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Shadowrun Rigger 5.0 Instruction Manual

A Companion for Shadowrun Fifth Edition

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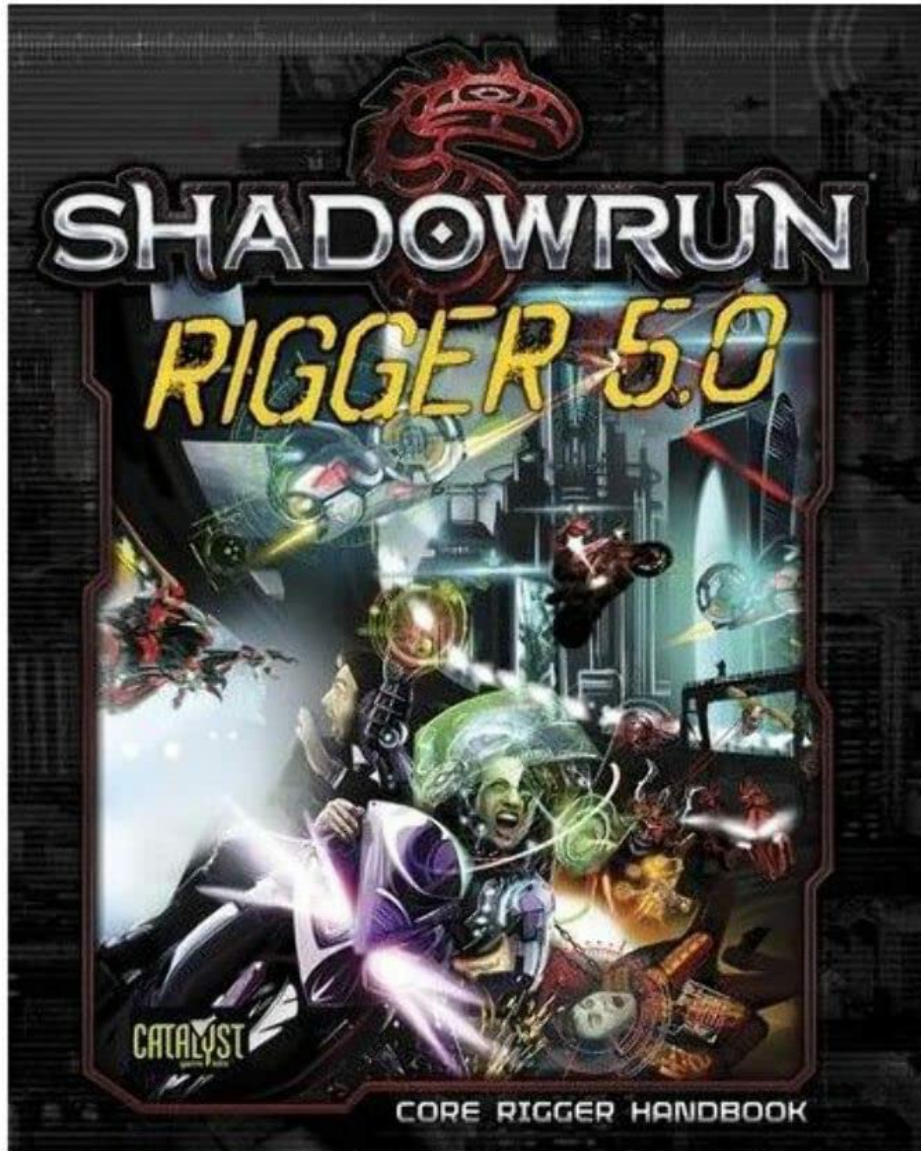
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1. INTRODUCTION

Shadowrun Rigger 5.0 is a comprehensive companion rulebook designed for use with the Shadowrun Fifth Edition tabletop role-playing game. This manual provides detailed information and rules for integrating vehicles, drones, and advanced technological systems into your Shadowrun campaigns. It expands upon the core rules, offering players and game masters new options for character creation, combat, and narrative development centered around vehicular action and remote operations.

The content within this book focuses on the mechanics of operating and customizing a wide array of vehicles and drones, enhancing the experience of playing a 'Rigger' character or incorporating complex vehicular encounters into your game sessions. It is an essential resource for those looking to deepen their engagement with the technological and tactical aspects of the Shadowrun universe.



The front cover of the Shadowrun Rigger 5.0 hardcover rulebook, featuring futuristic vehicles and characters.

