

Aeroquip Dustoff

Aeroquip Dustoff

Attributes

Handling	3	☐	Device Rating	4	☐
Speed	4	☐	Initiative	8+4D6	☐
Acceleration	4	☐	Inherent Limits		
Body	4	☐	[6] Mental Limit		
Pilot	4	☐			
Sensor	3	☐			
Data Processing ..	4	☐			
Firewall	4	☐			

Damage Resistances

9 [5] Armor 5	
9 Acid Protection 5	9 Electricity Protection 5
9 Cold Protection 5	9 Fire Protection 5

Basic Details

Description

The Aeroquip Dustoff is killer bargain for the benefit that it brings. An aerial emergency vehicle with great speed, a Valkyrie module, and an excuse to go almost anywhere, this vehicle (Technically drone, but vehicle) is a literal, and figurative lifesaver.

Additional Details

Roles

Medical - This would of course, be the obvious usage for it. It's speed, Valkyrie module, and fact that it's an ambulance gives you a reason to have it around without too many questions. You could also fit it with a Vehicle Arm, and run a First Aid / Medicine Autosoft, as well as a Medkit with it.

Insertion / Extraction - For the same reasons that the Dustoff is a great emergency medical vehicle, it can be used for rapid movement in and out of restricted areas. A Rigger could use it to fly a Samurai or Adept right up a building, shoot out the window, and get in and out in short order. With the price tag, you could reasonably pick up a few of these to handle your whole team.



Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 4

Melee attacks against you are at : +0
Melee Defense (No Action): 4

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 4 [3]

Vehicle Modifications

Chameleon coating
Morphing license plate
Rigger Interface
Spoof chip

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified

Ares Paladin

Ares Paladin

Attributes

Handling	5	☐	Device Rating	3	☐
Speed	4	☐	Initiative	6+4D6	☐
Acceleration.....	1/2	☐	Inherent Limits		
Body.....	5/4	☐	[4] Mental Limit		
Pilot	3	☐			
Sensor.....	2	☐			
Data Processing ..	3	☐			
Firewall	3	☐			

Damage Resistances

22 🧊 [18] Armor 18
 22 🧊 Acid Protection 18
 22 🧊 Cold Protection 18
 22 🧊 Electricity Protection 18
 22 🧊 Fire Protection 18

Basic Details

Description

The Ares Paladin lives up to it's namesake - a large, heavily armored protector of weak meatbags. A rolling mass of armor, coupled with a defensive shield to protect someone behind it. The Paladin is an incredible asset to any situation with gunfire, that has enough room (And hopefully no stairs) to take advantage of.

Additional Details

Roles

Defensive Combat - The core use of the Paladin is to be used for it's one of two defensive measures - the Good Cover, and Bonus Armor effect. Take special note that it says Armor, that means that any drone hiding behind it, like say, a Rotodrone, would get a significant Armor bonus (Possibly shrugging off heavier firepower). Command your drone as you like to suit your strengths and weaknesses in the defense part.

Distraction / Forward Assault - While the best you can do with the Paladin is fitting it with a Heavy Pistol, or Lighter + Extra Ammo, the Paladin is capable of taking the frontline in place of metahumans. No matter what is strapped to it, a gun is still a gun, and can't be ignored, allowing stealthier characters to take advantage of the distraction. Also, I wouldn't want it running over my foot.



Physical Damage Matrix Damage

		-1
		-2

Physical Damage Matrix Damage



Defenses

Ranged attacks against you are at : +0 🧊
Ranged Defense (No Action): 3 🧊

Melee attacks against you are at : +0 🎲
Melee Defense (No Action): 3 🎲

Sensor-aided attacks against you are at : +0 🤖
Sensor Defense (No Action): 3 🤖 [5]

Firearms & Heavy Weapons

Ares Predator V 6S(e) v -5 — [5] 5/20/40/60
Ammo Usage : 15 (c): ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Semi-Auto (1, simple action) : — , 6S(e) Damage
Double-Tap (2, complex action) : — , 7S(e) Damage
Semi-Automatic Burst (3, complex action) : —  vs. -2 Def, 6S(e) Damage
Recoil Compensation : —
Modifications : Smartgun System, Internal
Stick-n-Shock : -2S(e) v -5, ____/15

Vehicle Modifications

Acceleration Upgrade +1
Body Downgrade
Rigger Interface
Weapon Mount. Small

Gear (Cash: 1,000¥)

Dropped to Ground

Validation Report (0 issues): Nothing identified

Programs

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Aztechnology Crawler

Aztechnology Crawler



Attributes

Handling	4	☐	Device Rating	4	☐
Speed	3	☐	Initiative	8+4D6	☐
Acceleration	1/2	☐	Inherent Limits		
Body	3/2	☐	[6] Mental Limit		
Pilot	4	☐			
Sensor	3	☐			
Data Processing	4	☐			
Firewall	4	☐			

Damage Resistances

5 [3] Armor 3	
5 Acid Protection 3	5 Electricity Protection 3
5 Cold Protection 3	5 Fire Protection 3

Basic Details

Description

In shocking news, Aztechnology has come out with a small drone that is highly effective at infiltrations and assassinations. Who would have thought such a friendly corp would do such a thing? By downgrading it's Body, you can have this bad boy running 5 Mod Points! Plenty for all your nefarious customization needs.

