

## Hardware

**RIGGER 1.1**  
**General**

	Action	Note	Test
<b>Repair Drone</b>	Extended	Need the tools. -4 dice pool penalty for every box worth of spare parts you lack and increase the interval to one day. See table in p. 30 of Rigger 5.0.	Extended Mechanic + LOG [Mental] (Damage, 4 Hours)
<b>Scavenging Parts</b>	Complex	First, decide how much damage you're willing to inflict on the target, in Condition Monitor boxes. Then the target takes that damage (with no chance to resist) and you make an appropriate Mechanic skill + Logic [damage inflicted] Test. For every two hits, you scavenge one box worth of parts for your repair job.	Mechanic + LOG [damage inflicted]

## Drones

Value	Note
<b>Resist Drone confusion</b>	Device Rating x 2 test against a threshold set by the GM based on how confusing the situation is.
<b>Autosofts/Cyberprograms Slots</b>	Half Device Rating (round up). If a drone is slaved to a rigger command console and isn't running any of its own programs, it uses the pro- grams running on the RCC. This can exceed its normal program limit.
<b>Autonomous Initiative</b>	Pilot Rating x 2, 4D6
<b>Jumped In Initiative</b>	VR Initiative of the rigger.
<b>Drones Fuel</b>	6 hours.

## Riggers

Value	Note
<b>Control Order</b>	Rigger control, Remote control, Manual control and Autopilot.
<b>Jumped In Limits</b>	+Rating of Control Rig.
<b>Physical Damage</b>	Half (rounded up) of that damage as Biofeedback damage.
<b>Noise Reduction &amp; Sharing</b>	The total of both ratings cannot exceed the Device Rating of RCC.
<b>Number of Slave in PANS</b>	Device Rating x 3.

## Rigger Command Console (RCC) Matrix Actions

	Marks	Limit	Action	Note	Test
<b>Break Target Lock</b>	0	Data Proc.	Simple	Net Hits reduce Lock (see p. 184).	Electr. Warf. + INT + RCC Noise Reduction [Data Proc.] vs LOG + Sensors
<b>Confuse Pilot</b>	0	Data Proc.	Complex	Pilot must Test (Hits/2) to decide next Action	Electr. Warf. + LOG + RCC Noise Reduction [Data Proc.] vs Pilot + Firewall
<b>Detect Target Lock</b>	Owner	Data Proc.	Free	Detect Target Lock (see p. 184).	Computer + LOG + RCC Noise Reduction [Data Proc.] (2)
<b>Suppress Noise</b>	Owner	Data Proc.	Complex	Hits reduce noise for the rest of the current Combat Turn.	Electr. Warf. + LOG + RCC Noise Reduction [Data Proc.]
<b>Target Device</b>	0	Data Proc.	Complex	Add Net Hits as Attack Bonus to slaves of the RCC for remaining Combat Turn.	Electr. Warf. + LOG + RCC Noise Reduction [Attack] vs WIL + Firewall
<b>Command Multiple Drones</b>	Owner	Data Proc.	Simple	Send One Action to Slaved Autonomous Drones.	
<b>Swap Autosofts</b>	Owner	Data Proc.	Complex	Swap Autosofts and programs.	
<b>Drone Perception</b>	Owner	Sensor	Complex	Observe surroundings.	Pilot + Clearsight [Sensor] or Perception + INT [Sensor]
<b>Drone Infiltration</b>	Owner	Handling	Complex	Infiltration.	Pilot + Stealth [Handling] vs Perception +INT [Mental] or Stealth + INT [Handling] vs Perception + INT [Mental]

You can also use Commlink Matrix Actions. See Commlink Cheatsheet.

