MATRIX

The Matrix is the virtual world of computers linked together through a global telecommunications network. Within this digital world, every aspect of the network is represented as a virtual landscape, with icons that can be touched, manipulated, and used for whatever its intended purpose. The Matrix was designed to make the field of information technology easier and more intuitive. But slicing through the permanent neon glow of the Matrix like a digital ninja is the commando of the virtual world, the decker.

Deckers are the extreme of computer enthusiasts and hackers, utilizing their unique set of skills to crack the most difficult security of a mega-corp, or to find obscure but valuable data and sell it to the highest bidder. To the master decker, no system is impervious to his infiltration. And wary are those in the meat world who would upset or threaten such a decker, for their life, their money, and their reputation could suddenly become empty.

ACCESSING THE MATRIX

A cyberdeck or cyberterminal is used to connect to the Matrix, which comes standard with a fiber-optic cable that plugs into a home telecom jack. If no standard jack can be found, certain specialized tools can be used to connect directly to the fiber-optic telecom line without need for the jack. Another cable connects to either an electrode net that slips over the user's head, or through a direct cybernetic interface through a Datajack. The 'trode net is serviceable but sometimes fuzzy, but safer. But jacking directly into the Matrix through a Datajack is an experience like no other. The Matrix is *your* world when you jack in.

After jacking in, the deck or terminal blocks out the user's standard senses and instead feeds directly to the brain the virtual world of the Matrix. The decker appears in the Matrix location corresponding to the real world location where he jacked in from the real world. The landscape of the Matrix is a glittering neon and electric glow of a gigantic digital city. It is infinite in size, but getting from one place to another is as quick as cybernetically entering an address.

Those who legally log into the Matrix on registered cyberterminals have tags associated with them that identify themselves to the Matrix at all times, leaving a handy data trail that can be traced back to the point of origin. Cyberdecks, conversely, are free of such tell-tale tags and the deckers remain anonymous, free to roam as they will. But every system is built with some form of security, and the tougher the security, the tougher things can be for a decker wandering around a powerful host system. When mega-corps want to keep their secrets to themselves, they may be willing to kill to do so. And even the Matrix can be deadly when snooping around a place where one doesn't belong.

JACKPOINTS

Jackpoints are the physical connection deckers use to access the Matrix. There are typically two types: legal and illegal.

Legal is exactly what it sounds like, a legally registered telecom system. An illegal jackpoint could be access from an illegal telecom connection, or service stolen from the telecom company without their knowledge. It can also come from a device known as a dataline tap, which is a junction box hooked directly into the fiber-optic lines that make up the matrix. The illegal jackpoint is the most common and most-preferred method of jacking into the Matrix by deckers. Legal and illegal jackpoints can sometimes change depending on where you go jack in from and where you go while jacked in, but a decker will always know what his status is, even before he hits the power button.

ICONS

Anything a character sees in the Matrix is an icon, from the walls of a mega-corp host network, the blue telecom grid that whisks him instantly to the destination he calls out. The icon for the user or any other user in the Matrix is known as a persona, and that is the common reference to a user's presence in the Matrix. The persona is really just a program running within the Matrix, executed on the system by the user's cyberdeck or cyberterminal. The cyberdeck converts neural impulses from the user to run programs, stored locally in the deck, in the Matrix. The persona is an interface system of sorts, as it converts the Matrix into a fully virtual world for the decker to explore.

The persona can be personalized to however the user wants it to look to those who see him. There are no limits except those of creativity. Anything in the matrix can look like anything, whether it accurately represents its purpose or not. A standard icon set is in place, so that it is as user-friendly as it can be for those who use it on a regular basis. When visiting another part of the Matrix, a decker can generally assume that a data file will look the same as any other.

There are host systems in the Matrix that are "sculpted" to their designer's whim. Some of the traditional Japanese mega-corps tend to sculpt their system to resemble a feudal Japanese temple or castle, complete with scurrying peasants and soldiers with spears. With sculpted systems, there is no limit to what the designer can do. But these systems are still designed intuitively, for they still need the work to be done in a timely manner, and training someone to navigate a hopelessly unintuitive system could be a major burden.