Additional Details

Roles

Assassination / Infiltration - While lacking any appreciable armor, and realistically not being able to fit larger weapons, the Crawler is incredibly good at this job. A Body Downgrade, Gecko Tips, and your choice of SMG or Underbarrel Grenade Launcher gives you plenty of firepower to take down unsuspecting victims - at a VERY affordable price range too, in case you want to just use the little guy as a suicide bomber.

With a Rating 4 Pilot, and two slots for Autosofts, this is another good autonomous drone, which is perfect for it's uses.



Physical Damage

☐	☐	-1
☐	☐	-2
☐		

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 4

Melee attacks against you are at : +0
Melee Defense (No Action): 4

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 4 [4]

Firearms & Heavy Weapons

FNP93 Praetor 8P - [6] 10/40/80/150

Ammo Usage : 50 (c): ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Semi-Auto (1, simple action): - , 8P Damage

Double-Tap (2, complex action): - , 9P Damage

Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): - vs. -2 Def, 8P Damage

Aimed Burst (3, complex action): - , 9P Damage

Full Auto (6, simple action) or **Long Burst** (6, complex action): - vs. -5 Def, 8P Damage

Brain Blaster (6, complex action): - , 10P Damage

Full Auto (10, complex action): - vs. -9 Def, 8P Damage

Recoil Compensation : 2

Modifications: Folding Stock

Regular Ammo: -, ____/50

Validation Report (0 issues): Nothing identified

Vehicle Modifications

Acceleration Upgrade +1

Body Downgrade

Gecko Grips

Rigger Interface

Weapon Mount, Standard

Modifications: Expanded Ammunition Bay, Doubled

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Citron-Brouillard Smoke Generator

Citron-Brouillard Smoke Generator



Attributes

Handling	3	☐	Device Rating	2	☐
Speed	1/2	☐	Initiative	4+4D6	☐
Acceleration	1/2	☐	Inherent Limits		
Body	2	☐	[3] Mental Limit		
Pilot	2	☐			
Sensor	2	☐			
Data Processing	2	☐			
Firewall	2	☐			

Damage Resistances

8 [6] Armor 6	
8 Acid Protection 6	8 Electricity Protection 6
8 Cold Protection 6	8 Fire Protection 6

Basic Details

Description

This ground-based drone is an interesting and unique contender for a spot in the Rigger arsenal. Being a nicely-sized Small drone, it's capable of belching out an outrageous amount of smoke - far, FAR superior to standard or thermal smoke grenades. As noted by Rigger X, this smoke is specially designed in some way for superior capacity. Works for me.

Additional Details

Roles

Combat Support - This drone's smoke provides a few unique, tactical advantages.

First, being far longer lasting than normal smoke, this frees up precious combat actions that would be spent firing and maintaining smoke grenades.

Second, the sheer volume of smoke not only provides a direct combat advantage, but by utilizing one (Or dare I say, more than one?) of these guys, you can set up next to a ventilation system and smoke a whole building out. Let them evacuate, or use it as a devastating offensive cover.



Physical Damage

☐	☐	-1
☐	☐	-2
☐		

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 2

Melee attacks against you are at : +0
Melee Defense (No Action): 2

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 2 [3]

Grenades

(12x) Smoke Grenade	Smoke, 10m R	- [2]	0
(3x) Thermal Smoke Grenade	Th. Smoke, 10m R	- [2]	0

Vehicle Modifications

Acceleration Upgrade +1
Rigger Interface
Smoke Generator
Speed Upgrade +1

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified

Crashcart "Medicart"

Crashcart "Medicart"

Attributes

Handling	5	☐	Device Rating	4	☐
Speed	5	☐	Initiative	8+4D6	☐
Acceleration	1/2	☐	Inherent Limits		
Body	6	☐	[6] Mental Limit		
Pilot	4	☐			
Sensor	4	☐			
Data Processing ..	4	☐			
Firewall	4	☐			

Damage Resistances

11 [5] Armor 5	
11 Acid Protection 5	11 Electricity Protection 5
11 Cold Protection 5	11 Fire Protection 5

Basic Details

Description

The Crashcart Medicart is one of the medical drones available to players. While certainly welcome, there are better options for medical assistant for runners, but there is a different aspect of this drone to consider - the hydraulic arms and it's power.

Additional Details

Roles

Forced Entry - This drone is unique in the sense that it's a mobile Jaws of Life machine, capable of punching through plascrete (10 Structure, 16 Armor, Structural Material). When a subtle approach to a wall or security door is impossible, impractical, or just too damn slow, this drone solves the problem the old fashioned way.

Medical - The original, actual design for the drone, to act as emergency rescue and medical attention. However, any player with a good Medkit will probably do just as good.



Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 4

Melee attacks against you are at : +0
Melee Defense (No Action): 4

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 4 [5]

Vehicle Modifications

Acceleration Upgrade +1
Hydraulic Rescue Tools
Rigger Interface

Gear (Cash: 1,000¥)

Dropped to Ground
Medkit (4)

Programs

Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified

Evo Proletarian

Evo Proletarian



Attributes

Handling	4	☐	Device Rating	2	☐
Handling (Off-Road)	2	☐	Initiative	4+4D6	☐
Speed	2	☐	Inherent Limits		
Acceleration	1	☐	[3] Mental Limit		
Body	2	☐			
Pilot	2	☐			
Sensor	2	☐			
Data Processing ..	2	☐			
Firewall	2	☐			

Active Skills

4 [?] Automotive Mechanic
Skillset 0 (2) (Log)

Damage Resistances

2 Armor 0
2 Acid Protection 0
2 Cold Protection 0
2 Electricity Protection 0
2 Fire Protection 0

Basic Details

Description

A small, mobile drone, similar to Tony Stark's helper in Iron Man 1! This is a unique drone in the Rigger arsenal, because they don't really go into runs with you. The price of these drones allows several to be purchased cheaply, and Swarmed to work in a garage. Their Drone Armor is articulated to work on equipment, and several working in tandem can knock out a ton of work.

Additional Details

Roles

Utility - By simply purchasing Autosofts (Hardware, Mechanic, Armorer, etc) for an RCC and Swarming these guys, you can either replace, or supplement your own skills (Or lack thereof) in the garage. A swarm of two of these guys can run you around a dozen dice before the Build Table - easily enough to get most jobs done!

Chokebot - You can choke people with it. Especially if their name is Cheryl.



Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 2

Melee attacks against you are at : +0
Melee Defense (No Action): 2

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 2 [4]

Vehicle Modifications

Drone Arm (Strength 4, Agility 2)

Modifications: Drone Limb Agility (2), Drone Limb Strength (4)

Rigger Interface

Gear (Cash: 1,000¥)

Dropped to Ground
Tool Kit, Automotive Mechanic

Programs

Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)
Skillset: Automotive Mechanic (2)

Validation Report (0 issues): Nothing identified

GTS Tower

GTS Tower

Attributes

Handling	2	☐	Device Rating	2	☐
Speed	1	☐	Initiative	4+4D6	☐
Acceleration	1	☐	Inherent Limits		
Body	4	☐	[3] Mental Limit		
Pilot	2	☐			
Sensor	2	☐			
Data Processing ..	2	☐			
Firewall	2	☐			

Damage Resistances

10 [6] Armor 6	
10 Acid Protection 6	10 Electricity Protection 6
10 Cold Protection 6	10 Fire Protection 6

Basic Details

Description

The GTS Tower is a large flying drone, that can serve as a base and retrans unit for the Rigger. It's not exciting, but the value that it provides.

Additional Details

Roles

Utility - Simply put, using this drone in a vehicle with a Large Drone Rack will free up mod point slots for other uses. Unless you can convince your DM that you can fit Drone Racks on other Drones. Bonus points for fitting two Large Drone Racks on a Large Drone!

That and a Retrans Unit on it is just some extra icing on the cake.



Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 2

Melee attacks against you are at : +0
Melee Defense (No Action): 2

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 2 [2]

Vehicle Modifications

Drone Rack, Standard, Micro (4)
Rigger Interface

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified

Horizon "Noizquito"

Horizon "Noizquito"



Attributes

Handling	4	☐	Device Rating	3	☐
Speed	3	☐	Initiative	6+4D6	☐
Acceleration	2	☐	Inherent Limits		
Body	1	☐	[4] Mental Limit		
Pilot	3	☐			
Sensor	3	☐			
Data Processing ..	3	☐			
Firewall	3	☐			

Damage Resistances

1 🧠 Armor 0	
1 🧠 Acid Protection 0	1 🧠 Electricity Protection 0
1 🧠 Cold Protection 0	1 🧠 Fire Protection 0

Basic Details

Description

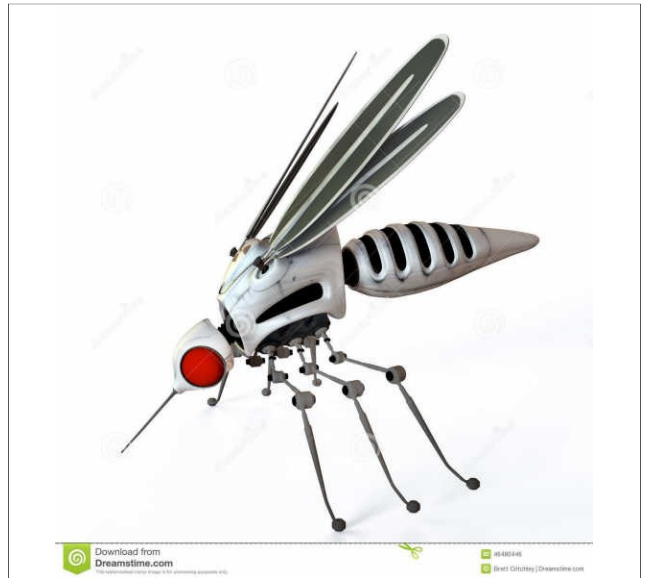
The stupidly overpowered and ridiculous Noizquito. Capable of blasting enemy combatants with massive penalties to noise and flashing lights, this drone has quite a bad reputation. Considered bad taste to use, due to how abuseable they are, many GMs and Riggers flat-out ban them. That or prepare to deal with them in return.

