoned underground area, heavy rain or snow	3
Commercial area in a city	Wilderness, severe storm	4
Commercial area in a sprawl	Remote place with satellite access only	5
Massive gathering or during widespread emergency	Remote, enclosed place (cave, desert ruin)	6

## PANs & WANs PAN: Private Area Network

RCC/Commlink can Slave (Device Rating x 3) Drones  
 RCC/Commlink is 'Master'

**WAN:** Wide Area Network

Host can slave any number of Drones/Devices  
 Security Spider-Rigger connects Drones/Building security system to their RCC  
 Inside Host, Directly Connected to all Devices slaved to Host  
 Only Drones/Devices can be Slaved, no Personas

**Benefit:** Slaves use Master's Attributes for Matrix Defense tests (if higher)

**Direct Connection:** Slave can't use Master's ratings

**Mark on Slave** = Mark on its Master (even if Mark gained via Direct Connection)

**Failed Sleaze:** Slave & Owner get Mark (not Master)

**NOISE** If not Directly Connected to Vehicle/Drone, Noise (less any Noise Reduction) = penalty to all actions while rigging (including distance to drone)  
 Never applies to Defense / Damage Resistance

**With RCC, can Compensate for Noise on the fly:**

Complex Action, **Electronic Warfare + LOG [Data Processing]** +Hits to Noise Reduction for rest of Turn

**Jammers:** Directional and Area

Create Noise equal to Device Rating

Noise reduces with distance form Jammer

Wireless: can designate devices/personas to exclude from Jamming

## PUBLIC GRID

-2 to all Matrix Actions

**REMOTE CONTROL** Can Perform with Commlink/  
RCC/Cyberdeck  
Use Control Device Matrix Action  
Perform action through Drone/Vehicle  
Free/Simple/Complex – same as Action you're doing  
Can perform exact same action at same time  
through multiple Drones if you're Owner  
Can perform different actions at same time through  
multiple Drones by splitting Dice Pool  
**Use your attribute/skill/limit (or [Data Processing]  
limit if lower)** as if you were doing the action  
+1/+2 Handling in AR/VR  
–Noise if NOT Directly Connected  
**Exception: Gunnery uses LOG instead of AGI**

Can only override Autopilot/Manual operation  
If not Owner, requires 1/2/3 Marks for Free/Simple/  
Complex action

**COMMLINKS** Can use for Rigging, Remote, or  
Autopilot Control (Wireless or Direct Connection)  
Cost: +4F Availability, +250¥ to Commlink for Hot-Sim  
If Commlink bricked while in VR, suffer Dumpshock

Can create PAN of Drones, but different from RCC:  
Can't run Autosofts/Programs for Drone network  
(Drones can only use their own Autosofts)  
Don't gain additional Noise Reduction from RCC  
Can't give multiple Drones same Autopilot command  
Can't Jump from 1 Drone to another w Simple Action  
Jumping-in: Complex Action, unless in VR (Simple)

**AUTOSOFTS** Skills for Drones, Rating 1 to 6  
Can run Programs in slot for Autosofts as well  
“(Model) Autosoft”: for 1 specific Drone Model only  
**Autosoft Costs:** Rating\*500¥, Availability: Rating\*2

**PROGRAMS** Can run in any slot for Autosofts  
Programs for RCC can't be used on Deck & vice versa  
Can't run on Commlink  
Can't run multiple copies of same program

## DEFENDING AGAINST HACKING (MATRIX ACTIONS)

Attack Rigger either through Device or Drone  
**RCC/Commlink/Jumped-in Drone** subsumed by  
Rigger's Persona icon in Matrix: can't attack Device  
if in use, must attack Rigger's Persona  
Persona defends with Rigger's Mental Attributes

### Connected through Device (Commlink/RCC):

Use Commlink/RCC for Matrix Attributes  
Matrix Damage applies to Commlink/RCC  
Commlink/RCC bricked while in VR: Dumpshock  
**Directly Connected to Drone w/out Commlink/RCC:**  
Use Device Rating of Drone for Matrix Attributes  
Matrix Damage applies to Drone/Vehicle  
Drone/Vehicle bricked while in VR: Dumpshock

### Drones not Jumped-in defend with higher of:

Device Rating (Pilot)  
Owner's Attributes (for Mental Attributes only, not  
Matrix Attributes)  
If Slaved, can use Master's Matrix Attributes

**Full Matrix Defense:** -10 Initiative, +WIL to Matrix  
Defense tests (lasts for rest of Turn)

**Reboot Device (Drone):** Complex Action, all Marks  
cleared, comes back online at end of next Turn

## HACKING (MATRIX ACTIONS) FOR CONTROL

Drone must have Wireless ON or Hacker must be  
Directly Connected

**Rigging:** Jump into Rigged Device Action – Requires 3  
Marks. Cannot perform if Drone already Jumped-in.

**Remote:** Control Device Action – Marks required  
based on Action performed (1/2/3 for Free/Simple/  
Complex)

**Autopilot:** Spoof Command – Requires 1 Mark  
Conflicting Orders (Autopilot): Drone does nothing  
on its Action Phase, sends error message

**Multiple Orders in 1 Turn:** Once controlled/ordered  
by one method, can't be controlled by equal or  
lesser method until Initiative Pass after current  
controller relinquishes control (voluntarily or not).

## BIOFEEDBACK DAMAGE

Resist with: **WIL + Firewall**  
AR: No damage, Cold-Sim VR: Stun damage  
Hot-Sim VR: Physical damage  
If knocked unconscious: Commlink/RCC switches to  
AR, unless link-locked (have to Jack Out)

### DUMPSHOCK

Disconnected from Matrix in VR  
without switching to AR first  
Suffer Biofeedback Damage & Disoriented  
**Biofeedback damage:** Cold-Sim VR: 6S  
Hot-Sim VR: 6P  
Resist with **WIL + Firewall**  
If dumped because Commlink/RCC/Drone bricked or  
destroyed, **Firewall = 0** (Device not working)  
**Disoriented:** –2 to all tests for 10 – WIL minutes

### DRONE AUTOPILOT

Not smart, lacks human  
intelligence (“dog-brain”)  
When faced with unexpected situation: Device  
Rating x 2 test, threshold set by GM  
Failure = does not respond correctly or stops and  
asks for instructions  
Only usable if no orders from other Control Method  
this Initiative Pass (Rigging/Remote/Manual)  
See ‘Control Methods’ for Conflicting Autopilot orders  
**Do NOT** have to use Control Vehicle action each Turn

Slots for Autosofts/Programs = Device Rating / 2  
(round up)

**Swap Autosofts/Programs:** Complex Action  
If not using its own Autosofts, can use Autosofts on  
RCC (can exceed its normal limit)

**Initiative:** Pilot x 2 + 4d6

**Attacks** (can use Sensor Targeting):  
**Autosoft (Weapon) Targeting + Pilot [Accuracy]**

**Defense Tests:**  
**Pilot + Autosoft (Model) Evasion [Handling]**  
**Perception Tests:** Pilot + Autosoft Clear sight [Sensor]

**Sneaking Tests:**  
**Pilot + Autosoft (Model) Stealth [Handling]**

**Vehicle Tests:** Pilot + Autosoft (Model) Maneuvering  
[Handling/Speed]