

Rigging Basics

Control Vehicles can be controlled remotely, be "jumped into" (controlled directly via VR) or driven normally. There can only be one controller at a time.

Defending vs. Attacks on vehicle The driver rolls [Piloting + Reaction]. Immobile vehicles/drones make no defense rolls.

Vehicles are immune to stun damage with DV equal to or lower than their Body, excluding electricity.

Noise When rigging remotely, noise penalties apply.

Attack Rating [Piloting + Sensor]

Defense Rating [Piloting + Armor]

Cold-sim VR initiative [Intuition + Data Processing] + 2d6

Hot-sim VR initiative [Intuition + Data Processing] + 3d6

Jumped-in Attributes

Body Willpower

Strength Charisma

Agility Logic

Reaction Intuition

Physical attributes change to mental attributes when jumped into a vehicle or drone.

Drone Rigging

Commanding drones Commanding a drone is a Minor Action. Remotely commanded drones use their Pilot Rating as its combat attribute and autosofts as skills.

Drone Rigging (cont)

Drone Initiative When acting on their own, drones have an initiative of [Pilot x 2] and 3d6 additional Initiative Dice. When jumped in, the drone uses the rigger's VR Initiative.

Weapons Standard weapon mounts hold 250 rounds and can target a 90-degree arc. When fired by autopilot, it uses the Attack Rating of the mounted weapon and [Weapon Targeting autosoft rating + Sensor]. When jumped in, it uses [Engineering + Logic].

Autosofts

Autosoft capacity Half the drone's Pilot rating, rounded up. When slaved to a rigger command console, it uses those autosofts and can exceed their limit.

Clearsight Acts as drone's [Perception] skill. Attribute: Sensor

Electronic Warfare Acts as the [Cracking] skill for jamming and overcoming ECM. Attribute: Sensor

Evasion Used by the drone to avoid attacks. Drones use [Piloting + Evasion] to avoid getting hit. Attribute: Pilot

Maneuvering Acts as the [Piloting] skill for the drone. **Different from Pilot Rating.** Attribute: Pilot

Stealth Acts as the drone's [Stealth] skill. Attribute: Pilot

[Weapon] Targeting Acts as a weapon skill for a specific mounted weapon. Drones suffer a -1 penalty to their Sensor rating when making an attack without the right Targeting autosoft.

Vehicle Rigging

Speed Interval Each time you pass the Speed Interval of the vehicle, you incur a cumulative -1 dice pool penalty to Handling tests and attacks from the vehicle.

Handling test [Piloting + Reaction], typically vs the Handling rating of the vehicle.

Crashing Occurs after failing a Handling test. [Piloting] test with Handling as the threshold, modified by Speed Interval. If it fails, the vehicle crashes and people inside must resist damage equal to the speed of the vehicle in meters per round, divided by 10.

Distance traveled in one combat round Speed at beginning of turn + 1/2 acceleration rate

Using weapon in a vehicle Mounted weapons use [Engineering + Logic], and Speed Interval penalties apply. Attacking with a non-mounted weapon in a vehicle is the same as outside, but Speed Interval penalties apply. Melee weapons have their DV modified by the Speed Interval.

Vehicle Rigging (cont)

Using vehicle as a weapon Opposed test to hit a vehicle or person - to hit a vehicle, make an opposed Handling test. To hit someone outside of a vehicle, use [Piloting + Reaction] vs. [Intuition + Reaction].

Vehicle collision Attack Rating of a vehicle is [Piloting + Sensor], and Defense Rating is [Piloting + Armor]. Damage is $(\text{Body}/2)$, +1 per Speed Interval Physical damage.

Vehicle damage Vehicles and drones have a Condition Monitor equal to $(\text{Body}/2) + 8$. Handling increases by 1 for every three boxes of damage, and they break when the Condition Monitor is filled.

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