



## HANDLING RATING TABLE

Vehicle	Handling
Motorcycle	+2
Car	0
Sports car	+3
Truck	-1
18-Wheeler	-3
Autogyro	+2
Utility helicopter	0
Combat helicopter	+3
Single-engine airplane	0
Jumbo jet	-3
Jet fighter	+3
T-bird	0



### Sensors

Sensors are the vehicular equivalent of the Intuition attribute. Almost all vehicles in *Shadowrun* have some kind of sensor array, if only to interact with GridGuide and other traffic network systems. Only retro pre-Crash vehicles lack sensors, and most of them are retrofitted with add-on sensors.

When driving a vehicle, a driver may use the Sensor attribute instead of Intuition when making Perception Tests and other Intuition-linked Success Tests. Drones *always* use the Sensor attribute for Perception Tests.

### Acceleration

Vehicles have an Acceleration rating that determine their movement rates. The number to the left of the slash is a vehicle's Walking rate in meters per turn. The number to the right is its Running rate.

A drive or drone can attempt to move a greater distance by making a Vehicle Test (see below). Each hit on the test adds 5 meters to the vehicle's movement rate.

### Speed

Speed is the reasonable high-end maximum velocity of the vehicle. Drivers can accelerate past this, but start suffering real difficulties in trying to get their vehicle to go faster and still maintain control. The gamemaster should apply modifiers as she feels appropriate.

Speed is expressed in meters per Combat Turn.

### VEHICLE TESTS

Characters don't need to make a vehicle test every time they operate a vehicle. For normal everyday tasks, like driving to the Stuffer Shack, it's assumed the character performs this automatically. A vehicle test is called for only when there's a chance of bad consequences (like crashing), or if time is a crucial factor (like jumpstarting a car while under fire.)

To make a vehicle test, the character rolls Reaction + the appropriate vehicle skill +/- the vehicle's Handling. The threshold depends on the difficulty of the task being performed—see the Vehicle Test Threshold Table. A simple task (avoiding a large boulder in the middle of open terrain) may only have a threshold of 1 hit, while a more difficult task (making a hairpin turn to dive into a narrow opening) may require as many as 3 or 4 hits.

Depending on the circumstances, failure to achieve threshold doesn't necessarily mean that the vehicle crashes—it just means the driver failed to perform the maneuver he intended. Unless the purpose of the vehicle test was to avoid crashing, the driver manages to pull away in time and make another attempt.

### Driving with Augmented or Virtual Reality

Characters who are physically driving/piloting with the aid of augmented reality (they have subscribed to the vehicle as a service) receive a +1 dice pool modifier on all Vehicle Tests. If they are remotely controlling the vehicle, they receive no bonus.

Characters who are driving a vehicle through virtual reality (whether they are directly jacked in to the vehicle or piloting it remotely), receive a -1 threshold modifier to all Vehicle Tests.

### Vehicle Test Glitches

A glitch on a vehicle test causes something to go wrong with the vehicle. This can be anything from accidentally turning on the wipers to getting a flat, at the gamemaster's discretion. At its most severe, a glitch might cause a temporary loss of control; apply a -2 modifier to tests made by any characters within the vehicle. The driver must succeed in a Vehicle Test within one turn or the vehicle crashes.

If the driver gets a critical glitch on the vehicle test, then the vehicle crashes.



## VEHICLE TEST THRESHOLD TABLE

Situation	Threshold
Easy	1
Ground Example: merging, passing, sudden stop	
Air Example: landing under normal conditions	
Average	2
Ground Example: avoiding pedestrian or obstacle, steering through narrow spot, wheelie	
Air Example: takeoff on a short runway	
Hard	3
Ground Example: hairpin turn, "stoppie" on a motorbike, jackknifing a truck	
Air Example: landing on short runway	
Extreme	4
Ground Example: 180 without stopping, jumping an obstacle on a motorbike	
Air Example: landing on no runway	

