



Combat Sequence & Summary



The Combat Sequence	Notes	(p139)
1. Declare Attack	Defender can choose to declare Full Defense.	
2. Apply Situation Mods	Apply modifiers to both attacker/defender.	
3. Make Opposed Test	Attacker/defender rolls attack/defend skill + attribute +/- mods. If attacker's hits > defender's hits, success. Note net hits. Otherwise, attack misses. Tie is a "grazing hit": touch, no damage.	
4. Compare Armor	Add net hits to base DV of weapon's attack. This is Mod DV. Apply Armor Penetration (AP) to defender's armor. This is Mod Armor. Compare Mod DV and Mod Armor. If DV < A, attack deals Stun.	
5. Damage Resistance	Defender rolls attribute + Mod Armor. Hits reduce Mod DV by 1.	
6. Apply Damage	Apply new Mod DV to Condition Monitor. If new Mod DV > defender's Body, defender also falls prone.	

Ranged Combat Summary		Melee Combat Summary	
(p141)		(p147)	
Attacker:	Agility + combat skill	Attacker:	Agility + combat skill
Defender:	Reaction	Defender:	Reaction + weapon skill (parry)
Full Defense:	+ Dodge or Gymnastics		Reaction + Unarmed Combat (block)
DV Modifiers:	net hits, ammo, BF/FA*		Reaction + Dodge (dodge)
Dmg Resist:	Body + Ballistic or Impact	Full Defense:	+ Dodge or Gymnastics
Cond Monitor:	Physical or Stun	DV Modifiers:	net hits
* = autofire not counted when comparing Mod Armor + Mod DV for Step 4		Dmg Resist:	Body + Impact
		Cond Monitor:	Physical or Stun

Initiatives	
Physical Init:	Rea + Int
Physical IPs:	1

Astral Combat Summary		(p184)
Physical Attacker		
Astrally Perceiving:	Attack skill + physical attribute -2	
Dual Natured:	Attack skill + physical attribute	
Astrally Projecting:	Not possible	
Astral Attacker (all):	Willpower + Astral Combat	
Defender:	Intuition + Astral Combat	
	or Intuition + Dodge	
Full Defense:	+ Dodge	
Damage boxes inflicted		
Magician:	Charisma ÷ 2 (round up)	
Weapon Focus:	By weapon type	
Spirit	Force ÷ 2 (round up)	
Watcher Spirit	1	
Damage Resistance:	Willpower + Astral Armor	

Astral Init:	Intuition x 2
Astral IPs:	3

Astral Attributes	
Agility →	Logic
Body →	Willpower
Reaction →	Intuition
Strength →	Charisma

Matrix Combat Summary		Matrix Initiatives and IPs	
(p232)		Virtual (cold)	Augmented
Attack			
Persona:	Cybercombat + attack program	Response + Int	Rea + Int
Agent, IC, Sprite:	Rating + attack program	2	1
Defense:			
Full Defense:	Response + Firewall + Hacking (persona) or rating (device)	Virtual (hot)	Agent/IC/Sprite
Damage boxes inflicted:	Attack program rating + net hits	Response + Int + 1	Response + Pilot
Damage Resistance		3	3
Attack:			
	System + Armor		
Blackout/Blackhammer:			
	Willpower + Biofeedback Filter		

Combat Mods

Ranged Combat Modifiers (p140)	
Situation	Dice Mod
Attacker running	-2
Attacker in melee combat	-3
Attacker in a moving vehicle	-3
Target has partial cover	-2
Target has good cover	-4
Target hidden (blind fire)	-6
Attacker firing from cover	-1
Attacker wounded	-wound mods
Attacker using laser sight	+1*
Attacker using smartlinked gun	+2*
Attacker using image magnify	No range penalty
Attacker using a second gun	Splits dice
Attacker using off-hand gun	-2
Aimed shot	+1 cumulative
Called shot	-variable
Multiple targets	-2 cumulative
Fired from short range	0
Fired from medium range	-1
Fired from long range	-2
Fired from extreme range	-3
Tracer rounds with short burst	+1
Tracer rounds with long burst	+2
Tracer rounds with full auto	+3
Recoil, semi-automatic	-1 for 2 nd shot
Recoil, burst	-2 (1 st), -3 (2 nd)
Recoil, long burst	-5 (1 st), -6 (2 nd)
Recoil, full-auto	-9
Recoil, heavy weapon	2x uncompensated recoil
Recoil compensation	+RC
Gyro stabilization	+RC & lowers move penalties
Visibility Impaired	See Visibility

** = lasersights/smartlinks don't stack*

Melee Modifiers Table (p148)	
Situation	Dice Mod
Friends in the melee	+1/friend (max +4)
Character wounded	-wound mods
Character has longer Reach	+1/net Reach*
Character using off-hand weapon	-2
Character has superior position	+2
Opponent prone	+3
Attacker making charging attack	+2
Defender receiving a charge	+1
Multiple targets	Splits dice
Called Shot	Variable
Touch-only attack	+2
Visibility Impaired	See Visibility

** = Reach can be -1/net to opponent instead*

Defense Modifiers Table (p151)	
Situation	Dice Mod
Defender unaware of attack	No defense
Defender wounded	-wound mods
Defender inside moving vehicle	+3
Defended against previous attacks since last action	-1 cumulative
Defender prone	-2
Ranged Attacks only:	
Defender running	+2
Defender in melee, targeted by ranged attack	-3
Attacker firing wide burst	-2
Attacker firing long wide burst	-5
Attacker firing full-auto wide burst	-9
Attacker firing shotgun, med spread	-2
Attacker firing shotgun, wide spread	-4
Attacker using area-effect weapon	-2

Visibility Table (p140)				
Visibility Modifiers	Normal	Low-Light	Thermo	Ultrasound
Full Darkness	-6	-6	-3	-3
Partial Light	-2	0	-2	-1
Glare	-1	-1	-1	0
Light Fog/Mist/Rain/Smoke	-2	-1	0	-1
Heavy Fog/Mist/Rain/Smoke	-4	-2	-2	-2
Thermal Smoke	-4	-2	-6	-2