There are many programs and icons that remain hidden or disguised from intruders or even legal users unless triggered. Often, these are Intrusion Countermeasures or IC, which attempt to remain undetected until an intrusion is detected. A deck with a good Sensors persona program can detect these hidden icons and prepare to deal with them. A decker can also use the ability to remain hidden by using masking programs to become invisible or seem like an authorized user.

GRIDS AND HOSTS

The Matrix is composed of telecommunications networks (grids) and computer systems (hosts). The grids carry voice and data transmissions from place to place. Hosts are often a series of networked computers in a single location, but can often be extended to include several different locations with an intricate pattern to get from one to the next. A host is most loosely defined as any computer system important enough for a decker to invade and tough enough to fight back.

REGIONAL TELECOMMUNICATIONS GRID (RTG)
The RTG is analogous to the old Area Code system of the early 21st Century. When randomly generating System Ratings for a public grid (see Host Rating Table below) assume that the grid has a difficulty of easy. Also, subtract 2 from all Subsystem ratings.

LOCAL TELECOMMUNICATIONS GRID (LTG)
The LTG is a grid that typically represents a city or group of cities within the same geographical area. A decker almost always logs into an LTG first. LTG Ratings are almost always the same as the Parent RTG.

PRIVATE LTG
Private LTGs (PLTG) are independent global grids that are closed to the general public. Mega-corps typically employ at least one PLTG which allows them greater ease of inter-corporate communications. Most governments also maintain at least one PLTG that serves the same purpose.

PLTGs are governed by the laws of the corp or country that owns them and they are free to install any security measures they want. A PLTG is a considerable investment of money to build and maintain, and providing security to the grid is a minor expenditure compared to the cost of having to rebuild one.

PLTGs usually connect to a public LTG so that they may communicate outside their corporate confines, and deckers may gain entry to a PLTG through these entry points. But it is not unusual to have completely isolated PLTGs for overly sensitive corps, and the only way to gain entry to these would be from a host inside the corporate grid.

HOSTS

Hosts are the computer systems that serve as the backbone of the Sixth World's information network. Billions of nuyen and uncountable megapulses of data flow through these systems every day. Hosts are the vaults where the jewels of the Sixth World are kept. Information. That which is worth the most money. Hosts serve as databanks, research file storage, libraries, virtual shopping malls, chat rooms, virtual arcades, private meeting sites, message boards, local networks, archives, banks, and the list goes on.

Not all hosts are connected to the Matrix. Hosts of highly paranoid or ultra secure sites do not connect to the Matrix to lessen the chance of intrusion by unauthorized deckers. The only way into these systems is by going to the physical location of the host and jacking into it there.

SYSTEM ACCESS NODES
System Access Nodes (SANs) connect host computers to grids and to each other. When a decker performs a Logon to Host operation from the grid or from a dedicated host connection, he enters the SAN icon for the host he is invading. The gamemaster needs to determine where the SAN are accessed from and where they lead.

SYSTEM RATING

Every system has a Security Rating and five Subsystem Ratings: Access, Control, Index, File, and Slave. These are collectively know as the System Rating. The GM can use the table below to randomly determine a host's System Rating or make them up.

HOST RATING TABLE

Intrusion Difficulty	Security Value	Subsystem Rating
Easy	10+1d6	6+½d6
Average	13+1d6	8+1d6
Hard	16+2d6	12+1d6

SECURITY RATING
Rated with a color followed by a number these determine the general security of the host. The four security codes are Blue (little or no security), Green (average security), Orange (significant security), and Red (high security). Some matrix legends exist concerning systems with defenses off the scale, called Ultraviolet, UV, or Black Systems.

