acter got no hits, then only apply the base Damage Value. The only way a character could "miss" is if he got a critical glitch on the attack test.) A character may use Demolitions as the attack skill if he has the proper materials and time to set charges.

Before rolling the barrier's damage resistance test, adjust the modified Damage Value to reflect the type of attack, as noted on the Damaging Barrier Table.

Resolve the damage resistance test by rolling the barrier's Armor x 2. Against Indirect Combat spells and explosives attached directly, barriers roll only their Armor rating. The weapon's AP is ignored. Each net hit reduces the modified DV by 1.

Apply the remaining DV as damage to the barrier. If the total boxes are greater than or equal to the Structure rating, the attack has made a hole in the structure. Each hole is one square meter per increment of Structure rating. For example, an attack that dealt 30 net points of damage to a Structure 15 barrier would create a 2 square-meter hole.

Rambler has had enough of trying to shoot through the door, and just decides to blast a hole in it. He switches his clip out for regular ammo, and makes an attack test, scoring 6 hits. One bullet only has a base DV of 2 against barriers, so he's inflicting 8 DV (2 + 6). His AP of –1 is ignored. Rather than rolling Armor x 2 (12 dice), the gamemaster just trades the dice in for 3 hits. That means the door takes 5 boxes of damage (8 – 3). Since the door has a Structure rating of 7, that's not enough to blow a big hole in it, so Rambler will have to take another shot.

VEHICLE COMBAT

Inevitably, characters will get in a car chase or face combat with a well-armed drone. Combat involving vehicles generally falls into one of two categories: standard tactical character combat, and chase combat.

Tactical combat primarily occurs when vehicles (usually drones) are supporting (or opposing) the characters, or in situations where flesh-and-blood characters outnumber the vehicles involved. (For example, the party is trying to stop the bad guy from boarding a helicopter and getting away.)

Chase combat usually occurs predominantly with vehicles (though this may not always be the case) and is generally a lot more fluid, based more on maneuverability than positioning. Also, chase combat occurs on a much larger scale and timeframe than standard tactical combat.

DAMAGING BARRIERS TABLE

Weapon	DV Modifier
Melee or Unarmed	No change
Whip/Monofilament whip	DV of 1
Projectile	DV of 1 per projectile
Bullet	DV of 2 per bullet
Explosive	base DV x 2
AV rocket/missile	base DV x 3
Combat spell	No change

VEHICLE ATTRIBUTES

Vehicles have a number of attributes that are relevant to vehicle combat.

Vehicle Initiative

Any vehicle that is being physically piloted or remotely controlled operates on the same Initiative as the character who controls it. If the controlling character is using full-immersion virtual reality to control the vehicle (this is called "rigging" the vehicle), the vehicle operates on his Matrix Initiative (see p. 230).

Drones that pilot themselves have an Initiative equal to their Pilot + Response attributes. and they get 3 Initiative Passes per turn.

Vehicle Body

Vehicle Body functions much like a character's Body, and is primarily used for damage resistance tests.

Condition Monitor

Vehicles have a Condition Monitor to track damage and operability, just like characters. Vehicles do not suffer from Stun damage, however, so they simply have one Physical Condition Monitor. Higher Body vehicles have more damage "boxes," same as with characters. A Body 3 motorcycle or combat drone, for example, has 10 boxes on its Condition Monitor.

Vehicle Armor

Vehicle armor functions just like character armor, and is used for the vehicle's damage resistance tests. Vehicle armor is the same rating against both ballistic and impact attacks.

Since vehicle armor is often much higher than ordinary character armor, gamemasters should remember to use the trade-in rule for large dice pools (4 dice for 1 hit, see *Buying Hits,* p. 55).

If an attack's modified DV does not exceed a vehicle's modified Armor rating, then the attack automatically fails.

Pilot

Pilot is an attribute that measures how sophisticated the vehicle's dog-brain computer is. In general, Pilot substitutes for character attributes (typically Agility, Reaction, Intuition, and Logic) for any Success Tests that the vehicle makes. (The skill portion is covered by autosoft programs that are loaded into the vehicle's memory). See *Pilot Programs,* p. 213.

Handling Rating

Every vehicle has a Handling rating that indicates how easy it is to pilot and maneuver. See the Handling Rating Table (p. 159) for specific examples.