Firearms & Fireworks

Firing Modes		(p142-144)
Single-Shot	Simple, only usable 1x per Action Phase	
Semi-Automatic	Simple, second shot takes -1 recoil	
Short Bursts (3 bullets)	Simple, first shot takes -2 recoil, second takes -3	
(BF/FA) Narrow	Increases attack's DV by +2	
Wide	Decreases defender's dice pool by -2.	
Long Bursts (6 bullets)	Simple, first shot takes -5 recoil, second takes -6	
(FA-only)	Only 1x long burst per Action Phase	
Narrow	Increases attack's DV by +5	
Wide	Decreases defender's dice pool by -5	
Full-Auto Bursts (10 bullets)	Complex, -9 recoil	
Narrow	Increases attack's DV by +9	
Wide	Decreases defender's dice pool by -9	
Suppressive Fire (20 bullets)	Complex, recoil and wide burst mods cancel out	
	Triangular area, width of 10 meters at end, 2 high	
	Simply roll Agility + firearm skill, note the hits	
	Characters inside or moving into area roll Rea+Edg (+Dodge if Full Defense), no roll if prone/covered	
	Damage = base weapon DV (no added hits)	
	Suppression lasts until next action phase	

Shotgun Spread		(p144)
Narrow	Standard flechette with modified Damage Code (+2 DV, +5 AP)	
Medium	Single attack test, two targets (within 1m) who take -2 dice on defense, (+0 DV, +7 AP)	
Wide	Single attack test, three targets (within 1m) who take -4 dice on defense, (-2 DV, +9 AP)	

Grenades and Explosives		(p145-146)
Timing	Detonates on the next Initiative Pass of the thrower	
	Airbursts detonate instantly; scatter 3D6 becomes 1D6	
Scatter Effect	Standard ranged attack test (with Throwing/Heavy)	
	Target opposes; if location, then it's Success Test	
	Roll 1D6 for direction (1N, 2NE, 3SE, 4S, 5SE, 6NW)	
	Now determine base distance of scatter:	Roll 1D6 for Direction
Standard	1D6 meters -2 per net hit	6 1 2
Aerodynamic	2D6 meters -4 per net hit	>----- -----<
Grenade	3D6 meters -4 per net hit	5 4 3
Launcher	Safety feature: min range is 5 meters	
Rocket	2D6 meters -1 per net hit	Rockets and Missiles (attack rolls)
Missile	2D6 meters -1 per net hit (-Sensor rating)	Rockets Heavy Weapons + Agility
Airburst	1D6 meters -1 per net hit(-Sensor rating)	Missiles Heavy Weapons + Sensor
	Airburst detonate instantly, scatter 3D6 now 1D6	Vehicle Missile Gunnery + Sensor
		Active Target + Enemy Signature
Blast Effects	Further away from center of blast, less damage	Explosives
	Targets roll Damage Resistance (Body+Impact)	Roll Demolitions + Logic, note hits
Barriers	If blast hits a barrier, check if destroyed.	Mod Rating = Rating + Hits
	If destroyed, targets beyond are affected.	DV = Mod Rating x square root of (kgs)
	Targets receive barrier as armor bonus.	Blast Value (Circular) = -2/m
	Else, the blast is contained and rebounds.	Blast Value (Directional) = 60°, -1/m
	If rebound strikes character again, add the two DVs together to get final DV.	Armor halved if attached directly, or AP 0
		If barrier destroyed, blast value halved (2x radius)



Advanced Combat

Called Shots (p149-150)	
Target Area	Effects
Unarmored	Attacker takes -Armor dice pool modifier, Target receives no armor
Vital area	Attacker takes -1 to -4 dice penalty, gains +1 to +4 DV.
Held object	Attacker takes -4 dice penalty, dropped if Mod DV > Target's STR
Shoot Tire	Driver takes -2 penalty to Vehicle Tests per flat tire (p162)
Other	Knock opponent off ledge, shoot tire, etc. GM determines effect

Subduing (Melee Only) (p152)	
Declaring a Grapple	Resolve melee combat normally, note net hits
	If hit, compare STR + net hits vs Defender's BOD
	If Attacker wins again, opponent now subdued
	Subdued = Can't move, considered prone vs melee
Breaking Out	Complex, defender's Strength + Unarmed Combat
	Threshold equals net hits from grapple test
Grappling Options	Complex to maintain grapple, may also attempt:
	Better Grip Unarmed Combat (+Superior Position) attack test
	Defender opposes as normal, may reduce net hits
	Net hits are added to previous grappling net hits
	Inflict Damage Inflicts Stun damage with DV equal to Strength
	No test, resists as normal with Impact armor
	Knockdown Unarmed Combat (+Superior Position) attack test
	If hit, compare STR + net hits vs Defender's BOD
	If Attacker wins again, defender falls prone
	Attacker decides whether to follow to ground or not



Barriers (p157-158)

Barrier Ratings		Barrier Rating Table	
Armor	Used to resist damage	Material	Armor / Structure
Structure	Damage boxes of section	Fragile (standard glass)	1 / 1
	1 sq. meter, 10 cm thick	Cheap (drywall, plaster, door, regular tire)	2 / 3
Shooting through Barriers		Average (tree, furniture, plastiboard, ballistic glass)	4 / 5
Opposed	-6 Blind Fire unless transparent	Heavy (hardwood, dataterm, lightpost, chain link)	6 / 7
	Instead of Agility, use Intuition	Reinforced (densiplast, security door, armored glass, Kevlar wallboard)	8 / 9
Dmg Resist	If Mod DV <= Barrier Armor, weapon doesn't pierce	Structural (brick, plascrete)	12 / 11
	Else, add barrier armor (-AP) to defender's Armor rating	Heavy Structural (concrete, metal beam)	16 / 13
		Armorer/Reinforced (reinforced concrete)	24 / 15
Melee	If edged, barrier armor x 2	Hardened (blast bunkers)	32+ / 17+
	If blunt/unarmed, normal		

Destroying Barriers	
Attack Test	Unopposed, hits add DV
Dmg Resist	Consult Dmg Barriers Table
	Barrier gets Armor x 2, or x 1 vs explosives/combat spells
	Weapon's AP ignored
	Hits reduce modified DV by 1
	1m Hole if DV >= Structure

Damaging Barriers Table	
Weapon	DV Mod
Melee/Unarmed	No change
Whips	DV of 1
Projectile	DV of 1/proj
Bullet	DV of 2/bullet
Explosive	base DV x 2
AV rocket/missile	base DV x 3
Combat spell	No change

Vehicles (1/2)

When **jumped-in** as a rigger, replace ALL instances of “**Reaction**” with “**commlink's Response**.”
 Drones/vehicles with weapon mounts (“**security**”) have **device rating 4**. Otherwise, **device rating 3**.