The security value following the code starts at 11 and goes up from there. This is the "skill" of the system to detect intruders. Roll against this number as if it were a skill with a penalty equal to the Decker's Detection Factor. So a Red-13 system rolling against a decker with a Detection Factor of 5, rolls against an 8 or less. The Security Tally is determined by how far under the number the system rolls, with a minimum of one. If the above system had rolled a 5 against the decker, his Security Tally would have increased by 3. If it had rolled anything above an 8, then no tally would have accrued. If it had rolled exactly an 8, then the tally would increase by 1.

SECURITY CODES
The Security Code of a host measures the level of security for the system. Generally this reflects the sensitivity of data on the host or it could reflect the paranoia of the host's owner.

Blue Hosts
Blue hosts include most public-service databases: newsfax distribution systems, public library databases, directories of listed commcodes. Pretty much anything that is free, even if a government, corp, or private individual provides it, is Blue. Small businesses that are too poor to secure their systems tend to have Blue hosts as well.

Green Hosts
Green hosts are average systems, but never make the mistake of thinking that a Green host represents easy prey. They may be more patient with intruders than the Orange or Red systems, but they can load any IC the hotter hosts mount.

Orange Hosts
Orange hosts pride themselves on being secure systems, if not wild-eyed killer hosts. Orange hosts store your standard "confidential" data and carry out processing that is important but not absolutely essential to the host's operators. Orange systems include the typical factory controller and the networks used by middle management in a typical corporate office.

Red Hosts
Red hosts offer the most security that a system may legally carry. They contain "top secret" data, often the kind owners will kill to protect, and mission-critical process controls (life support, vital labs and factories, power grids, and the like). Anti-intrusion defenses tend to be lethal—deckers get no "warning shots" on Red systems.

SUBSYSTEM RATINGS
The five subsystems ratings—Access, Control, Index, Files, and Slave—represent the resistance of a system's subsystems to unauthorized manipulations by a decker. These ratings function as skill penalties to a decker's Computer skill when attempting to manipulate the system illegally. For example, an unauthorized decker would roll his Computer skill minus the appropriate subsystem rating to accomplish a task. Success allows the decker to do what he or she wanted. Failure means that the system has rejected the unauthorized attempt.

Keep in mind that a high subsystem rating does not impede authorized users from using the subsystem. It simply makes illegal manipulation more difficult.

Note that when a Passive Alert has been activated, all subsystem ratings are raised by 2.

Access Rating
The Access rating measures a system's resistance to unauthorized access. To access a grid/host, an unauthorized decker must use his Computer skill (and utilities) minus the Access Rating.

Control Rating
The Control rating measures a system's resistance to unauthorized administrative commands. For example, an unauthorized decker attempting to kick a legitimate user off a host must use his Computer skill (and utilities) minus the Control rating of the system.

Index Rating
The Index rating measures a system's resistance to unauthorized searches. An unauthorized decker searching a grid or host for a system address or specific file must use his Computer skill (and utilities) minus the Index rating of the system.

Files Rating
Deckers must use their Computer skill (and utilities) minus the system's Files rating whenever they attempt to illegally read or write datafiles in a system. Deckers must also make skill rolls to decrypt encoded files and send output to devices such as faxprinters or chip cookers.

Slave Rating
The Slave rating governs the operation of remote devices controlled by a system. For example, the decker must use his Computer skill (and utilities) minus the Slave rating of the system to manipulate devices controlled by the host, such as security cameras and elevators.

RATING FORMAT
A Red-18 system with the following Subsystem ratings—Access 10, Control 12, Index 10, Files 9, Slave 9—would be written in the following format:

Red-18/10/12/10/9/9

CYBERDECKS

Cyberdecks are the tools that deckers use to interface with the Matrix. It is his doorway into the world of the matrix, giving him form to write his name in the electron lights.

