

# SHADOWRUN PLAYERS' QUICK REFERENCE SHEET 4

## Vehicle Handling Tables 2/2 – Maneuver -

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### HIDING MODIFIERS TABLE (p.144, SR3)

Condition	Modifier
Hiding vehicle maneuver score > opponent score by 10 or less	-2
Hiding vehicle maneuver score > opponent score by more than 10	-4
Opponent's maneuver score > hiding vehicle score by 10 or less	+3
Opponent's maneuver score > hiding vehicle score by more than 10	+6
Vehicle exceeds speed rating	+2
Autonav active	+ rating
Escaping from more than one vehicle	+1 / additional vehicle
Terrain	
Open	+4
Normal	+2
Restricted	0
Tight	-2
VCR implant	- (VCR rating x2)

**Hiding:** Driving (vehicle handling rating) Success means contact is broken and escape bonus (nb success) is added to driver points till vehicle is relocated.

### RELOCATING MODIFIERS TABLE (p.144, SR3)

Condition	Modifier
Relocating maneuver score > hiding vehicle score by 10 or less	-2
Relocating maneuver score > hiding vehicle score by more than 10	-4
Hiding vehicle maneuver score > opponent score by 10 or less	+2
Hiding vehicle maneuver score > opponent score by more than 10	+4
Vehicle exceeds speed rating	+4
Autonav active	- rating
Hiding vehicle	+ nb success on hiding test
Terrain (terrain type occupied by hiding vehicle)	
Open	-3
Normal	-1
Restricted	0
Tight	+3

**Relocating:** Sensor (hiding vehicle signature) or Perception Test if vehicle is not rigged. Success means vehicle is relocated.

### VEHICLE POINTS TABLE (p.140, SR3)

Vehicle Type	Vehicle Points
Car/Pickup Truck	0
Fighter Jet	+20
Heavy Truck	-5
Helicopter	+5
Hovercraft	+2
HSCT/Suborbital	-15
Large airplane	-5
LAV / T-bird	+10
Limousine / Light Truck / Van	-3
LTA / Zeppelin	-10
Motorcycle / Racing Boat	+5
Semiballistic	-25
Small airplane / small motorboat	0
Sports car	+3
Tracked Vehicle	-3
Tractor trailer	-7
Train / monorail / yacht	-10
Ultra-light aircraft	+10

**Maneuver** = Vehicle + Terrain + Spd/10 + Driver pts  
Driver pts = open test

### ACCEL./BRAKE MODIFIERS TABLE (p.141, SR3)

Condition	Modifier
Vehicle maneuver score > opponent score by 10 or less	-2
Vehicle maneuver score > target score by more than 10	-4
Opponent maneuver score > vehicle score by 10 or less	+2
Opponent maneuver score > vehicle score by more than 10	+4
Vehicle exceeds speed rating	+1
Fleeing from more than 1 vehicle	+1 / addit. vehicle
Autonav active	+ rating
Terrain	
Open	-1
Normal	0
Restricted	+1
Tight	+3
VCR implant	- (VCR rating x2)

### TERRAIN POINTS TABLE (p.140, SR3)

Terrain	Rating
Open	0
Normal	-2
Restricted / Tight	-4 / -1