Vehicle Attributes <small>(p158-159)</small>		Drone Attributes <small>(p238-239)</small>	
Initiative	Driver's Initiative	Initiative	Pilot + drone's Response, 3 IPs
Rigging	Driver's Matrix Initiative		Rigger-controlled drone acts on rigger's init
Body	Determined by stat-block	Controlling	Must have it accessed and linked as subscriber
Cond. Monitor	8 + ½ BOD; immune to Stun		Multiple drones can be subscribed as one device
Armor	Ballistic/Impact are same	Jumping In	Complex, drone acts on rigger's initiative
	4 dice can equal 1 auto-hit		If damage taken, rigger must resist half of it in Stun dmg with Willpower + BioFilter
	If Mod DV < Mod Armor, attack automatically fails		If drone destroyed, rigger is dumpshocked
Pilot	Covers physical attributes	Sensors	If rigging, roll Sensor + Perception
Handling	Maneuverability bonus/penalty		Drones use Sensor + Clear sight autosoft
Sensors	Can use Sensor + Perception		
Acceleration	Walking/Running Speeds		
	With Vehicle Test, can accelerate +5 meters/hit		
Speed	Max velocity (in m/turn)		
	If exceeded, GM can apply any negative modifiers		

Vehicle Tests <small>(p159-160)</small>	
The Roll	Reaction + vehicle skill +/- vehicle's Handling vs Threshold (below)
Augmented	+1 dice, or +0 if remote control
Virtual Reality	-1 threshold on Vehicle Tests

Vehicle Test Threshold Table <small>(p159)</small>		Terrain Table <small>(p160)</small>	
Threshold	Situation Examples	Threshold Modifier (Terrain Type)	
1 (Easy)	<i>Ground:</i> merging, passing, sudden stop	0 (Open)	
	<i>Air:</i> landing under normal conditions	<i>Ground:</i> highways, flat grassy plains	
2 (Average)	<i>Ground:</i> avoiding pedestrian or obstacle, steering through narrow spot, wheelie	<i>Water:</i> open seas, gently flowing rivers	
	<i>Air:</i> takeoff on a short runway	<i>Air:</i> open sky at high altitude	
3 (Hard)	<i>Ground:</i> hairpin turn, “stoppie” on a motorbike, jackknifing a truck	+1 (Light)	
	<i>Air:</i> landing on a short runway	<i>Ground:</i> main street, rolling hills	
4 (Extreme)	<i>Ground:</i> 180 without stopping, jumping an obstacle on a motorbike	<i>Water:</i> dock areas	
	<i>Air:</i> landing on no runway	<i>Air:</i> intra-city air traffic	
		+2 (Restricted)	
		<i>Ground:</i> side streets, light woods, rocky mountain slopes, light traffic	
		<i>Water:</i> shallow water, gentle rapids	
		<i>Air:</i> heavy air traffic, nape-of-earth (NOE), flying over normal traffic	
		+3 (Tight)	
		<i>Ground:</i> back alleys, heavy woods, very steep slopes, high traffic street, mud, swamp, sand	
		<i>Water:</i> confined spaces (ex. inside a pipe), rapids	
		<i>Air:</i> canyon gorges, flying at street level	

Ramming <small>(p139)</small>		Ramming Damage Table	
Attack	Treated as melee attack	Speed (m/turn)	Damage Value
	Target must be within vehicle's walking/running (-3 if running) or close range		
	Reaction + Vehicle skill +/- Handling	1 – 20	Body ÷ 2
Defense	Reaction	21 – 60	Body
	+ Dodge	61 – 200	Body x 2
Pedestrian Vehicle	+ Vehicle skill +/- Handling	201+	Body x 3
DV	See Table, attacker resists half of that Pedestrians resist with ½ Impact armor		
Success	Each driver now makes a Vehicle Test or crash		
	Ramming driver's threshold is 2		
	Rammed driver's threshold is 3		

Vehicles (2/2)

Vehicle/Drone Defense Summary		Controlling a Vehicle (p160)
Driver	Reaction +/- Handling	Driver must spend one Complex Action while driving or it goes out of control at end of Combat Turn.
Full Defense	+ Vehicle skill or Dodge (VR-only)	
Acting on Own	Pilot +/- Handling	If failure, vehicle does not crash (unless the Vehicle Test is specifically to avoid a crash).
Full Defense	+ Defense Autosoft	
Damage Resist	Body + Armor	If uncontrolled, everyone on board takes -2 dice on all tests.
	If Mod DV < Mod Armor, attack automatically fails	If driver doesn't make a Vehicle Test to regain control within one Combat Turn, the vehicle crashes.