DECK RATINGS
The power of a decker's persona is defined by the processing power of this deck's MPCP (Master Persona Control Program), and his Bod, Sensor, Evasion, and Masking programs. The MPCP represents the master operating system for the deck and has an MPCP rating that measures its ability to take damage and continue functioning. The Bod, Sensor, Evasion, and Masking programs are called persona programs. The numeric ratings of these programs serve as the "attributes" for the decker's persona and are used whenever tests are made against the decker while in the matrix. The Bod program determines the amount of damage a persona can take before being dumped from the matrix. The Evasion program is used when the decker attempts to perform maneuvers in Cybercombat. The Masking program affects the persona's Detection Factor. The Sensor program determines how perceptive the icon is in the matrix.

The MPCP rating is the central value for cyberdecks. The MPCP multiplied by 3 equals the maximum total of the deck's persona programs. No single Persona rating may exceed the MPCP rating. The Bod attribute multiplied by 3 is the BODY, or the amount of damage the persona can take before being dumped.

The shorthand format for cyberdeck ratings is:

MPCP/Bod/Evasion/Masking/Sensor

HARDENING
Hardening represents internal deck programs specifically designed to reinforce the deck's resistance to invasive code such as viruses, gray and black IC, etc. Treat each point of Hardening as 2 Resistant DEF against any damage from Black IC to the persona and the decker. If the icon has been crashed by gray IC and it makes an attack, reduce the amount of damage done by 1 per point. Hardening also works against Black Hammer and Killjoy utilities, but not against other attack utilities.

ACTIVE MEMORY
Active Memory is the cyberdeck's "RAM" to use the old term. It is the limit on the amount of utility programs that the deck can run at one time. For each Mp in Active Memory, the deck can have the equivalent Mp in utilities.

STORAGE MEMORY
Storage Memory is analogous to the hard drives on old time computers. Any program in a deck's storage memory can be uploaded onto the deck by using the Swap Memory operation. All utilities must be kept in storage memory, whether they are in Active Memory or not. Additionally, storage memory is used for data uploads and downloads. The total amount of Mp for all utilities and other stored data cannot exceed the storage memory of the deck.

I/O SPEED
The input and output of a deck is analogous to the old modems that connected terminals and computers back in the dark ages of computing. All uploads and downloads are always at the full I/O speed of the deck in Mp per Turn.

RESPONSE INCREASE
Response increase is the Matrix equivalent of wired reflexes. The first point of Response Increase gives the decker +4 Lightning Reflexes and +3 SPD only while in the Matrix. Each point thereafter gives +2 Lightning Reflexes and +1 SPD. Response Increase cannot exceed a deck's MPCP rating divided by 4, rounded down.

DETECTION FACTOR
Detection Factor is a penalty to the hosts Security test rolls against the intruding decker. To determine the deck's Detection Factor add together the ratings of the Masking persona program and the Sleaze program and divide by 2.

SENSOR TESTS
This is a standard Perception test (base INT roll) plus the rating of the Sensor persona program. This is modified down by the rating of IC or if the icon is a decker by the decker's Masking + Sleaze programs. The decker can add the rating of his or her Scanner utility if he or she actively searches for other deckers.

Whenever a new icon enters an area where the decker could detect it, the decker gets a free sensor test with no utilities to see if he notices it (the GM should make this roll). If he fails, he does not notice the new icon. If he succeeds, the icon remains "visible" unless it tries to escape or the decker leaves the area. Otherwise, a decker suspecting the presence of other icons may use a Locate operation to try to find hidden icons.

CYBERTERMINALS

These are the old style computer and monitor, with a set of electrode nets or a datajack cable. This is the way most users of the Matrix perceive it. They are slow but cheap, and cyberdecks are just too expensive to hand out as standard equipment.

SECURITY TALLY

The GM tallies each point by which the host/grid succeeds in Security test rolls while a decker is in the system. This tally runs as long as the decker is logged on to that system. When the tally reaches a level set by the gamemaster, it may trigger actions within the host/grid, ranging from the activation of black IC programs to nothing at all.

SECURITY SHEAVES
A sheaf consists of a list of trigger steps. These steps represent security tally thresholds. As a decker's security tally reaches each trigger step, the system may activate one or more IC programs as well as trigger alerts. If a decker surpasses more than one trigger step in a single action, the events for all the triggered steps that have been reached or exceeded happen all at once.