## Vehicle

**CORE 1.1**  
**Vehicle**

Vehicle	Note
<b>Vehicle Condition Monitor</b>	12 + (Body /2), ignore Stun. Electricity is considered Physical. Ignore Stun.
<b>Drone Condition Monitor</b>	6 + (Body /2), ignore Stun. Electricity is considered Physical. Ignore Stun.
<b>Vehicle Tests</b>	Vehicle Skill + Reaction [Handling]. See the Vehicle Test Threshold and Terrain Modifiers tables for the Threshold (p. 199, 201)
<b>Vehicles &amp; Suppressive Fire</b>	See page 200.
<b>Crash</b>	Damage equal Body of the vehicle. Resisted with Body + Armor - 6 AP. Damage is Stun if the vehicle's Body is less then the character's Armor. Composure (4) Test, taking a penalty to actions equal to how many hits they missed the threshold by, for a number of Combat Turns equal to the same number.
<b>Movement Rates</b>	See Movement Rates table on page 202.
<b>Uncontrolled vehicle</b>	-2 to dice pool for all passenges. Driver must use a complex action each Combat Turn are the vehicle is Uncontrolled.
<b>Target outside the vehicle</b>	-2 penalty to all attack rolls.
<b>Attacks Against Vehicles</b>	Reaction + Intuition as the defense. Pilot + Autosoft [Handling] for Drones.
<b>Call shot on Vehicles</b>	Destroy a component of the vehicle. -2 dice pool modifier per flat tire.
<b>Passengers</b>	Considered to be under Good Cover and can have +3 modifier for being inside a moving vehicle. -2 dice pool to Défense Test since movements are limited. Add Vehicle's Armor to personal Armor.

## Vehicle Actions

Vehicle	Action		Note
<b>Change Linked Device</b>	Free		Activate/Desactivate sensors, ECM, weapons, monitor the position, heading and speed, damage report, and/ or current orders of the vehicle.
<b>Evasive Driving</b>	Free		Reduce Initiative Score by 10. Add INT to defense dice pool to dodge attacks. Can't be use against ramming.
<b>Use Sensors</b>	Simple		Use sensor to detect or lock onto targets.
<b>Use Simple Device</b>	Simple		Manually activate/deactivate sensors, ECM/ECCM, weapon systems, and other onboard vehicle systems.
<b>Control Vehicle</b>	Complex		Until this action is taken, the vehicle is considered uncontrolled at the end of the Combat Turn.
<b>Fire a Vehicle Weapon</b>	Complex		A driver or passenger may fire a vehicle-mounted weapon.
<b>Make Vehicle Test</b>	Complex		Execute a maneuver.
<b>Ramming</b>	Complex		Vehicle Skill + Reaction vs Reaction + INT (for pedestrian) or Reaction + INT [Handling] (other vehicle). See Ramming Damage table on page 203. The target must be within the vehicle's Walking or Running Rate (a -3 dice modifier applies if the driver has to resort to running). Ramming vehicle must resist half damage. Passengers resist with Body + Armor - 6 AP. Drivers must make a Vehicle Test to avoid losing control. The threshold for the ramming driver is 2; the threshold for the rammed driver is 3. If either driver fails, the vehicle is considered uncontrolled and cannot perform any actions until control is regained.
<b>Catch-Up/Break Away (Chase Actions)</b>	Complex	Any Range	Reaction + Vehicle Skill [Speed or Handling] (maneuver Threshold). Shift one Range Category per Hit. If this action results in a move out of Extreme range the pursuing vehicle is allowed its own Reaction + Vehicle Skill [Speed or Handling] (maneuver Threshold) test to try and keep her in sight.
<b>Cut-Off (Chase Actions)</b>	Complex	Short Range	Reaction + Vehicle Skill [Handling] vs Reaction + Vehicle Skill [Handling]. If the acting vehicle achieves more hits, the target vehicle must make an Vehicle Test to avoid crashing, with a threshold equal to the net hits on the test.
<b>Ram (Chase Actions)</b>	Complex	Short Range	Vehicle Skill + Reaction [Speed or Handling] vs Vehicle Skill + Reaction [Speed or Handling]. The target of the Ram takes damage equal to the Body of the ramming vehicle plus any Net Hits achieved. The vehicle that did the Ramming takes damage equal to half its Body.
<b>Stunt (Chase Actions)</b>	Complex	Short Range	Vehicle Skill + Reaction [Speed or Handling]. Go out of control on a fail (crash, slow down or gamemaster choice). If success, the pursuers must make the same test. Failing pursuers falls behind by one Chase Range.