Tactical Combat	Chase Combat (p161)	
Initiative is resolved as normal, and drivers must attempt to control their vehicles once per round	1. Opposed Vehicle Test	Winner chooses Engagement Range Ties broken by Edge, Reaction, then Handling
	2. Roll Initiative	Initiative is resolved as normal
	3. Begin Chase Combat Turn	One Chase Turn = 20 Combat Turns
	4. Declare Actions/Stunts	Driver must spend one Complex Action each Chase Turn to control vehicle; driver may use Chase Stunts
	5. Resolve Actions/Stunts by Initiative Order	
	6. End of Chase Turn	Passengers take actions as normal

Crashing	Chase Stunts (p161)	
Driver rolls Vehicle skill + Reaction (3) or crashes Crashed vehicles out of Chase Combat Apply damage as if vehicle rammed itself	Break Off (long)	Threshold +1/pursuing vehicle Must succeed 3x in a row Start over if you fail a test or lose Long range
	Cut Off (close)	Opposed Vehicle Test, note the net hits Loser makes another Test to avoid crashing; net hits act as negative modifier
	Maneuver (any)	Each net hit serves as +1 die to Opposed Vehicle Test at beginning of next turn
Ram (close)	See "Ramming"	

Chase Engagement Ranges (p161)	
Close	May attempt to ram/cut off other vehicle Within range to leap between vehicles Ranged Weapons = Short Range
Short	Ranged Weapons = Medium Range
Long	Ranged Weapons = Long Range

Sensor Tests (p162)	
Vehicle	Sen. + Perception + Target Sig
Drone	Sen. + Pilot + Target Sig
vs Pedestrian	Infiltration + Agility
vs Vehicle	Infiltration (Vehicle) + Reaction +/- Handling

Target Signatures (p162)		Attacking Passengers (p162)
Large/Oversized	+3	Attacks must target vehicle or passengers Exceptions = ramming, full-auto bursts, area-effects, where passengers and vehicles both resist damage
Electric-powered	-3	Passengers always considered to be under cover (partial/full)
Metahumans, critters	-3	Passengers take -2 dodge dice inside vehicle
Drones	-3	Passengers gain Vehicle's armor as bonus armor
Micro-drones	-6	

Sensor Targeting (p162)		Gunnery (Firing Weapons from Vehicles)	
Passive	Gunnery + Sensor +/- Target Signature	Vehicle-mount	As normal (Gunnery + Agility)
Active	First must make Sensor Test to lock on	Handheld	As normal with -3 dice pool
	Hits added as mod to subsequent gunnery tests	Drones	Pilot + Targeting autosoft
	Works until target breaks sensor contact		



Spellcasting



Spellcasting Sequence	Notes	(p173-175)
1. Choose a Spell	Can choose to keep or drop sustained spells.	
2. Choose the Force	Max Force = 2x Magic; drain is stun damage If Force > Magic; drain is physical damage ("Overcasting")	
3. Choose the Target(s)	Can target anyone seen with natural/optical vision; no electronics Must be perceiving to target astral. Only mana spells function on it. Area FX = Force (m); can withhold dice from step 4 to +/- area. Multiple Spells = Split dice pool, Drain Values all +1 per spell	
4. Spellcasting Test	Roll Magic+Spellcasting. Mods: foci, totem, spirits, visibility. Previously sustained spells reduce dice pool by -2 per spell.	
5. Determine Effect	Hits on previous test determine spell's effect. Opposed test may be required. Physical = Body, Mana = Will Area FX = One roll for caster, each target resists separately	
6. Resist Drain	Willpower+(Cha shamans, Log mages), each hit reduces 1 DV. Wound + Sustained spell penalties have no effect on dice pool. Remaining DV is dealt to stun/phys("overcast") condition monitor.	
7. Ongoing Effects	Sustained = -2 dice on all other tests Sustained (area fx) = Can move area FX with Complex action. Concentration = ex.take damage, full defense, prone: WIL+SpCst(2)	

Spell Characteristics	Notes	(p195-204)
Combat	Direct:	Opposed, MAG+Spellcasting vs BOD/WIL (+Counterspelling)
		Needs one hit to take effect; Armor does not help resistance Objects treated as success tests, complexity threshold 1-4
	Indirect:	Ranged Combat Attack, MAG+Spellcasting vs REA Resisted with BOD + half Impact armor (+Counterspelling) If Mod DV <= Mod Armor, damage becomes Stun. Objects resist with their Armor rating x 2
		Elemental: Treated as Indirect Combat, often creating secondary effect
Damage Value:	Base DV = Force, increased by 1 per net hit.	
Detection	Hit Results:	Threshold: 1 general, 2 major, 3 major/minor, 4 complete details
	Active:	Opposed, MAG+Spellcasting vs WIL (+Counterspelling) or Force Objects treated as success tests, complexity threshold 1-4
	Passive:	Success, MAG+Spellcasting acts as magical Perception test
	Range:	Standard: Force x Magic meters, Extended: Force x Magic x 10 Only one test compared against multiple targets
Health	Lay on Hands:	All health spells require touch, handled as Success Tests
	Implants:	Dice pool mod on Spellcasting Test = Subject's lost Essence
	Negative:	Opposed, MAG+Spellcasting vs BOD/WIL (+Counterspelling)
Illusion	Mana:	Affect only minds, resisted by Willpower (+Counterspelling)
	Physical:	Affect tech as well, resisted by Intuition (+Counterspelling) Objects treated as success tests, complexity threshold 1-4
Manipulation	Mental:	Opposed, MAG+Spellcasting vs WIL (+Counterspelling) Every (Force) Turns, victim can spend Complex to shake off Then rerolls WIL (+Counterspelling), each hit reduces net hits Once original spellcaster's net hits are 0, spell no longer works

Damage Types

Acid Damage

(p154)

Physical damage, resisted with Body + $\frac{1}{2}$ Impact armor (round up) + Chemical protection rating. Splashed acid will eat through material equal to (Initial Acid DV) Combat Turns, or until the acid is washed off, or a base is applied. Acid combat spells inflict damage once, then effect ends. May produce strong clouds of noxious smoke, applying Visibility modifiers in the area of effect.

Cold Damage

(p154)

Physical damage, resisted with Body + $\frac{1}{2}$ Impact armor (round up) + Insulation rating. Electronics may fare, but liquids may freeze, lubricants gum up, and other parts become brittle.

Electricity Damage

(p154)

Stun damage, resisted with Body + $\frac{1}{2}$ Impact armor (round up) + Nonconductive rating. Fully metallic armor offers no protection against Electricity damage. Other factors may modify DR test (ex. lack of grounding (flight), extra conductivity (water)). Struck target must make additional Body + Willpower + $\frac{1}{2}$ Impact armor (round down) + mods (3) Test. If failure, target immediately falls and becomes incapacitated for (2 + net hits) Combat Turns. If success, target suffers a -2 dice pool mod to all action tests for the same duration. Electronic equipment, vehicles, and drones affected by Electricity damage (physical, not stun). They roll Body + Armor (drones/vehicles) or Armor x 2 (other objects) to resist incapacitation. If failure, they cease to function for (2 + net hits) Combat Turns; may need to reboot.

