**Systems**

Systems define the technology installed in a vehicle that aids the pilot in their actions. These benefits come in various for ranging from static bonuses to success to abilities that can be activated with superiority.

Vehicles come with pre-installed systems depending on their make. *Most* vehicles have a movement and communications system already installed.

**Power:** Systems require power to run, how much power is determined by the System Rank. A Reactor generates power equal to its System Rank, all systems that rank or lower are powered by the reactor. A reactor can be upgraded just like other systems.

**Installing and Upgrading Systems:** Systems can only be upgraded and installed if the player has access to the proper materials and tools. This is typically done when the vehicle is in a garage or repair bay of some sort. Systems, upgrade kits, and weapons can be purchased from various junk dealers or official company stores. Different sellers will have different prices and goods so be on the lookout!

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| Core Systems | Core System Use | Subsystems | Subsystem use |
| Support | Grants the use of a number of drones equal to System Rank | Life support  Automated Repair | Gives +1 to heal checks made inside vehicle  Allows repair checks to be made as a minor action |
| Defense | Grants power to installed defense tools equal to its System Rank | Counter Measures  Armor Enhancement | Defending against nonphysical attacks.  Grants 3 points of armor at the cost of -1 speed |
| Combat | Grants power to installed weapons equal to its System Rank | Automatic Targeting  Weapon Stabilization | May spend superiority to ignore Evasion equal to the System Rank  May attack a number of targets while moving equal to the System Rank |
| Communications | Allows pilot to communicate with other vehicles that also have communication systems in range determined by System Rank | Jamming Virus  Sensor Array | May spend a major action to give -2 to an enemy’s system per System Rank  Allows pilot to attack and detect vehicles not directly in line of sight |
| Movement | Gives +1 to speed for every System Rank beyond the first | Stealth System  Overdrive Protocol | Grants +2 to Stealth checks in the vehicle per System Rank  May spend a major action to double speed until end of turn |