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INTRODUCTION

If you know what a rigger can do for your shadowrunning team, you know how badly you need one on your side. And if you don't know, you'd better find out, because someone else is going to come in with their rigger doing all sorts of fancy Derek, and you're going to look very foolish. And maybe dead.

There are obvious uses for riggers that everyone knows about-getaway drivers, border crossers, that sort of thing. Those tasks are plenty useful, and often reason enough on their own to make sure you sign up a rigger. But there's more than that. Any rigger worth their salt has a squad of drones they can bring to the party, and those drones are a miniature army waiting for your command. They're spies, force multipliers, decoys, even one-person transportation, if they're big enough. They are the ultimate stealth teammate, one that won't set off heat sensors and won't show up on astral overwatch. Keep them hidden, wait for the right moment to bring it out, and you'll have an ambush that will catch all but the most alert teams by surprise. Or you'll have the chance to sneak around and see or hear information you were never supposed to know. The things a rigger can do with their drones to help out a team is only limited by shadowrunners' imagination—which is one thing they should never be short on.

But it's not just about drones once the job states or rigger has vehicle options during the run, too.

vehicles that can hover over the job site and provide much-needed cover fire to vehicles that can provide a little extra speed and heft even in corporate office halls, a fully equipped rigger knows how to select the right option for the job. They also know how to trick their vehicles and drones out right, to give just the right advantage at the right time.

This book is what a fully equipped rigger needs. It starts with Hot Rubber and Cold Steel, which gives an overview of the different types of riggers and vehicles there are out there, as well as details on the absolute rush riggers feel when fully jacked into one of their toys. All the Angles gets tactical, discussing how riggers can use all their tools in harmony to make vehicle magic happen, while also giving rules to support what they do. On the Bleeding Edge helps players make a rigger as customized as their vehicles, with qualities and life modules made with rigging in mind. Then we get to the gear-Demolition Derby brings the ground craft, Ruling the Waves details watercraft, Air Superiority lists off the aircraft, and The Automated Army rolls out the drones. Building the Perfect Beast has all sorts of vehicle accessories and modifications, and Maximum Pursuit offers divided chase rules. Finally, you'll find tables of vehiles from this book as well as SR5 for easy reference.

So burn rubber, break the waves, push the envelope, and head for the skies! Riggers are not happy to sit still for very long, so get up to speed with all the gear and rules and start leaving the slugs of the Sixth World in your dust.

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HOME SECURITY

Fetch was in the truck .029 seconds before he realized was the decoy. They had to know he'd figure it out Helbrit the weight differential against his chassis and calibrition is active suspension so the change wouldn't hinder performance.

Decoy meant demotion, which meant he'd screwed up at some point, but Fetch couldn't figure how. It wasn't about his performance in the truck. The last three deliveries had gone smoothly. This decoy job was no different. So far the drive east was uneventful. He breathed a sigh of relief as his truck and drones cleared the most heavily gang-controlled portion of the road without incident. It was all corp-secured freeway to the finish line. The rigger took a moment to breathe it all in. Slipping into the skin of his Cyberspace Designs Dalmatian, Fetch climbed to six hundred feet, tilted his nose, and took in the sight of the freeway. Ahead, twelve lanes of silicon-pressed blacktop were fat with the husks of insectoid automobiles flashing brake lights. Fetch couldn't imagine a situation where his Mack Hellhound would be attacked here.

In truth, the ordnance the run required could laughingly be called an overreaction—even as a decoy. Every combat drone Fetch owned, save the X2, was either inside or flying above the monstrous big rig. The truck itself carried a bristling arsenal of mounted assault weapons. At a per drone cost, he was making more today as a decoy than shadowrunners made in a dozen runs. Fetch could only guess how many in the sprawling corporate mess of Maersk knew what kind of nuyen his handler was

paying out for these simple transport jobs, or worse, how many department heads were just like him.

Fetch wondered idly if the demotion order came from Mr. Brinkley or someone else. He didn't like Brinkley. The man had a rat face, and when he smiled, his mustache took on the curious appearance of whiskers. They'd met through a broker who helped freelance tech workers secure corporate jobs. They'd found camaraderie in the trid shows they watched. It seemed like the fixer cared more about whether they got along than Fetch's bonafides. Maybe he could lean on that camaraderie to figure out how and why he got demoted.

The rigger supposed he could take it easy now, slave the drone set to autopilot, disconnect, and slot that new Magestone trid he'd been meaning to watch. He'd earned it. At this point, what would be the harm? The company only monitored the truck's camera feeds. They'd have no way to know he'd completely slacked off on the job. Still, Fetch wasn't the type to sandbag a run. No, he'd do the work and check in with Mr. Brinkley in the morning, chat him up, maybe remind him how much he appreciated the opportunity to work for Maersk. Runners acted like it was tough living in the shadows, but it took a lot more finesse and effort to break into corporate life. It took Fetch ten years to find his way into the corporate system, and he was not ready to be unplugged.

Near exit 347, a LoneStar AR security routine scanned his big rig and the aerial drone marking its progress. His drones came up with the RFID markings of Eastern Tiger Transport, a