Falling Damage

(p154-155)

Physical damage, resisted with Body + $\frac{1}{2}$ Impact armor (round down) + Gymnastics. Damage Values: (1-2m): 2P ----- (3-6m): 4P ----- (7-8m): 6P ----- (over 8m): +1 box per 2 meters. GM can modify damage to reflect softer landing surface, branches to break fall, etc. Characters fall 150m/turn, adding +50m/turn until terminal velocity (300m/turn).

Fatigue Damage

(p155)

Can sprint for (Body + (hits on Running (Long Distance) + Strength Test)) turns. If character continues to sprint past limit, takes 1 box of Stun damage per Combat Turn. Can jog for (Body + hits) x 2 minutes, and takes 1 box of Stun for every same interval after that. Can take a maximum of 6 boxes of Fatigue Stun damage, then they roll additional tests. Then it is Body + Willpower (2) test each turn (sprinting) or Body + hits (jogging). If fails, character collapses from exhaustion or unable to continue until rested.

Fire Damage

(p155)

Physical damage, resisted with Body + $\frac{1}{2}$ Impact armor (round up) + Fire resistance rating. Objects hit by Fire roll Armor x 2 (see Barriers) or just Armor (if flammable), or catch fire. Rule of thumb: any item with a modified Armor rating less than Fire DV has caught fire. Note the original Fire DV. At end of Combat Turn, GM decides if fire grows, shrinks, or stays the same, depending on item's flammability, efforts to put it out, environmental conditions, etc. Adjust Fire DV accordingly. If Fire DV becomes 0 or less, the flames are put out. Make another DR test using new DV. Continue until fire loses source or spreads to other objects. Secondary effects determined by GM (paper burns, metal melts, electronics may short-circuit, weapons may misfire or fracture, ammunition/explosives may explode).

Wireless World

Matrix Attributes (p212-213)		Pilot (Drones) (p214, 239-240)	
Response (H)	Determines Matrix Initiative (Response+Intuition) For every (System) programs running, -1 Response	Pilot usually stands in for Computer, Cybercombat, Data Search, Hacking, and some Mental Attributes.	
Signal (H)	Determines maximum range of communication: 0 (3m), 1 (40m), 2 (100m), 3 (400m), 4 (1km), 5 (4km), 6 (10km), 7 (40km), 8 (100km), 9 (400km)		
Firewall (S)	Used for defense against Matrix attacks		
System (S)	Determines maximum rating of programs	Perception →	Clearsight
	Limited by Response (if Sys>Res, then Sys=Res)	Dodge →	Defense
	Number of subscriptions equal to System x 2	E-Warfare →	E-Warfare
	Matrix Condition Monitor = Sys/2 (round up) + 8	Vehicles →	Maneuver (Type)
Device Rating	For devices, all Matrix attributes equal rating	Firearms →	Targeting (Wep)

Sample Devices (p214)	
Device Type	Rating/Examples
Dumb	1: General appliances, bodyware
Simple	2: Public terminals, entertainment systems
Average	3: Home electronics, business terms, headware, vehicles, drones
Complex	4: Security vehicles/devices, alphasware, research terms
Smart	5: High-end devices, betaware, security terms, military vehicles
Cutting-Edge	6: Deltaware, credsticks



Signal Rating Table (p212)		
Rating	Range	Examples
0	3 m	Nanoware transceivers, cyberware, intra-PAN devices
1	40 m	RFID tags, handheld electronics
2	100 m	Headware transceivers, micro-drone sensors
3	400 m	Average commlinks, small business wi-fi routers, vehicular autonav sensors
4	1 km	Crawler-drone sensors
5	4 km	Cyberlimb transceivers, heavy drone surveillance sensors
6	10 km	Cell-phone towers, public access wi-fi routers
7	40 km	Targeting sensors for ground vehicle weapons (ATGMs, tank guns, etc.)
8	100 km	Flight radar, dedicated ground surveillance radar
9	400 km	Maritime/naval radar, commercial AM/FM radio

PAN Modes (p211)	
Active:	Default, can access and be accessed by other nodes Sometimes required in high-security areas
Passive:	Access but not be accessed by other nodes without approval Still shown if searched for, useful for high-traffic areas
Hidden:	Invisible to others, unless you access or authorize them Considered rude, sometimes prohibited in high-security areas

Passcodes (p215-216)		Account Privileges (p216)	
Basic	Sets of symbols (password)	Personal	Access to files and devices required for job
Linked	Security scan or signature	Security	Given to senior management and tech staff
Passkeys	Unique encrypted modules	Admin	Total authorization; potentially destructive Standard devices only have Admin accounts

Matrix (1/2)



Computer Actions (p218-219)	
Edit	Complex, can create/change/erase/copy/replace a text file or image.
	<i>Legitimate</i> Computer + Edit (GM's Choice)
<i>Unauthorized</i>	Can alter a device's output; single Edit action changes output for 1 Combat Turn
	Must take control of device to alter output for a longer period of time.
	Hacking + Edit (GM's Choice)
	Can eliminate records of data trail on a node; needs to be found with Data Search.
	Can create, change, or delete accounts on a node (depends on account privilege).
Repair Icon	Repair Matrix damage an icon has suffered; doesn't work on Technomancers
	Computer + Medic (1 Combat Turn) Extended test; each hit heals one box
Track	Can trace a user's datatrail from icon back to physical location.
	Must have detected target with a Matrix Perception Test.
	Computer + Track (10, 1 Init Pass) Extended Test, with -(Stealth) dice mod.
	Threshold modifiers include hits on Redirect actions (+1) and Black IC jams (-2).
	If success, then you identify target's originating node and access ID.
Transfer Data	Also ascertained its physical location (wired) or triangulated to ~50m (wireless).
	Can transfer data (upload or download) with an Edit test (optional) in 1 Combat Turn.

