



GEAR HEADS, GREASE MONKEYS AND SPEED JUNKIES

RIGGERS ARE BACK!

"Taking the datajack cable from under the dash, I plug it into the jack under my ear. Then I sit back as the virtual display blossoms before my eyes. Dizziness hits me for a split second; then my mind adjusts to the blizzard of input from the view screens and sensors that are arrayed before me. The screens show views from every angle, as well as numerous data displays—from the amount of fuel in my 'copter's tank to the infrared displays of the people here at the landing pad. As the datafeed pours into my brain, I'm no longer just the human named Zagger. Instead, I am now my machine. I AM the Yellowjacket helicopter. I AM A RIGGER!



Rigger 2 overhauls and expands on the rules for riggers in Shadowrun. From creating a rigger character to down-and-dirty vehicle combat to electronic warfare, this book offers clear, concise rules for practically every aspect of playing a Rigger or dealing with a rigger's vehicles and drones. Also included are the rules for robotics, vehicle construction and modification, using security riggers in your game, and a comprehensive list of every vehicle in Shadowrun products published to date.

Rigger 2 replaces the Rigger Black Book.
For use with **Shadowrun, Second Edition.**



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RIGGER

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TABLE OF CONTENTS

INTRODUCTION	5	SENSORS	27
The Developer's Say	7	System Components and Sensor Ratings	27
A NIGHT IN THE LIFE ...	8	Adding/Upgrading Components	27
THE RIGGER	12	Image Transmissions	28
Character Creation	12	Sensor Tests	28
Skills and Concentrations	12	Sensor and Remote Deck Ranges	30
Edges and Flaws	14	The Flux Rating	30
New Edges and Flaws	15	Flux Rating and Range	30
Dice Pools	16	Electronic Countermeasures	31
Control Pool	16	Electronic Deception	32
Combat Pool	16	SPECIAL VEHICLE OPERATIONS	33
Task Pool	16	Lifting and Pulling Objects	33
IVIS Pool	16	Vehicle Pull Tests	33
The Vehicle Control Rig	16	Pull Test Side Effects	34
Rigging versus Decking	16	Mechanical Arms and Legs	34
Rigging and Other Cyberware	17	Arm Tests	34
Rigging and Cybermancy	18	Arm Skill Tests	34
Maintenance and Overhead	18	Arm Melee Attacks	35
Lifestyle Reductions	19	Mechanical Legs	35
The Mechanic Contact	19	Air Cushion Vehicles	35
STANDARD VEHICLE OPERATIONS	20	Aircraft	36
The Driving Test	20	Taking Off/Landing on Unusual Surfaces	36
Vehicle Attributes	22	Monorails and Trains	36
Handling	22	MISSION IMPROBABLE	37
Speed	22	VEHICLE COMBAT	41
Acceleration	22	The Maneuver Score	41
Body	22	Determining the Maneuver Score	42
Armor	23	Open Tests	42
Signature	23	Vehicle Combat Turn Sequence	42
Autonav	23	Vehicle Actions	45
Pilot	23	Accelerating/Braking	45
Sensor	23	Positioning	47
Cargo Factor	23	Ramming	47
Load	24	Hiding	48
Seating	24	Relocating	49
Entry Points	24	Multiple Vehicle Combat	49
Fuel	24	Passenger Actions during Vehicle Combat	49
Set-up/Breakdown Time	24	Vehicle Damage	49
Landing/Takeoff Profile	24	Rigger Damage	50
Economy	24	Vehicle Damage from Impact	50
Special Vehicle Attributes	24	Colliding with Objects	52
ED/ECD	24	Vehicle Damage from Weapons	53
ECM/ECCM	24	Attacks against Passengers	53
Flux	24	Vehicles and Magic	54
Learning Pool	24	Damaging Manipulation Spells	54
Maneuver Score	24	Combat Spells	54
Stress	25	Spells against Characters in Vehicles	54
Incurring Stress	25	Vehicles and Natural Domains	55
Stress and System Failures	25	Casting Magic from Vehicles	55
Repairing Vehicles	25	Astral Projection from Vehicles	55