2. SETUP AND PREPARATION

Before utilizing Shadowrun Rigger 5.0, ensure you have access to the core rulebook for Shadowrun Fifth Edition. This companion book builds upon the foundational rules established in the core manual.

2.1 Familiarization with Core Rules

- **Review Shadowrun Fifth Edition Core Rulebook:** Understand basic character creation, combat mechanics, and the Matrix rules, as Rigger 5.0 will reference and expand upon these concepts.
- **Understand Rigger Archetype:** If playing a Rigger, familiarize yourself with the general concept of a Rigger in Shadowrun, including their role in a team and their connection to vehicles and drones.

2.2 Integrating the Manual

- **Read Relevant Sections:** Depending on your role (player or game master), focus on sections most pertinent to your immediate needs, such as vehicle statistics, drone types, or advanced combat rules.

- **Cross-Reference:** Be prepared to cross-reference rules between Rigger 5.0 and the Shadowrun Fifth Edition core rulebook, as many concepts are interconnected.

3. OPERATING AND GAMEPLAY INTEGRATION

Shadowrun Rigger 5.0 provides the tools to enhance vehicular and drone-based gameplay. This section outlines how to effectively use the book's content during your game sessions.

3.1 Vehicles and Drones

- **Selection:** Choose from a wide range of vehicles (cars, bikes, aircraft, watercraft) and drones (aerial, ground, micro) detailed with their statistics, capabilities, and costs.
- **Customization:** Utilize the extensive customization rules to modify vehicles and drones with various upgrades, weapons, and defensive systems to suit specific tactical needs or character concepts.
- **Control:** Understand the mechanics of controlling vehicles and drones, whether directly, via remote control, or through a Rigger's direct neural interface (rigging).

3.2 Combat and Chases

- **Vehicle Combat:** Apply the specific rules for vehicular combat, including movement, attacks, damage, and environmental factors.
- **Chase Rules:** Implement detailed chase mechanics for high-speed pursuits through the urban sprawl or other environments, involving various maneuvers and challenges.
- **Drone Tactics:** Integrate drones into combat scenarios for reconnaissance, support, or direct engagement, understanding their unique advantages and limitations.

3.3 Rigger Abilities and Gear

- **Rigger Gear:** Explore new cyberware, bioware, and other technological enhancements specifically beneficial for Riggers.
- **Advanced Rigging:** Learn about advanced rigging techniques and their effects on vehicle and drone performance, including hot-sim VR and direct control.

4. MAINTENANCE AND CARE

Proper care of your Shadowrun Rigger 5.0 hardcover book will ensure its longevity and readability for many years of gaming.

- **Storage:** Store the book upright on a shelf or flat in a cool, dry place away from direct sunlight to prevent warping, fading, or damage to the binding.
- **Handling:** Handle the book with clean, dry hands. Avoid bending the cover or pages excessively, which can weaken the spine and cause pages to detach.
- **Protection:** Consider using a protective cover or slipcase to shield the book from dust, spills, and physical wear during transport or storage.
- **Cleaning:** For minor dust, gently wipe the cover with a soft, dry cloth. Avoid using liquids or abrasive cleaners, which can damage the cover material or print.

5. TROUBLESHOOTING AND CLARIFICATIONS

Occasionally, questions or ambiguities may arise regarding rules or interpretations within Shadowrun Rigger 5.0. This section offers general guidance for resolving such issues.

5.1 Rule Interpretation

- **Consult Core Rulebook:** Many rules in Rigger 5.0 are extensions of the Shadowrun Fifth Edition core rules. If a rule seems

unclear, refer back to the core rulebook for foundational principles.

- **Contextual Reading:** Read the surrounding text and examples carefully. Sometimes, the intent of a rule becomes clearer when viewed in its broader context.
- **Game Master Discretion:** In cases of persistent ambiguity, the Game Master (GM) has the final authority to interpret rules to maintain game flow and fairness.

5.2 Errata and Updates

- **Official Errata:** Check the official publisher's website (Catalyst Game Labs) for any published errata or clarifications for Shadowrun Rigger 5.0. Errata documents address known errors or ambiguities in the printed text.
- **Community Resources:** Reputable Shadowrun fan communities and forums often discuss rule interpretations and provide helpful insights.

6. SPECIFICATIONS

Detailed physical and publication specifications for the Shadowrun Rigger 5.0 hardcover book.

Attribute	Detail
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