Data Search & Other Matrix Actions (p219-221)				
Data Search	Complex, used to track down information, from one database to the entire Matrix.			
	Data Search + Browse Extended Test	Threshold	Interval	Search Area
	Threshold and Intervals in table →	2 (Easy)	1 Init Pass	Same device
	Modifiers can be used (familiarity/protected, etc.)	4 (Average)	1 Combat Turn	Same network
	Can browse a node passively, set to alert.	8 (Hard)	1 Minute	Entire Matrix
Logging On/Off	May run Browse-equipped agent too. 16 (Extreme)			
	Complex to log on, requires proper passcodes. Simple to log off. (Can't if jammed). Must be within wireless node's Signal range, or leapfrog through other nodes.			
Jacking Out	Free, method of "pulling the plug" to disrupt Matrix connection; last resort.			
	After successful Black IC attack jam (even no damage), requires a Complex action.			
	Willpower + Biofeedback Filter vs Black IC rating + Response Opposed Test. If successful, user suffers dumpshock. Otherwise, user fails to jack out.			
Command	Can control Matrix-enabled devices remotely, like security doors, drones, etc.			
	Must first gain access to the device before it can be controlled (admin account?)			
	May not require a test if simple, otherwise use an appropriate skill: ex. Mechanic + Command (repair a car remotely), Vehicle skill + Command (navigate a drone).			
	This is different from rigging a drone ("jumping in") and issuing commands to one.			
Issue Commands	Simple, can issue commands to agent, drone, sprite, or other device.			
	Can issue the same command to multiple sources with the same action.			
	Only can receive orders from controlling persona, unless order is spoofed.			
Reboot	Complex to initiate, can shut down and reboot a node or persona.			
	System + Response (10, 1 Combat Turn) Extended Test, starts in personal node.			
	Technomancers roll Logic + Willpower (10, 1 hour) Extended Test while resting.			
	After that period, the Technomancer may reconnect to Matrix with stats restored.			

Intruder Alerts (p222-223)	
Active Alert	Security alerted; Node receives Firewall bonus of +4 against intruder.
Terminate Connection	Firewall + System vs Hacking (+ Exploit if illegitimate) Opposed Test
System Reset	See "Reboot" Launch IC Program GM-determined counter-measures



Matrix (2/2)

Breaking In	Used to gain a temporary access account onto the target node; might be re-usable.
(p221-222)	Threshold increased for security (+3) and admin (+6) accounts. If detected, node's alert triggered.
Hacking on the Fly	Hacking + Exploit (Firewall, 1 Init Pass) Extended Test
	Target node gets Analyze + Firewall (Stealth) Extended Test, each hit adding up
Probing the Target	Hacking + Exploit (System + Firewall, 1 hour) Extended Test. If AR, interval = 1 day
	Target node gets one Analyze + Firewall (Stealth) Test when you break in

Hacking Actions (p223-225)

Attack	Can attack active programs that don't fight back in cybercombat; crash a program
	Hacking + Attack (Firewall + System, 1 Combat Turn) Extended Test to crash.
	Sometimes will automatically restart; OS's reboot in (System) Combat turns
Disarm Data Bombs	Used for disarming data bombs; must first detect the data bomb
	Hacking + Defuse vs Data Bomb Rating x 2 Opposed Test. If failure, bomb go boom.
Intercept Traffic	Used for intercepting traffic between any two nodes in a wired medium.
	May require a Computer + Browse Test to locate the specific traffic flow.
	Hacking + Sniffer Test to eavesdrop; hits used on Matrix Perception Test to detect tap.
	Intercepted communications may be recorded without any more tests.
	Can be used to block traffic with a Computer + Edit Test, or insert faked traffic with Sniffer + Hacking vs Firewall + System Opposed Test.
	The communications might be encrypted; use Decrypt action to capture and decode.
Redirect Trace	Comes in handy when someone's attempting to trace your originating node.
	Hacking + Spoof vs Computer + Track (or System + Track if launched by node); each net hit adds 1 to the trace's threshold. Only used against trace in progress.
Spoof	Transmits forged instructions to agent/drone, must first detect impersonated persona.
	Hacking + Spoof vs target's Pilot + Firewall Opposed Test
Spoofing the Datatrail	Used to spoof commlink's access ID on a regular basis.
	Hacking + Spoof (2) Test, does not eliminate access ID, just spoofs.
	Hardware + Logic (2) Test can modify the hardware to supply bogus code.

Electronic Warfare Actions (p225)

Detecting Wireless Nodes	Free, locates a particular active or passive wireless node within range.
	In a crowded area, Electronic Warfare + Scan (GM's Choice, 1 Combat Turn) Extended Test.
	In hidden mode, Electronic Warfare + Scan (4) Test even if precise node is known.
	If scanning for hidden in crowded area, same extended test as above with 15+ threshold.
Encryption and Decryption	Simple to encrypt, simple to decrypt (with proper key). Without key, break it with:
	Decrypt + Response (Encryption rating x 2, 1 Combat Turn) Extended Test.
Intercepting Wireless Signals	Anyone within Signal range of a wireless broadcast can pick it up and eavesdrop.
	Electronic Warfare + Sniffer (3) Test, then it can be intercepted and monitored.
	Can block out traffic or add your own with Edit actions.
	There's no way to detect interception of a wireless signal, but usually encrypted.
Jamming	AKA electronic countermeasures, requires special heavily-restricted hardware.
	Complex to initiate; jamming a wireless node cuts off its Matrix connection.
	If device's Signal + ECCM program < jammer devices's Signal, it's overwhelmed.
	Jamming can be selective (specific frequencies) or a barrage of interference.

Agents	Semi-autonomous programs capable of utilizing other programs, similar to ICs.
	Complex to load into persona, Firewall = Pilot rating, Response = Node's Response
	Shares the same datatrail as persona (traced to hacker); can operate independently (subscribed).
(p227-228)	Loaded with hacker's copied programs (limited by Response); if independent, programs always active.