System Security Code	Trigger Step Range
Blue	½d6+4
Green	½d6+3
Orange	½d6+2
Red	½d6+1

ALERTS

NO ALERT
Generally, trigger steps under a no alert status activate reactive IC programs.

PASSIVE ALERT
In a typical security sheaf, the third or fourth trigger step activates a passive alert. Trigger steps typically activate proactive white or gray IC programs. When a system goes on passive alert, increase all subsystem ratings by 2.

ACTIVE ALERT
Under active alert status, trigger steps typically activate proactive gray IC and sometimes Black IC. Trigger steps may also activate corporate or law-enforcement deckers in the system.

HOST/GRID RESET
Blue systems reset after 2d6 minutes, during which time the system deactivates security measures and the security tally drops to 0. More secure systems do not reset as quickly. Green, Orange, and Red systems begin to reset after 3d6 minutes, provided the decker did not trigger an alert. If the decker triggered an alert, roll 1d6 every 5 minutes for Green systems, 10 minutes for Orange systems, and 15 minutes for Red systems. Reduce the security tally by the result.

SYSTEM OPERATIONS

These actions require a Computer skill roll. Bonuses to the skill are provided by appropriate Utilities, applicable Skill Levels, and other factors the GM deems appropriate. They are modified negatively by the appropriate subsystem rating.

ANALYZE HOST
Test: Control
Utility: Analyze
Action: Full Phase
An Analyze Host operation enables a decker to analyze the ratings of the host. For each point the decker makes his roll over Security Test, the decker chooses one of the following pieces of information: Host's Security Rating (code and value), the rating of one of the five subsystems on the host. The decker must be on the host to analyze it.

ANALYZE IC
Test: Control
Utility: Analyze
Action: 0-Phase
The Analyze IC operation enables a decker to identify any specific IC programs that he has located (deckers may locate IC programs by performing Locate IC operations or by coming under attack from the IC program). If the Analyze IC operation succeeds, the decker learns the type and rating of the IC program and any options or defenses it carries.

ANALYZE ICON
Test: Control
Utility: Analyze
Action: 0-Phase
The Analyze Icon operation scans any icon and identifies its general type: IC, persona, application, etc. The decker may adds his Sensor rating as well as his Analyze program to his Computer skill.

ANALYZE SECURITY
Test: Control
Utility: Analyze
Action: ½ Phase
The Analyze Security operation tells the decker the current security rating of the host., the decker's security tally on the host (including any tally points accrued by the Analyze Security operation), and the host's alert status.

ANALYZE SUBSYSTEM
Test: Targeted Subsystem
Utility: Analyze
Action: ½ Phase
An Analyze Subsystem operation identifies anything out of the ordinary about the targeted subsystem. The operation identifies the presence of scramble IC programs or other defenses or system tricks present on the subsystem.

CONTROL SLAVE
Test: Slave
Utility: Spoof
Action: Full Phase
The Control Slave operation enables a decker to take control of a remote device controlled by the host's Slave subsystem. If the slave performs some kind of specific operation, the appropriate skill applies to the decker trying to control them. The Control Slave operation is a monitored operation.

DECRYPT ACCESS
Test: Access
Utility: Decrypt
Action: ½ Phase
The Decrypt Access operation defeats scramble IC programs guarding access to a host. IC programs on a scrambled Host must be defeated with a Decrypt Access operation before a decker can perform a Logon to Host operation.

DECRYPT FILE
Test: Files
Utility: Decrypt
Action: ½ Phase
The Decrypt File operation defeats scramble IC programs on a file. Deckers must perform successful Decrypt File operation on scrambled files before performing other operations on them. A file with scrambled IC cannot be downloaded until after it has been decrypted.

DECRYPT SLAVE
Test: Slave
Utility: Decrypt
Action: ½ Phase
The Decrypt Slave operation defeats scramble IC programs on a Slave Subsystem. A decker cannot Control Slave until he has performed a Decrypt Slave operation on scrambled Slaves.