Additional Details

Roles

Enemy Disruption - For a hilariously low price of 2000 Nuyen, you can provide massive penalties per drone, that stack on targets. Couple this with their size and speed, and they are ridiculously difficult to hit and disable. Better bring a hacker. While allowed by the rules, the Noizquito can also fit a Single Shot Grenade or Dart, giving it another powerful option for damage or escape. Due to it's size however (Micro), this may be houseruled out.

Surveillance - Funny enough, these guys are just as good as Fly Spies at surveillance, except they're smaller (Can fit TEN into a Landing Rack), harder to hit, are the same price, and can perform the disruption role. These drones are one of the best all-purpose spy drones out there.



Physical Damage

☐	☐	-1
☐	☐	-2
☐		

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0 🧠
Ranged Defense (No Action): 3 🧠

Melee attacks against you are at : +0 🧠
Melee Defense (No Action): 3 🧠

Sensor-aided attacks against you are at : +0 🧠
Sensor Defense (No Action): 3 🧠 [4]

Grenades

Smoke Grenade	Smoke, 10m R	- [2]	0
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Vehicle Modifications

Rigger Interface
Speakers
Strobes
Weapon Mount, Mini

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)

Validation Report (0 issues): Nothing identified

Programs

Linguistics: Japanese (Manufacturer's Language)

Horizon Cu^3 Professional

Horizon Cu^3 Professional



Attributes

Handling	4	☐	Device Rating	4	☐
Speed	1/2	☐	Initiative	8+4D6	☐
Acceleration	1/2	☐	Inherent Limits		
Body	1	☐	[6] Mental Limit		
Pilot	4	☐			
Sensor	3	☐			
Data Processing ..	4	☐			
Firewall	4	☐			

Active Skills

8 [3] Clearsight 0 (4) (Int)

Damage Resistances

- | | |
|---------------------|----------------------------|
| 1 Armor 0 | |
| 1 Acid Protection 0 | 1 Electricity Protection 0 |
| 1 Cold Protection 0 | 1 Fire Protection 0 |

Basic Details

Description

The Horizon Cu^3 Professional is an interesting choice for the surveillance job. It's poor base Speed and Acceleration need mods, and it's price point is a bit high, but it has a niche role it fits - running autonomously, anyone can effectively use it and fire it off to scout an area with it's Pilot 4 / Clearsight 4.

Additional Details

Roles

Surveillance - Fitting that niche of "Anyone can use it" and running autonomously, the Cu^3 Pro has a good spot in anyone's arsenal, not just Riggers.

Disruption - Same as the other drones of it's type, it can fit a Single Shot Grenade or Dart for self defense, escape, or enemy disruption.



Physical Damage

☐	☐	-1
☐	☐	-2
☐		

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 4

Melee attacks against you are at : +0
Melee Defense (No Action): 4

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 4 [4]

Grenades

Flash-Pak Grenade Flash - [3] 2/4/6/10
☐

Vehicle Modifications

Acceleration Upgrade +1
Rigger Interface
Speed Upgrade +1
Weapon Mount, Mini

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Clearsight
Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)

Tracked Resources

Flash-Pak Charges (10) ☐☐☐☐☐☐☐☐☐☐

Validation Report (0 issues): Nothing identified

Horizon Mini-Zep

Horizon Mini-Zep

Attributes

Handling	2	☐	Device Rating	2	☐
Speed	1	☐	Initiative	4+4D6	☐
Acceleration	1	☐	Inherent Limits		
Body	2	☐	[3] Mental Limit		
Pilot	2	☐			
Sensor	2	☐			
Data Processing ..	2	☐			
Firewall	2	☐			

Damage Resistances

2 🐼 Armor 0	
2 🐼 Acid Protection 0	2 🐼 Electricity Protection 0
2 🐼 Cold Protection 0	2 🐼 Fire Protection 0

Basic Details

Description

The Horizon Mini-Zep is an interesting, and not-so-obvious option for players. The core design of the Zep is slow and obvious - rarely something Runners want. Modding it for a bit of Speed and Acceleration will be pretty much mandatory. Note the large amount of Mod Points you may want to use for Speed or Sensors.

Additional Details

Roles

Surveillance - Most surveillance drones and tactics revolve around a very simple concept - don't get spotted. The Mini-Zep performs this role in the opposite way - by being obvious and not suspicious.

A Mini-Zep can hang out in a city without arousing suspicion, by simply advertising whatever crap the Rigger puts on it, and sitting in the air for as long as it can. The Zep can be used in tandem with more of it's kind, covering a large and obvious area, or with subtle drones.