Social Skills



Social Modifiers		(p120-123)	Using Con, Intimidation, Leadership, Negotiation
Situation	Dice Mod*		
With respect to character, NPC is Friendly	+2		Opposed Test (see below)
With respect to character, NPC is Neutral	+0		If against a group, Opposed
With respect to character, NPC is Suspicious	-1		Test may use the highest
With respect to character, NPC is Prejudiced	-2		dice pool with a +1 mod
With respect to character, NPC is Hostile	-3		per extra person (+5 max).
With respect to character, NPC is Enemy	-4		
Character's desired result is Advantageous to NPC	+1		Using Etiquette
Character's desired result is Of no value to NPC	+0		Opposed Test (see below)
Character's desired result is Annoying to NPC	-1		Can be used to put people
Character's desired result is Harmful to NPC	-3		at ease, fit in, manipulate
Character's desired result is Disastrous to NPC	-4		conversations, judge
Control Thoughts/Emotion spell cast on subject	-1 per hit†		attitudes, and ease their
Character has (known) street reputation	+Street Cred		suspicious.
Subject has (known) street reputation	-Street Cred		If success, each net hit
Subject has "ace in the hole"	+2†		reduces hostility of oppo-
Subject has romantic attraction to character	+2		nent by one step (Enemy
Character is intoxicated	-1§		to Hostile, etc.)
Con Modifiers	Dice Mod*		Can also be used to negate
Character has plausible-seeming supporting evidence	+1 or +2		a character's gaff as if it
Subject is distracted	+1		never happened. Roll an
Subject has plenty of time to evaluate situation	-1		Etiquette Test, with the
Etiquette Modifiers	Dice Mod*		threshold equal to the
Character wearing the wrong attire or doesn't have the right look	-2		severity of the gaff (1 min-
Character is obviously nervous, agitated, or frenzied	-2		or, 2 medium, 3 severe,
Subject is distracted	-1†		4 disastrous).
Intimidation Modifiers	Dice Mod*		
Character is physically imposing in some way	+1 to +3		Using Instruction
Subject is physically imposing in some way	-1 to -3		To teach skill, it must be >=3
Characters outnumber the subject(s)	+2		Every 2 hits on test gives 1 die
Subjects outnumber the character(s)	-2		
Character is wielding a weapon or obvious magic	+2		Charisma-Linked
Subject is wielding a weapon or obvious magic	-2		Opposed Tests
Character is causing (or has caused) subject physical pain (torture)	+2		Con
Subject is oblivious to danger or doesn't think character "would try something so stupid"	+2†		Con + Charisma
Leadership Modifiers	Dice Mod*		vs. (Con/Negotiation) + Charisma
Character has superior rank	+1 to +3		Etiquette
Subject has superior rank	-1 to -3		Etiquette + Charisma
Character is in an obvious authority figure	+1		vs. Perception + Charisma
Character is not part of subject's social strata	-1 to -3		Intimidation
Subject is a fan or devoted to character	+2		Intimidation + Charisma
Negotiation Modifiers	Dice Mod*		vs. Intimidation + Willpower
Character lacks background knowledge of situation	-2§		Leadership
Character has blackmail material or heavy bargaining chip	-2§		Leadership + Charisma
* Unless otherwise noted, mods applied to acting character's dice pool			vs. Leadership + Willpower
† These mods apply to target character's dice pool			Negotiation
§ These mods apply to either character's dice pool			Negotiation + Charisma
			vs. Negotiation + Charisma

Perception



Using Perception (p117)	
Gamemaster may call for Intuition + Perception Test (usually secret)	
Unless Observing in Detail, character considered distracted (-2 dice)	Matrix Perception (p217)
If group of characters used, take highest single Perception Test using largest dice pool available +1 per extra character (max +5)	Computer + Analyze program (vs Hiding): Hacking + Stealth
A single hit indicates the character(s) have noticed something.	(vs Prog/Node): Firewall+Stealth
More hits provide more detail, see the tables below.	Each net hit determines one info: type, rating, alert status, dmg, data bomb, trap door, tapped, etc.

Perception Test Thresholds (p117)		
(Threshold) Item/Event Is:	Examples	
(1) Obvious/Large/Loud	Neon sign, running crowd, yelling, gunfire	Simple, may set Analyze program to automatically detect other users/icons in the same node
(2) Normal	Street sign, pedestrian, talking, silenced gunfire	
(3) Obscured/Small/Muffled	Item dropped under table, contact lens, whispers	
(4) Hidden/Micro/Silent	Secret door, needle in haystack, subvocal speech	

Perception Test Modifiers (p117)		Astral Perception (p182)
Situation	Dice Mod	Intuition + Assensing
Perceiver is distracted	-2	Considered dual natured, can see auras
Perceiver actively looking/listening for it	+3	Simple, switch between astral/physical perception
Object/sound not in immediate vicinity	-2	While perceiving, can cast mana spells at astral opponents and engage in astral combat
Object/sound far away	-3	If taking a physical task while astrally perceiving, take a -2 dice penalty to task.
Object/sound stands out in some way	+2	Astral sense not linked to physical senses
Interfering sight/odor/sound	-2	Astral Signatures (p182-183)
Perceiver has active enhancements	+rating	Lasts (Force) hours, foci/magic items permanent
Perceiver using virtual reality	-6	Can erase with (Force) Complex Actions
Visibility Modifiers	See Visibility	

Assensing Table (p183)	
Hits	Information Gained
0	None
1	General state of subject's health (healthy, injured, ill, etc.) Subject's general emotional state or impression (happy, sad, angry) Whether subject is mundane or awakened
2	Presence and location of cyberware implants Class of a magical subject (fire elemental, manipulation spell, etc.) Recognition of previously-seen auras regardless of physical disguise
3	Presence and location of alphasware cyber-implants Whether subject's Essence/Magic are higher/lower/equal to own Whether subject's Force is higher/lower/equal to your Magic General diagnosis of any maladies (disease/toxin) subject suffers Any astral signatures present on subject
4	Presence and location of bioware and betaware cyber-implants Exact Essence, Magic, and Force of the subject Accurate diagnosis of any maladies (disease/toxin) subject suffers
5+	Any other implants General cause of emotional impression (murder, riot, religion, etc.) General cause of astral signature (combat spell, hearth spirit, etc.) Fact that subject is a technomancer