DOWNLOAD DATA
Test: Files
Utility: Read/Write
Action: ½ Phase
The Download Data operation copies a file from the host to the decker's cyberdeck. The data moves at the deck's I/O Speed. It may be transferred to Active Memory, Storage Memory, or even off-line storage.

The Download Data operation is an ongoing operation that continues until the data transfer is completed, the decker logs off or is crashed, or the decker terminates the download early. If the operation is terminated early, it creates a corrupted copy of the file.

EDIT FILE
Test: Files
Utility: Read/Write
Action: ½ Phase
The Edit File operation enables a decker to create, change, or erase a datafile. Small changes can be made directly on the host by performing this operation. Otherwise, the decker must prepare changes off-line and upload it to Active Memory and perform and Edit File operation.

A successful Files Test can create new files, but because the files have counterfeit headers, the host may notice irregularities. (GM discretion)

Deckers can also use Edit File operations to make copies of files on the same host. This requires two System Tests, the first being a Files Test to copy, and the second is against the subsystem that controls the location where he or she wishes to hide the copy.

After altering, inserting, or deleting files, a decker may make a Control Test using his Read/Write utility to authenticate the file's headers. If the decker fails to take this step, it will take 1d6 hours before the system notices the tampered file and report it to the host's supervisor.

Deckers may also check to determine whether a file has been tampered with. If the file was altered without authenticating the headers, a Files Test will reveal it. If the file headers were authenticated, then the Decker must make his skill roll by more than the tampering decker to reveal it.

EDIT SLAVE
Test: Slave
Utilities: Spoof
Action: Full Phase
This operation allows a decker to modify data sent to or received from a remote device controlled by a host's Slave subsystem. A decker could perform Edit Slave operations to alter video signals or sensor readings from a computer controlled security camera or alter readings being sent to a console or simulator. The Edit Slave operation is a monitored one.

GRACEFUL LOGOFF
Test: Access
Utilities: Deception
Action: Full Phase
The Graceful Logoff operation enables a decker to disconnect from a host and the LTG where he logged on to the grid without experiencing dump shock. Also, this operation clears all traces of the decker and his actions from the security and memory systems of the host. A track utility in process subtracts its rating from the decker's Computer roll for any Graceful Logoff attempts.

LOCATE ACCESS NODE
Test: Index
Utilities: Browse
Action: Full Phase
The Locate Access Node operation is "directory assistance" of the Matrix. It enables deckers to find the codes of LTGs that provide access to the hosts he wants. The operation also lets him locate commcodes for regular telecom calls. Once a decker has located a LTG code, he need not repeat this operation to find the host in the future—unless the owners change the address, of course.

LOCATE DECKER
Test: Index
Utilities: Scanner
Action: Full Phase
This operation is a two-step process. The decker makes the standard System Test and then makes a Sensor Test. The amount by which he rolls under his skill determines his success. Any deckers with a Masking program less than this amount is located. In addition, the decker knows if they log off or jack out. If a targeted decker is running a sleaze program, add its rating to the targeted decker's Masking rating to determine if the searching decker locates him. Located deckers may break contact by maneuvering. Friendly deckers who wish to make their presences known to each other may do so automatically.

LOCATE FILE
Test: Index
Utilities: Browse
Action: Full Phase
This operation searches for specific datafiles. To use the operation, the decker must have some idea of what he is looking for. If the operation succeeds, the decker knows the system location of the file.

LOCATE IC
Test: Index
Utility: Analyze
Action: Full Phase
This operation follows the same rules as the Locate Decker operation, except that the decker automatically locates the IC program(s) if the System Test succeeds. The IC remains located until it maneuvers to evade detection.

LOCATE SLAVE
Test: Index
Utility: Browse
Action: Full Phase
This operation follows the same rules as Locate File. The operation is used to determine system addresses for specific remote devices controlled by the host.

