

RCC \_\_\_\_\_ Device Rating: \_\_\_\_\_

FULL MATRIX DEFENSE  
WIL \_\_\_\_

Reconfigure RCC (Free Action): Change Noise Reduction/Sharing OR Swap 1 Autosoft slot

Noise Reduction  
Other than RCC: \_\_\_\_

Noise  
Penalty to all Rigging actions  
(unless Directly Connected)

Noise: Compensate  
On the Fly

PUBLIC GRID  
-2 Matrix Actions

MATRIX DAMAGE

8 + Device Rating/2 (round up)  
(No Wound Modifiers)

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15

NOISE REDUCTION	1	2	3	4	5	6	7	8	9	10
SHARING	1	2	3	4	5	6	7	8	9	10
DATA PROCESSING	1	2	3	4	5	6	7	8	9	10
FIREWALL	1	2	3	4	5	6	7	8	9	10

AUTOSOFTS / PROGRAMS (Slots Available = Sharing)

MATRIX USER  
MODE

AR

VR: COLD-SIM

VR: HOT-SIM  
+2 Matrix Actions

RUNNING SILENT  
-2 Matrix Actions

Vehicle/Drone \_\_\_\_\_

FULL MATRIX DEFENSE

AUTOSOFTS / PROGRAMS: \_\_\_\_\_ (Device Rating / 2, round up)

If no programs are running, Drone/Vehicle uses RCC Autosofts

SEATING EXCEEDED

(Over 100%, Max 150%)

-1 Speed & Handling

Attacks Defensed

Since Last Action

-1 Defense per Attack

CONTROL VEHICLE

COMPLEX ACTION TAKEN

Wound Modifiers

-1 to Handling

UNCONTROLLED

VEHICLE

EVASIVE DRIVING

CHASE RANGES MOVED

THIS TURN ACC: \_\_\_\_\_

INITIATIVE

(Autopilot Only)

PHYSICAL

DAMAGE

40 30 20 10

Vehicle: 12 + BOD/2 (rnd up)

Drone: 6 + BOD/2 (rnd up)

39 29 19 9

1 2 3<sup>-1</sup>

38 28 18 8

4 5 6<sup>-1</sup>

37 27 17 7

7 8 9<sup>-1</sup>

36 26 16 6

10 11 12<sup>-1</sup>

35 25 15 5

13 14 15<sup>-1</sup>

34 24 14 4

16 17 18<sup>-1</sup>

33 23 13 3

19 20 21<sup>-1</sup>

32 22 12 2

22 23 24<sup>-1</sup>

31 21 11 1

Noise Reduction

Noise

Penalty to all Rigging actions (unless Directly Connected)

MATRIX DAMAGE

8 + Device Rating/2 (rnd up) (No Wound Modifiers)

1 2 3

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CONTROL METHOD

RIGGING

REMOTE

MANUAL

AUTO PILOT

TAKE AIM

+1 Attack

+1 Limit

Vision Magnification

Ammo

Firing Mode

SS (Single Shot)

SA (Semi-Auto)

SB (Short Burst)

BF (Burst Fire)

LB (Long Burst)

FA (Full-Auto)

Recoil

Recoil Compensation: \_\_\_\_\_

Wpn: \_\_\_\_\_

RC: \_\_\_\_\_

Wpn: \_\_\_\_\_

RC: \_\_\_\_\_

Wpn: \_\_\_\_\_

RC: \_\_\_\_\_

To clear this box: Don't fire for 1 Action Phase

# Autosofts

**CLEAR SIGHT** Perception skill Rating: \_\_\_\_

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**ELECTRONIC WARFARE** Electronic Warfare skill Rating: \_\_\_\_

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**MODEL** \_\_\_\_\_ **EVASION** Defense tests vs. Attacks or Sensors Rating: \_\_\_\_

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**MODEL** \_\_\_\_\_ **STEALTH** Sneaking skill Rating: \_\_\_\_

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**WEAPON** \_\_\_\_\_ **TARGETING** Gunnery skill (only for 1 weapon) Rating: \_\_\_\_

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# Programs

**BROWSE** Matrix Search action takes ½ time

**CONFIGURATION** Change Device Mode can change all attributes/autosofts to preset configuration

**EDIT** +2 Data Processing [limit] for Edit tests

**ENCRYPTION** +1 Firewall

**SIGNAL SCRUB** 2 Noise Reduction

**TOOLBOX** +1 Data Processing

**VIRTUAL MACHINE** run 2 extra autosofts, if you take Matrix dmg take 1 extra that can't be resisted

**ARMOR** +2 dice to resist Matrix damage

**BIOFEEDBACK FILTER** +2 dice to resist Biofeedback damage

**DEFUSE** +4 dice to resist damage from Data Bombs

**GUARD** attackers' marks do -1 damage per mark on you

**SHELL** +1 dice to resist Matrix & Biofeedback damage (modifier stacks with others)

**SNEAK** +2 dice to resist Track Icon action, Convergence doesn't reveal your physical location

**TRACK** when you use Trace Icon action: EITHER +2 [limit] OR negate target's Sneak bonus of +2 dice

**WRAPPER** Change Icon action can disguise icons, others must use Matrix Perception to see through



## VEHICLE CHASE COMBAT

Chase Environment	Speed	Handling
Combatant:	Combatant:	Combatant:
Short	Short	Short
Medium	Medium	Medium
Long	Long	Long
Extreme	Extreme	Extreme
Combatant:	Combatant:	Combatant:
Short	Short	Short
Medium	Medium	Medium
Long	Long	Long
Extreme	Extreme	Extreme

## VEHICLE CHASE COMBAT (MINI'S)

Chase Environment	Speed	

**Distance: Range**

Same box: Short  
 1 Box: Medium  
 2 Box: Long  
 3 Box: Extreme  
 4 Box: Out of Range

COMMLINK \_\_\_\_\_ Device Rating: \_\_\_\_\_

MATRIX USER  
MODE

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