Physical Damage

☐	☐	-1
☐	☐	-2
☐		

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0 🐼
Ranged Defense (No Action): 2 🐼

Melee attacks against you are at : +0 🐼
Melee Defense (No Action): 2 🐼

Sensor-aided attacks against you are at : +0 🐼
Sensor Defense (No Action): 2 🐼 [2]

Vehicle Modifications

Acceleration Upgrade +1
Electrochromatic Coating
Rigger Interface
Speed Upgrade +1

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified

Vehicle Modifications

Signature Masking

Weapon Mount, Light (Fixed, External, Remote)

Modifications: Ammo Bin

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

MCT Fly-Spy

MCT Fly-Spy



Attributes

Handling	4	☐	Device Rating	3	☐
Speed	3	☐	Initiative	6+4D6	☐
Acceleration	2	☐	Inherent Limits		
Body	1	☐	[4] Mental Limit		
Pilot	3	☐			
Sensor	3	☐			
Data Processing ..	3	☐			
Firewall	3	☐			

Damage Resistances

1 🧊 Armor 0	
1 🧊 Acid Protection 0	1 🧊 Electricity Protection 0
1 🧊 Cold Protection 0	1 🧊 Fire Protection 0

Basic Details

Description

The good old Fly Spy. The bread and butter of surveillance drones. Small, cheap, airborne, and good stats all around solidify this as THE surveillance drone (Outside of the Noizquito, but that's another issue). A swarm of these guys can cover several blocks, or take cover and remain protected. Always have a handful of these.

Additional Details

Roles

Surveillance - Good stats, cheap price, and airborne. Easily swarmed and easily replaced if needed. Among the best options for players.

Disruption - As a Minidrone with one spare Mod Point, the Fly Spy is actually capable of throwing a Single Shot Dart or Grenade on itself. Unlike the Noizquito, this guy is bigger, and more justifiable (As the Horizon Flying Eye already has a precedent).



Physical Damage

☐	☐	-1
☐	☐	-2
☐		

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0 🧊
Ranged Defense (No Action): 3 🧊

Melee attacks against you are at : +0 🧊
Melee Defense (No Action): 3 🧊

Sensor-aided attacks against you are at : +0 🧊
Sensor Defense (No Action): 3 🧊 [4]

Grenades

Smoke Grenade Smoke, 10m R - [3] 2/4/6/10
☐

Vehicle Modifications

Realistic Features
Rigger Interface
Weapon Mount, Mini

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified

MCT-Nissan Roto-drone



Handling	4	☐	Device Rating	3	☐
Speed	4	☐	Initiative	6+4D6	☐
Acceleration	2	☐	Inherent Limits		
Body	4	☐	[4] Mental Limit		
Pilot	3	☐			
Sensor	3/2	☐			
Data Processing	..3	☐			
Firewall	3	☐			

12 🛡️ [8] Armor 8

12 🛡️ Acid Protection 8 12 🛡️ Electricity Protection 8

12 🛡️ Cold Protection 8 12 🛡️ Fire Protection 8

The Nissan Roto-drone. The standard fare of combat drones for the budget and chargin Rigger. The Roto-drone has solidified itself as the core combat choice for Riggers, due to it's good stats, flight, and ability to fit exceptionally powerful weapons on it's frame. At a reasonable price point, it's capable of providing a tremendous amount of firepower, but is not terribly well-armored.

Combat - The main role of this drone is of course, combat. Choices between Pop-Out Concealment, 8 Armor, increased ammunition, and larger vs. smaller Weapon Mounts will keep you up at night. Whatever you choose, the Roto-drone excels at skirmishing and excessive firepower to keep itself alive.

A futuristic, dark-colored handheld device, possibly a communication or control unit. It features a large, circular screen on the right side and a smaller, rectangular display or control panel on the left side. The device has a complex, angular design with various buttons and ports. The background is a light gray gradient.

		-1
		-2

Ranged attacks against you are at : +0 🧊
Ranged Defense (No Action): 3 🧊

Melee attacks against you are at : +0 🧊
Melee Defense (No Action): 3 🧊

Sensor-aided attacks against you are at : +0 🎲
Sensor Defense (No Action): 3 🎲 [4]

Ares Alpha

11P v -6 [5] 25/150/350/550

Ammo Usage : 42 (c):                      

Semi-Auto (1, simple action): – , 11P Damage

Double-Tap (2, complex action): – , 12P Damage

Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): –  vs. -2 Def, 11P Damage

Aimed Burst (3, complex action): – , 12P Damage

Full Auto (6, simple action) or **Long Burst** (6, complex action): –  vs. -5 Def, 11P Damage

Brain Blaster (6, complex action): – , 13P Damage

Full Auto (10, complex action): –  vs. -9 Def, 11P Damage

Damage

Recoil Compensation : 6

Modifications : Grenade Launcher, Smartgun System, Internal

APDS : – v -4. /42

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Firearms & Heavy Weapons

Ares Alpha Grenade Launcher 16P, -2/m v -2 – [4] 5-50/100/150/500

Ammo Usage : 6 (c): ☐☐☐☐☐

Single Action (1, simple action): – , 16P, -2/m Damage

Recoil Compensation : 4 (Double Uncompensated Recoil)

Modifications: Smartgun System, Internal

High Explosive Minigrenade : 16P, -2/m v -2, ____/6

Vehicle Modifications

Armor Upgrade +4

Rigger Interface

Sensor Downgrade

Weapon Mount, Large

Modifications: Pop-Up Concealment

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Vehicle Modifications

Body Downgrade
Immobile
Realistic Features (2)
Rigger Interface
Weapon Mount, Standard

