

## MATRIX RESOLUTION

MATRIX TEST MODIFIERS		MATRIX DEFENSE MODIFIERS	
Situation	Dice Pool Mod	Situation	Dice Pool Mod
Attacker running silent	-2	Defender running silent	-2
Attacker targeting cross-grid	-2		
Attacker has Noise	- Noise mod		
Attacker Debugs Code	+1 or +1 Limit	Defender Full Matrix Defense	+ WIL
Attacker in VR Cold-Sim	--	Defender in VR Cold-Sim	--
Attacker in VR Hot-Sim	+2	Defender in VR Hot-Sim	+2

NOISE MODIFIERS				
Distance	Spam Zone	Static Zone	Impediments	Noise Level
Up to 100 meters	Downtown	Abandoned Bldg		0
Up to 1 km	Sprawl	Abandoned Hood	Public Grid	1
Up to 10 km	Major Event	Rural Area	Negation Paint	3
Up to 100 km	Major Commercial	Wilderness Area	Negation Wallpaper	5
Greater than 100 km	Massive Gathering	Remote Wilderness	Underground	7
			Faraday Cage	No Signal
			Direct Connection	No Noise

**Noise Mod** = Noise Reduction from devices or actions - Total cumulative Noise Levels.

Apply only negative values of Noise Mod.

DEVICE RATING		
Device Type	Device	Examples
Simple	1	General appliances, public terminals, entertainment systems
Average	2	Standard electronics, vehicles, weapons, and security, basic cyberware
Secure	3	Corporate security vehicles and devices, alphasware
Advanced	4	High-end devices, military vehicles and devices, betaware
Cutting Edge	5	Credsticks, black-ops vehicles and devices, deltaware
Bleeding Edge	6	Experimental devices, spacecraft

MATRIX SEARCH TABLE		
Information	Threshold	Interval
General Knowledge or Public Info	6	1 Combat Turn
Specialized Knowledge or Sensitive	12	1 min
Non-Public Info or Limited	18	30 mins
Hidden or Actively Erased	24	1 hour
Protected or Secret (inside Host)	(As Above)	1 Combat Turn
Protected or Secret (outside Host)	No	No

## VEHICLE RESOLUTION

VEHICLE TEST MODIFIERS		VEHICLE HANDLING MODIFIERS	
Situation	Dice Pool Mod	Situation	Handling Mod
Piloting Environment	- Environment mod	Pilot in damaged Vehicle	- Damage mod
Pilot unaware of event	No test	Pilot using AR	+1
Defender Evasive Driving	+ WIL	Pilot using VR	+2
Piloting in VR Hot-Sim	+2		
Pilot Jumped In with Control Rig	+ CR Rating	Pilot Jumped In with Control Rig	+ CR Rating

**Remote Operation** Vehicle Tests also use any applicable Matrix Test Modifiers.

VEHICLE TEST THRESHOLDS		TERRAIN MODIFIERS	
Situation	Threshold	Terrain Type	Threshold Mod
Easy ( <i>Sudden stop, etc.</i> )	1	Open ( <i>Highways, etc.</i> )	+0
Average ( <i>Avoid obstacle, etc.</i> )	2	Light ( <i>Main streets, etc.</i> )	+1
Hard ( <i>Hairpin turn, etc.</i> )	3	Restricted ( <i>Side streets, etc.</i> )	+2
Extreme ( <i>Jumping obstacle, etc.</i> )	4	Tight ( <i>Back alleys, etc.</i> )	+4
Pilot Jumped In with Control Rig	- CR Rating	Impossible ( <i>Office building, etc.</i> )	+6

DRONE PILOT TESTS		DRONE PILOT TESTS	
Test Type	Attributes [Limit]	Test Type	Attributes [Limit]
Vehicle Test	Pilot + Maneuvering [Handling]	Comprehension Test	Pilot x2
Combat Test*	Pilot + Targeting [Accuracy]	Defense Test	Pilot + Evasion [Handling]
Perception Test	Pilot + Clearsight [Sensor]	Stealth Test	Pilot + Stealth [Handling]
Sensor Test	Pilot + Clearsight [Sensor]	Evasion Test	Pilot + Evasion [Handling]
Skill Test	Pilot + (Skill) [Pilot]	Matrix Test	Pilot + (Firewall or Data Proc)

**Jumped-In Riggers** use (Individual Skill) + Intuition, Reaction, or Agility [Limit + Control Rig Rating]

\*Riggers and Drones using **Passive Targeting** may substitute [Accuracy] for [Sensor].

BUILD / REPAIR TABLE		REPAIR COST	
Situation	Dice Pool Modifier	Repair Type	Cost
Superior working conditions	+1	Matrix Damage	¥5% per box
Inferior working conditions	-1 to -4		Hardware + Logic [Mental] (1 hour)
Superior tools	+1	Physical Damage	¥5% per box
Inadequate tools	-1		Mechanic + Logic [Mental] (4 hours)
No tools/No parts	-4 or not allowed	Salvage Parts	1 box per 2 hits
Reference materials available	+1		Mechanic + Logic [Mental] (2 hours)
AR Enhanced plans available	+2	<b>Destroyed or Bricked</b> devices may not be repaired.	