Surprise & Initiative

Surprise	
	<i>(p155-157)</i>
	Pre-combat Perception tests may grant bonus dice to Surprise Test (+3 dice).
	Surprise Test = all participants roll Initiative Test (which is REA + INT), note hits
	Other characters need to beat your threshold to act against you.
	First Combat Turn begins, Initiative is then rolled as normal.
	During 1st pass, characters are considered surprised toward those who scored more hits than they on the Surprise Test. They can act against those with lower hits.
	Surprised characters cannot act directly toward or react against friends/foes alike.
	Surprised characters cannot dodge or defend against attacks targeted at them.
	However, they may still take actions like dropping prone or readying a weapon
	Once second initiative pass rolls around, effects of surprise no longer apply
	Surprise can occur within combat when new characters enter the fray

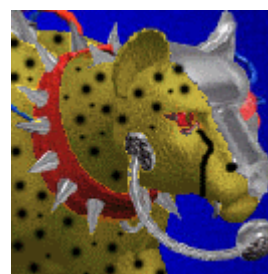
Ambushing	
	<i>(p156)</i>
	Characters planning an ambush receive +6 dice on Surprise Test
	Automatically not surprised by the ambushed characters
	If unaware of prey's activities, but "knows he's coming", ambusher still gets +6 dice for Surprise Test, but he must also roll for the Surprise Test.

Combat Turn Sequence	
	<i>(p132-133)</i>
1. Roll Initiative	Everyone rolls Initiative (Rea + Int) and adds hits to Initiative attribute. When dmg'd, wound mods affect init score immediately. (if <0, no actions)
2. Begin First Init. Pass	Actions taken in order, from highest to lowest Initiative Score. Ties act simultaneously, but imperative ties are based on Edge→Init→Rea
3. Begin Action Phase	If someone has delayed, can choose to act before/after/during this turn.
A. Declare Actions	May take two Simple or one Complex actions, or delay. Free action anytime.
B. Resolve Actions	Resolve the chosen actions of the character.
4. Declare/Resolve the Rest	Declare and resolve actions of remaining chars (step 3)
5. Begin New Init. Pass	Steps 2-4 are repeated for characters with additional Initiative passes.
6. Begin New Combat Turn	Begin again at Step 1 with a new Combat Turn until it's all over.

Initiative and Edge	
	<i>(p134)</i>
Normal	Add Edge dice to the roll as normal.
Go First	Goes first in an Initiative Pass. If more than one try to resolve by comparing Init Scores.
Extra Pass	Gain an extra IP. Declare at beginning of IP; can't be used in middle. Only +1 max.



Delayed Actions	
	<i>(p134)</i>
	During your turn, you can declare a delay in step 3A of the combat turn sequence.
	You can delay until any point in the Action Phase, and ties are resolved by comparing Initiative Scores.
	You do not lose your original Initiative Score. It still applies to any additional passes you may have.
	If delaying into another Initiative Pass, you lose any actions in that pass, because you only get one set of actions in any given Initiative Pass.



Glitches

Glitch If ½ or more of the total dice come up 1s, glitch results. Dramatic, not disastrous.
Critical Glitch As glitch, but with 0 successful hits. May cause injury or threaten character's life.

Extended Test
Rushing: ½ interval period, but dice glitch on 1s & 2s
 Subtract 1d6 from hits
Task fails, must start over

Teamwork Tests
 Raise threshold by 1 (3 for Ext. Tests)

Etiquette
Language Social faux pas
Misunderstood Hostility/suspicion +1 step

Climbing
 Slips and starts falling, Rea + Str to hold
 No change to catch self; others or safety equip may help (Log + Climbing, ½ BOD)

Healing / First Aid / Medicine
 Doubles resting / skill use time
 As glitch, increase damage 1D3 boxes

Memory
 Forgets
 Deludes self

Initiative
 No concurrent actions, maybe -1 to first action
 Goes last in each pass, loses 1 pass (min 1)

Damage Resistance
 Reduce armor by 1, or other complications
 (optional) Severe wounds / malfunctions

Surprise
 Jumpy/startled action

Attacking to Knock Down
 Falls with defender
 Falls, but defender stands

Explosive Rounds
 Misfire, must resist damage equal to weapon's normal DV

Attacking Barriers
 Entirely misses barrier

Monofilament Whip
 Strike nearby object/tangle
 Strike self, resist 8P dmg

Quick Draw
 Gun stuck in holster/dropped
 Gun misfires/flies across room

Binding Test
 Same as above, but with stronger consequences
 Attacks magician

Spellcasting
 Unintended side-effects, or increased drain
 Disastrous (wrong target, affects caster)

Summoning Test
 Ornery spirit, or lacking powers
 Increase Drain by +2 DV, or can't summon til next sun

Counterspelling
 Could deflect to friendly, or suffer drain from spell
 Both suffer fulls effects



Detection Spells
 False info, extra drain, strip a sense, misapplication

Addiction
 Resisted, but bad trip
 Addiction occurs, plus increased tolerance

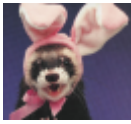
Availability & Fencing
 Unwanted attention (Lone Star, criminal syndicate)
 Lose a contact, or caught in black market sting

Vehicle Test and Opposed Vehicle Test
 Loss of control, passengers suffer -2 penalty
 Vehicle immediately crashes

Contacts
 Dubious info *Totally false*
 2nd-rate swag *Double-crossed*
 3rd party hears *Bad guys know*

Break In
 May start over, node gets bonus, alert triggered

Hacking
 May give presence away to system, or may choose to investigate



Action Reference

		COMBAT	FREE ACTIONS	PAGE
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Activate/Deactivate Sensors	239		Change Linked Device Mode	135
Activate/Deactivate ECCM	239		Drop Object/Drop Prone	135
Arm/Disarm a Weapon System	239		Eject Smartgun Clip	135
Call Up a Status Report	239		Gesture/Speak/Text Phrase	135, 136
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			Track User	219