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)

Mitsuhamma Seven - Soars



Handling	3	☐	Device Rating	1	☐
Speed	2	☐	Initiative	2+4D6	☐
Acceleration	1/2	☐	Inherent Limits [2] Mental Limit		
Body	1	☐			
Pilot	1	☐			
Sensor	1	☐			
Sensor Upgrade, Single : +1 for Camera					
Data Processing ..	1	☐			
Firewall	1	☐			



Wuzhongtin

1 🧊 Armor 0
 1 🧊 Acid Protection 0
 1 🧊 Cold Protection 0
 1 ⚡ Electricity Protection 0
 1 🔥 Fire Protection 0

The Soars will require either Rigger control, or a Swarm to be effective at it's jobs. Thankfully it's cheap price means you can pick up several without breaking the bank.

Tracking / Harassment - The Soars is easily capable of tracking and harassing ground, drone and vehicle based objectives, by utilizing its superior speed, and low cost of replacement.

		-1
		-2

Sensor-aided attacks against you are at : +0 🎲
Sensor Defense (No Action): 1 🎲 [3]

Ares Predator V 8P v -1 — [5] 5/20/40/60
Ammo Usage : 15 (c): ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Semi-Auto (1, simple action): — , 8P Damage
Double-Tap (2, complex action): — , 9P Damage
Semi-Automatic Burst (3, complex action): — vs. -2 Def, 8P Damage
Recoil Compensation : 1
Modifications : Smartgun System, Internal
Regular Ammo : —, ____/30

Acceleration Upgrade +1
Body Downgrade
Rigger Interface
Sensor Upgrade, Single +1: Camera

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Vehicle Modifications

Weapon Mount, Small

Modifications: Expanded Ammunition Bay, Doubled

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Shiawase I-Doll

Shiawase I-Doll

Attributes

Handling	3	☐	Device Rating	3	☐
Speed	3	☐	Initiative	6+4D6	☐
Acceleration	1	☐	Inherent Limits		
Body	3	☐	[4] Mental Limit		
Pilot	3	☐			
Sensor	3	☐			
Data Processing . . .	3	☐			
Firewall	3	☐			

Knowledge Skills

6 [4] Cooking Skillset 0 (3) (Log)

Damage Resistances

3 Armor 0	
3 Acid Protection 0	3 Electricity Protection 0
3 Cold Protection 0	3 Fire Protection 0

Basic Details

Description

This entry for the Shiawase I-Doll is not specific to this model, but to adult-sized anthro drones in general. The main difference between them is price and power, but they remain mostly the same in purpose.

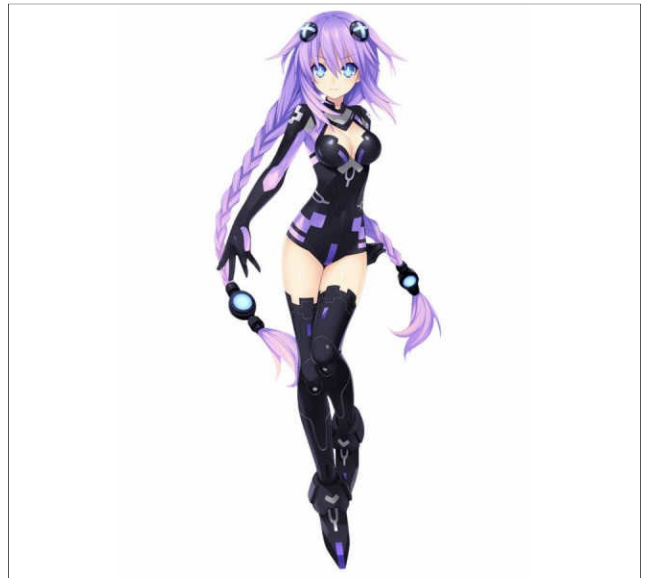
Additional Details

Roles

Surveillance / Infiltration - When using anthro drones, you are capable of blending in while using Realistic Features. A decent Perception threshold, a well-made disguise, Con and distractions can get them into some very interesting positions. Also Gecko Grips!

Utility - Since these Drones have arms and legs, they're perfectly capable of doing almost anything a metahuman can. This includes running Autosofts for First Aid, Medicine, and technical skills (Though if you have Evo Proletarians, those are a more economical choice). Running an emergency medical bot who can climb walls and drag you to safety can't be ignored.

Combat - What else can you do with arms? Carry guns, of course! Or even fit extra kinds of firearms for variety in their limbs! Anthro Drones can use weaponry, just like anyone else, but they have a significant concern with armor. Most DMs would houserule out benefits from wearing actual armor, as you could quickly become nearly invincible. However, the NeoNet Juggernaut is deliberately designed to be a combat monster.



Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3
☐		

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐
☐		

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 3

Melee attacks against you are at : +0
Melee Defense (No Action): 3

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 3 [3]

Vehicle Modifications

Drone Arm (Strength 3, Agility 3)

Modifications: Drone Limb Agility (3), Drone Limb Strength (3)

Drone Arm (Strength 3, Agility 3)

Modifications: Drone Limb Agility (3), Drone Limb Strength (3)

Drone Leg

Modifications: Drone Limb Agility (3), Drone Limb Strength (3)

Drone Leg

Modifications: Drone Limb Agility (3), Drone Limb Strength (3)

Gecko Grips

Realistic Features

Validation Report (0 issues): Nothing identified

Vehicle Modifications

Rigger Interface

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Skillset: Cooking (3)

Shiawase Kanmushi

Shiawase Kanmushi

Attributes

Handling	4/3	☐	Device Rating	3	☐
Speed	2	☐	Initiative	6+4D6	☐
Acceleration	1	☐	Inherent Limits		
Body	0	☐	[4] Mental Limit		
Pilot	3	☐			
Sensor	3	☐			
Data Processing ..	3	☐			
Firewall	3	☐			

Damage Resistances

- Armor 0
- Acid Protection 0
- Cold Protection 0
- Electricity Protection 0
- Fire Protection 0

Basic Details

Description

Another one of the common "Bug Spy Drone" lineup, the Kanmushi is a tiny little guy, capable of sneaking into plenty of hiding holes and penetrating many defenses, simply due to it's size and penalties to spot it. Not much to say about this guy, I just suggest dropping it's Handling by 1 and giving it some Realistic Features to go with those Gecko Grips.

Additional Details

Roles

Surveillance - A good, cheap option for these guys. They're also a popular choice to hide in your van, broom closet, or wherever you're Jacking In to another drone. Always need to keep an eye on your meat body.



Physical Damage

☐	☐	☐
☐	☐	☐

Matrix Damage

☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 3

Melee attacks against you are at : +0
Melee Defense (No Action): 3

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 3 [3]

Vehicle Modifications

Gecko Grips
Handling Downgrade
Realistic Features (1)
Rigger Interface

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)

Validation Report (1 issues): Handling Downgrade: Handling cannot be lowered below 1.

Vehicle Modifications

Rigger Interface

Weapon Mount (Fixed, External, Remote)

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)

Linguistics: Japanese (Manufacturer's Language)

Targeting: AK-97

Sony Goldfish

Sony Goldfish

Attributes

Handling 2/1	☐	Device Rating 2	☐
Handling (Off-Road) 4/3	☐	Initiative 4+4D6	☐
Speed 1	☐	Inherent Limits	
Acceleration 1	☐	[3] Mental Limit	
Body 0	☐		
Pilot 2	☐		
Sensor 2	☐		
Data Processing . . 2	☐		
Firewall 2	☐		

Damage Resistances

- Armor 0
- Acid Protection 0
- Cold Protection 0
- Electricity Protection 0
- Fire Protection 0

Basic Details

Description

The Sony Goldfish is nothing terribly special, but it's very low pricetag, and niche make it preferable to most other aquatic, or modded-aquatic drones for it's role. Safe for up to 4 meters (Which is well into severe Noise Reduction), a handful of these little guys can easily hide and record audio/video for a while.

I have to assume the Handling (Off-road) refers to "Ground movement" and "Aquatic movement". By all means, pick up a Realistic Features for these little guys.

Additional Details

Roles

Surveillance - Aquatic. For the price tag, there's not many other drones that will do aquatic surveillance better for you, outside of expensive, rare, specialized equipment that is in no way subtle.



Physical Damage

☐	☐	☐
☐	☐	☐

Matrix Damage

☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0
Ranged Defense (No Action): 2

Melee attacks against you are at : +0
Melee Defense (No Action): 2

Sensor-aided attacks against you are at : +0
Sensor Defense (No Action): 2 [1]

Vehicle Modifications

Handling Downgrade
Realistic Features (1)
Rigger Interface

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)

Validation Report (0 issues): Nothing identified

Steel Lynx Combat Drone (Vehicle)

Steel Lynx Combat Drone



Attributes

Handling	5	☐	Device Rating	3	☐
Speed	4	☐	Initiative	6+4D6	☐
Acceleration	2	☐	Inherent Limits		
Body	6	☐	[4] Mental Limit		
Pilot	3	☐			
Sensor	3	☐			
Data Processing ..	3	☐			
Firewall	3	☐			

Damage Resistances

21 [15] Armor 15	
21 Acid Protection 15	21 Electricity Protection 15
21 Cold Protection 15	21 Fire Protection 15

Basic Details

Description

The Steel Lynx Combat Drone is a heavily armored, heavily armed ground drone that will teach others that you are not to be screwed with. There are very few other drones that can sport the offensive capabilities of this drone

Additional Details

Roles

Heavy Combat - A base 12 Armor (Which can be upgraded to 15 with Vehicle Rules), a Heavy Weapon Mount, and plenty of room for mods solidifies this drone as your frontline soldier. Very few weapons can punch through a 15 Armor rating, other than Heavy Weapons and high power Rifles. Utilizing Drone mod rules instead will let you buff the armor far higher, but at a bigger cost, and legality. Your choice whether you want to keep it legal, or make it even more badass.