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TABLE OF CONTENTS

VEHICLE GUNNERY	56	Optempo Rules	83
Manual Gunnery	56	Calculating Optempo	83
Sensor-Enhanced Gunnery	58	Combining Optempo and Regular Maintenance	83
Missile Combat	59	Quality Factors	84
Missile Fire Modes	59	Vehicle Subsystem Damage	85
Indirect Fire	60	Subsystem Damage Notes	86
Signature	61	Repairing Subsystems	87
Signatures of Biological Forms	61	Advanced Gunnery Rules	87
DRONES	62	Footprint	87
Remote Control Networks	62	Breaking Missile-Target Lock	88
Subscriber Lists	62	Extended Range Missiles	89
Hardwiring a Remote Control Deck	64	Advanced Remote Control Rules	89
Dump Shock	64	Pre-programmed Drone Commands	89
Actions	64	Back-up Channels	89
Free Actions	64	The Server System for CRDs	89
Simple Actions	64	Advanced Electronic Warfare Rules	90
Complex Actions	65	Range and Partial MIJI Attacks	90
Drones	65	MIJI on Multiple Channels	90
Operative Modes	65	Barrage Jamming	90
Issuing Commands	66	Hot Mike Jamming	90
The BattleTac IVIS System	67	NEW TOYS	91
Robots	67	Weapons	92
Learning Pool	67	Ares Vengeance and Vanquisher Miniguns	92
Initiative	67	Ares Vigilant and Victory Autocannons	92
ELECTRONIC WARFARE	68	Ruhrmetall Vogeljager MRAAM	93
Signal Interception	68	Saab-Saaker AIM-11 Air-to-Air Missile	93
Defeating Deck Encryption	69	Mitsubishi-GM Outlaw Vehicle Missile System	93
MIJI	69	Textron "Trapdoor" Smart Mines	94
Meaconing	70	Loral-Vought "Zapper" Static Discharge Rockets	94
Intrusion	70	Loral-Vought "Jabberwocky" Jammer Munitions	95
Jamming	71	Loral-Vought "Silencer" AARMs	95
Interference	72	Cyberware	95
Regenerating MIJI Degradation	72	Cranial Remote Decks	95
Re-connecting Lost Carriers	72	Cyberlimb Signal Boosters	96
THE DUELISTS	73	Snake-Eyes Remote Interface Link	96
THE SECURITY RIGGER	77	Remote Control Accessories	97
Active Security Riggers	77	Remote Control Deck	97
Actions in a CCSS	78	BattleTac IVIS	97
Free Actions	78	BattleTac FDDM	97
Simple Actions	78	Remote Control Encryption Module	98
Complex Actions	78	Rigger Decryption Module	98
Rigger Bonuses in a CCSS	78	Remote Control ECCM	98
The Security Value	78	Rigger Protocol Emulation Module	98
Accessing a Security System	79	Remote Control Storage Memory	98
Find a Hardwire Access Point	79	Signal Amplifiers	98
Tap into a Dataline	80	Hitcher Jacks	99
Defeat Encryption	80	Audio/Visual Screen Displays	99
Adjust to System Protocols	80	Intercom Speaker	99
Rigger Combat	80	Autosofts	99
Decking a Rigged System	80	Drones and Robots	100
ADVANCED VEHICLE RULES	81	Aeroquip "Redball Express" Long-Range	
Variable Fuel Consumption	81	Resupply Drone	100
Running Out of Gas	82	Aerodesign Systems Condor LDSD-23/Condor II	
Aircraft Maneuvers	82	LDSD-41	100
Drones	83	Ares Arms Sentry II	101
Fuel Grades	83	Aztechnology Hedgehog Signal Interceptor	101