LOGON TO HOST
Test: Access
Utility: Deception
Action: Full Phase
This operation simply consists of the standard System Test. The decker will not know the Access Rating until he takes his first shot at it. At that point, it will be all too evident. Once he begins trying to crack the system, remember to keep track of his security tally.

LOGON TO LTG
Test: Access
Utility: Deception
Action: Full Phase
This operation consists of the usual System Test using the Access Rating of the LTG. Remember to begin counting the security tally on the grid while the decker is there. If the test fails, the decker can try again, but his security tally remains on the grid for some time. If the decker switches to a different jackpoint before his next logon attempt, the grid will have to start a new security tally for the decker.

LOGON TO RTG
Test: Access
Utility: Deception
Action: Full Phase
Once he has logged onto the LTG, a decker can log on to the controlling RTG by performing the Logon to RTG operation. He must perform this operation if he wants to connect to a different LTG on the same RTG, or to a different RTG altogether.

To perform the operation, the decker makes a System Test against the RTG's Access Rating. Remember that "local" changes in the LTG system ratings will not carry over to the RTG.

Remember that an RTG maintains the same security tally for all a decker's activities on any LTGs it controls, as well as the RTG itself. Once on the RTG, he can perform a Logon to LTG to reach any LTG attached to it, or a Logon to RTG to reach any other RTG in the world.

MAKE COMCALL
Test: Files
Utility: Commlink
Action: Full Phase
A decker on an RTG can make a call to any commcode on an LTG controlled by that RTG by performing a Make Commcall operation. The decker can make a call, then move to another RTG and make a call to a number under it's control, then link the two together. A decker can move to multiple RTGs in this manner, building a secure conference call. Each call the decker links together requires another System Test.

Deckers can get a license to provide this service on various RTGs. In that case, no tests are needed to make the calls or link them together. The license is usually restricted to corporate deckers.

The Tap Commcall operation cannot trace this kind of call, but another decker could use the Track utility to try to locate the commcodes involved.

Also, the decker can detect any taps or tracers on the commlines by winning an opposed Sensor vs. Bugging skill roll. He can neutralize them with another opposed Evasion vs. Bugging skill roll.

Dumping a participant from a comcall requires a Files Test. Jumping into a tapped call also requires a Files Test.

MONITOR SLAVE
Test: Slave
Utility: Spoof
Action: ½ Phase
This operation enables the decker to read data transmitted a remote device. He can listen to signals from audio pick-ups, watch feeds from security cameras, examine readouts on a computerized medical scanner hooked up to the host, etc. As long as he maintains the operation, he receives constant updates from the device. Monitor Slave is a monitored operation.

NULL OPERATION
Test: Control
Utility: Deception
Action: Full Phase
The GM may require a decker to perform one or more Null Operations whenever the decker is waiting for something to happen, whether it is an event in the Matrix, the end of an ongoing operation, or something else that involves hanging around in cyberspace without make System Tests. Modify the System Test as a penalty for each time down the time chart the character must wait longer than a Phase.

SWAP MEMORY
Test: None
Utility: None
Action: ½ Phase
This operation enables a decker to load a new utility program into his deck's Active Memory and then upload it to his on-line icon. Starting the operation is a ½ Phase action, but it may take longer to finish loading depending on the deck's I/O Speed and Active Memory.

TAP COMMCALL
Test: Special
Utility: Commlink
Action: Full Phase
The Tap Commcall operation enables deckers to locate active commcodes on an LTG, trace and tap commcalls. Deckers use the commlink utility for all the tests required during this monitored operation.

The decker must be active on the RTG that controls the LTG to locate the active commcodes. The decker makes an Index Test to detrmine if any commcodes on the LTG are sending or receiving a call. If the decker is checking for a particular commcode, he must be on that commcode's parent RTG, and he receives a +2 bonus to his roll. If the decker finds a commcode in use, he can make a Control Test to trace the call to its origin or destination. If multiple participants are undertaking a conference call with that commcode, each point the roll is made reveals the commcode of one participant.