Physical Damage

☐	☐	-1
☐	☐	-2
☐	☐	-3

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0

Ranged Defense (No Action): 3

Melee attacks against you are at : +0

Melee Defense (No Action): 3

Sensor-aided attacks against you are at : +0

Sensor Defense (No Action): 3 [5]

Firearms & Heavy Weapons

AK-97 10P v -2 - [5] 25/150/350/550

Ammo Usage : 38 (c): ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Semi-Auto (1, simple action): - , 10P Damage

Double-Tap (2, complex action): - , 11P Damage

Burst Fire (3, simple action) or **Semi-Automatic Burst** (3, complex action): - vs. -2 Def, 10P Damage

Aimed Burst (3, complex action): - , 11P Damage

Full Auto (6, simple action) or **Long Burst** (6, complex action): - vs. -5 Def, 10P Damage

Brain Blaster (6, complex action): - , 12P Damage

Full Auto (10, complex action): - vs. -9 Def, 10P Damage

Recoil Compensation : 11

Modifications: Gas-Vent System (3)

Accessories: Shock Pad, Smartgun System, External, Underbarrel Weight

Regular Ammo : -, ____/288

Vehicle Modifications

Armor, Standard (3)

Chameleon coating

Gecko tips

Validation Report (0 issues): Nothing identified

Vehicle Modifications

**Heavy Weapon Mount (Turret, External, Remote)
Rigger Interface**

Gear (Cash: 1,000¥)

Dropped to Ground

Programs

**Linguistics: English (local language)
Linguistics: Japanese (Manufacturer's Language)**

Telestrian Industries Shamus

Telestrian Industries Shamus



Attributes

Handling	3	☐	Device Rating	3	☐
Speed	3	☐	Initiative	6+4D6	☐
Acceleration	1	☐	Inherent Limits		
Body	4/3	☐	[4] Mental Limit		
Pilot	3	☐			
Sensor	8	☐			
Data Processing	3	☐			
Firewall	3	☐			

Damage Resistances

7👤 [4] Armor 4	
7👤 Acid Protection 4	7👤 Electricity Protection 4
7👤 Cold Protection 4	7👤 Fire Protection 4

Basic Details

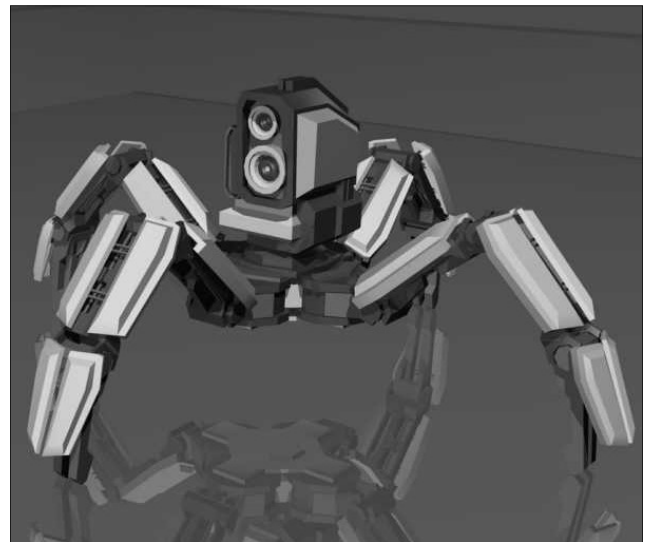
Description

The Telestrian Industries Shamus is an incredible drone, and it's price point reflects that. The Shamus is the only drone (And as far as I know, only means to) get X-Ray vision with it's Rating 8(!) Sensor Array. As a Forensics Drone that can take samples, and use a multitude of impressive sensors, this drone can be used to great effect in just about every aspect of play.

Additional Details

Roles

Surveillance / Forensics - Simply Jumping In, or Swarming this drone with several others, will allow the Shamus to gather incredible amounts of information that would otherwise never be accessible to the player. A Biomatter Sampler, X-Rays, and Quicksilver Camera make this drone incredibly unique. Downgrade Body for Gecko Grips and Amphibious 1, and this drone can go almost anywhere.



Physical Damage

☐	☐	☐
☐	☐	-1
☐	☐	-2
☐	☐	

Matrix Damage

☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐

Defenses

Ranged attacks against you are at : +0 🤖
Ranged Defense (No Action): 3 🤖

Melee attacks against you are at : +0 🤖
Melee Defense (No Action): 3 🤖

Sensor-aided attacks against you are at : +0 🤖
Sensor Defense (No Action): 3 🤖 [3]

Vehicle Modifications

Amphibious (1)
Body Downgrade
Gecko Grips
Rigger Interface
Weapon Mount, Micro

Gear (Cash: 1,000¥)

Dropped to Ground
Quicksilver Camera
Shamus Sensor Housing

Modifications: Atmosphere Sensor, Geiger Counter, MAD Scanner, Olfactory Sensor, Radio Signal Scanner, Shamus Camera [Thermographic Vision, Low Light Vision], X-Ray Vision

Programs

Linguistics: English (local language)

Validation Report (0 issues): Nothing identified

Programs

Linguistics: Japanese (Manufacturer's Language)