Aztechnology GCR-23C Crawler 102
 British Industrial DLK MK 6 Utility Machine 102
 Citroën Brouillard Smoke Generator 102
 Cyberspace Designs Wolfhound Advanced Recon Aircraft 103
 FMC-Stonebrooke TADS-Series Drones 103
 GTE-Ford Retrains Unit 103
 MCT-Nissan Roto-Drone 104
 Mesametric Kodiak Roadway Clearance System 104
 Pratt & Whitney Sundowner Aerial Sprayer 105
 Renraku Arachnoid Mini-Drone 105
 Saab-Thyssen Bloodhound 106
 Shiawase Kanmushi Mechanical Crawler 106
 Sikorsky-Bell Microskimmer II 107
 Toyota MK-Guyver Search and Rescue Robot 107
VEHICLE DESIGN AND CUSTOMIZATION 108
Vehicle Design 108
Vehicle Design Options 115
 Acceleration Increase 116
 Add STOL/VSTOL to Aircraft's Takeoff/
 Landing Profile 116
 Fuel Tank/Capacity Enlargement 116
 Handling Improvement 116
 Hydrofoil Capability 116
 Improved Economy 116
 Increased Cargo Space 116
 Living Amenities 117
 Load Increase 117
 Medical-Treatment Gear 117
 Improve Robot's Learning Pool 117
 Signature Improvement 117
 Smart Materials 117
 Speed Increase 118
 Structural Agility 118
Vehicle Customization 118
 Working Time 118
 Weight and Space Restrictions 118
 Incorporating Modifications During
 Vehicle Design 119
 Modifications 119
 Customization and Design Specifications 120
 Engine Modifications 120
 Control System Modifications 122
 Protective System Modifications 127
 Signature Modifications 130
 Vehicle Weapon Mounts 131
 Electronic-Systems 136
 Accessories 140
Gamemaster Approval of Vehicles 147
Converting Existing Vehicles 147
VEHICLE LIST 148
POWER PLANT TABLE 167
CHASSIS TABLE 170
INDEX 176

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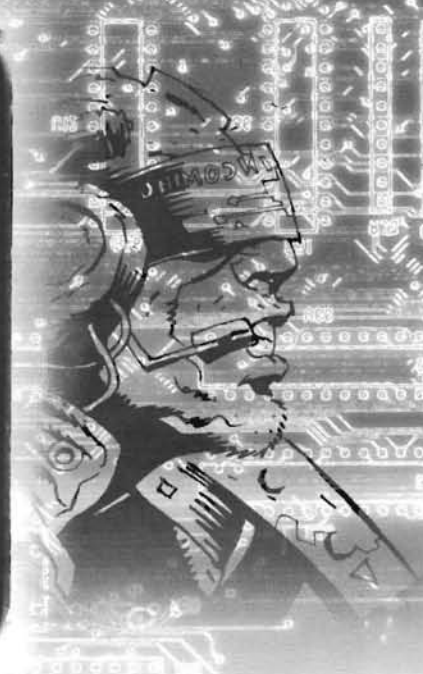
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INTRODUCTION



If the only thing that comes to mind when you think of a rigger is the “car chick” or—even worse—the “getaway guy,” then this book is for you. For those of you who always wished the rigger character could fulfill its potential as a vital element of the **Shadowrun** team—from commanding drones, to taking control of a security-rigged building or even using a vehicle as a weapon to hit stuff that gets in the way (including those pesky pedestrians)—well, you’ve found a home, chummer. **Rigger 2** includes everything you want to know about rigging and riggers in a single volume, from character creation to vehicle creation, from vehicle combat to drone use to rigging a security system.

The rules contained in this volume replace the rigger rules published in **Shadowrun, Second Edition** and the **Rigger Black Book**.

Rigger 2 begins with **The Rigger**, which talks about the rigger from the perspective of dice pools, skills and concentrations, cyberware/bioware and even Edges and Flaws. This section also covers what it takes to be a rigger, including insights into the mind and emotions of someone jacked into a vehicle.

From there we go straight into **Standard Vehicle Operations**, which covers everything from the basic Driving Test to vehicle statistics and attributes. This section describes what a vehicle can and can’t do, and introduces the concept of Stress—the idea that a vehicle will wear down if not cared for properly. That’s right, we’ve given the gamemaster even more options for parting a rigger from his hard-earned nuyen.

Now, what good is becoming your vehicle if you can’t see what’s going on around you? The **Sensors** chapter is devoted entirely to explaining how a rigger uses the sensors of his vehicle to observe and affect his world. This section also includes the basics of Electronic Countermeasures (ECM) and Electronic Deception (ED). The chapter on **Special Vehicle Operations** offers rules for operating everything from VTOLs and other airborne vehicles to hovercraft and vehicles with arms, and even pulling and towing vehicles.

Now that your rigger is fully constructed and knows his vehicles inside and out, it’s time to test his abilities on the street. The chapter on **Vehicle Combat** provides rules to cover every situation, from auto chases to running down pedestrians. An expanded turn sequence incor-