Jumping Into Drones

Riggers may also take a Complex Action and "jump into" a drone via full-VR. In this case, the rigger essentially "becomes" the drone, perceiving through its sensors and operating it as if it were his own body. A rigger who has jumped into a drone can still issue commands to other subscribed drones.

A drone controlled in this manner acts on the rigger's Initiative—the rigger and the drone are treated as a single unit. Any tests are made using the rigger's own skill and attributes.

If a jump-piloted drone takes damage, however, a rigger operating with hot sim also risks injury from dangerous biofeedback. Each time the drone suffers damage, the rigger must also resist half that amount (round up) in Stun damage with a Willpower + Biofeedback Filter Test. If the drone is destroyed, the rigger is dumped from the Matrix and immediately suffers the effects of dumpshock (see p. 231).

Rigging Security Systems

It is possible for the devices in a security system (cameras, maglocked doors, tripwires, fixed gun-drones, and other sensors and sec-measures) to be rigger-adapted and subscribed to a central node so that a rigger can "jump into" the entire security system. Security riggers feel the opening of doors as light touches on their skin, the tripping of alarm sensors as a buzz in their fingers or an itch, and the building's alarm literally goes off in their heads.

Drones and Sensors

When observing through a drone, a rigger rolls Sensor (rather than Intuition) + Perception. Drones operating on their own simply roll Sensor + Clearsight autosoft (or just Sensor if they don't have the autosoft).

Drone Initiative

Like other programs, the Pilot drone-brain acts at fast digital speeds. Drones are hampered, however, by their physical shells, and so act slightly slower. Drone Initiative equals Pilot rating + Response, and they receive two extra Initiative Passes (three total).

A drone directly controlled by a jumped-in rigger, however, acts on the rigger's Initiative. If a rigger jumps into or out of a drone, both continue to act with the same Initiative Score.

RIGGER ACTIONS

The following actions pertain specifically to riggers. Riggers can perform other combat and Matrix actions as well while rigging (see *The Action Phase,* p. 135, and *Matrix Actions,* p. 220).

Activate/Deactivate Sensors (Free)

A rigger may activate or deactivate sensors for a single drone. Activated sensors come online at the start of the next Combat Turn.

Activate/Deactivate ECCM (Free)

A rigger may activate or deactivate ECCM for a single drone. Activated ECCM comes online at the start of the next Combat Turn.

Arm/Disarm a Weapon System (Free)

A rigger may order a single drone to arm or disarm one of its weapon systems. A drone may have only one weapon system armed at any one time. Switching weapon systems, however, only requires one Free Action.

Call Up a Status Report (Free)

A rigger may monitor the position, heading and speed, damage report and/or current orders of a single drone.

Actively Subscribe a Drone (Simple)

A rigger may add or drop a drone from active subscription.

Jump into/Leave a Drone (Simple)

A rigger takes direct control of one drone in full-VR mode, or leaves it.

Fire a Weapon System (Complex)

A rigger may fire an armed weapon on any single drone (see *Gunnery* and *Sensor Targeting,* p. 162.) If the rigger is directly controlling the drone, he cannot perform this action with other drones.

RIGGER ACTIONS

Free Actions
Activate/Deactivate Sensors
Activate/Deactivate ECCM
Arm/Disarm a Weapon System
Call Up a Status Report

Simple Actions
Actively Subscribe a Drone
Issue Command
Jump into/Leave a Drone
Observe in Detail

Complex Actions
Fire a Weapon System
Jam Signal
Spoof Command

AUTOSOFT PROGRAMS

Autosofts are specialized programs that assist Pilot programs in undertaking tasks that their basic Pilot programming does not cover. Just because you've added a machine gun to your standard rotodrone, for example, doesn't mean that the drone knows how to identify, acquire, and shoot at targets. Autosofts fill in the blanks and allow riggers greater leeway with what commands they can issue. In essence, autosofts provide drones with specific skills so that they may make the appropriate skill tests.

Clearsight

Clearsight autosofts improve the Pilot's cognitive abilities, allowing it to better analyze and judge sensory input. A drone with this autosoft rolls Sensor + Clearsight for Sensor Tests (see p. 162).

Defense

This program enables the drone to identify, guard against, and even dodge physical attacks made against it. A drone equipped with a Defense autosoft can parry against melee attacks (using Defense + Pilot) and can also take a Complex Action to go on full defense (see p. 151) against an incoming attack.