If the call was set up by another decker using the Make Commcall operation, then the Control Test locates the decker controlling the call. The decker trying to trace the call must then move to the RTG the calling decker is in and use a track utility against him. Note that using the track utility on a decker is considered an attack and reveals your presence to the decker. The track utility locates all the other commcodes involved in the call.

If the decker wants to tap the call and record it in his deck's storage memory, he must make a Files Test. Each minute of recording takes up 1 Mp of storage.

If the comm. connection is scrambled, the decker must decrypt it by making an opposed skill roll using his Computer (Encryption is complimentary) vs. Encryption used on the commline. The decrypt utility adds to the decker's skill roll. This test does not affect security tally.

If the phones involved have a dataline scanner, the decker may set that off. He must make an opposed skill roll pitting Computer against Bugging, and the Commlink utility adds to the decker's skill. If the decker wins, he has synchronized the tiny fluctuations in signal intensity caused by his tap and fooled the scanner. This test does not affect security tally.

Once a decker has tapped and unscrambled a call, he can listen in and record as he wishes. When the call is over, he can stay locked on to any of the commcodes. He can then monitor any subsequent calls placed from these commcodes. He does not need to make any new tests to trace or tap calls or defeat scanners or encryption.

Deckers may also reveal themselves and enter in tapped comcalls, or disconnect participants from comcalls by performing a Make Comcall operation. Tap Comcall is a monitored operation.

UPLOAD DATA
Test: Files
Utility: Read/Write
Action: ½ Phase
This operation enables a decker to transmit data from his cyberdeck to the Matrix. This data comes directly from his deck's storage memory and does not affect Active Memory.

If the decker is creating a new file on the host, the file is written automatically. If the decker intends to modify an existing file on the host, he must perform an Edit File operation after the upload is finished.

UTILITIES

OPERATIONAL UTILITIES

ANALYZE
Multiplier: 3
System Operations: Analyze (Host, IC, Icon, Security, Subsystem), Locate IC
The Analyze Utility adds to the decker's Computer skill for Systems Tests that identify IC, Programs, and other resources or events controlled by the host.

BROWSE
Multiplier: 1
System Operations: Locate (Access Node, File, Slave)
The Browse utility adds to the decker's Computer skill for Systems Tests to locate specific data values or system addresses. Unlike analyze and scanner utilities, which search for Matrix activity, the browse utility works on the contents, or real-world functions, of these data nodes.

COMMLINK
Multiplier: 1
System Operations: Make Comcalls, Tap Comcalls
The Commlink utility adds to the decker's Computer skill for Systems Tests that affect the decker's communications link.

DECEPTION
Multiplier: 2
System Operations: Graceful Logoff, Logon to (LTG, RTG, Host), Null Operation
Unless otherwise noted, the Deception utility adds to the decker's Computer skill of all Access Tests.

DECRYPT
Multiplier: 1
System Operations: Decrypt (Access, File, Slave)
The Decrypt utility adds to the decker's Computer skill of any Systems Tests to defeat Scramble IC programs.

READ/WRITE
Multiplier: 2
System Operations: Download Data, Edit File, Upload Data
The Read/Write utility adds to the decker's skill for Systems Tests necessary to transfer files or otherwise access, edit, or create data in the Matrix.

RELOCATE
Multiplier: 2
This utility is used against track utilities in their location cycle. The decker using relocate makes a Computer skill roll adding the rating of the Relocate utility to his skill minus his opponents Sensor rating. The tracking decker rolls his Computer skill adding the rating of the Track utility to the roll minus his opponents Masking rating. If the relocating decker wins, the track utility fails completely. The attacker must successfully attack the target decker again before using the Track utility against his opponent.

SCANNER
Multiplier: 3
System Operations: Locate Decker
The scanner utility adds to the decker's Computer skill for System Tests made during operations to search for deckers.

SPOOF
Multiplier: 3
System Operations: Control Slave, Edit Slave, Monitor Slave
The spoof utility adds to the Computer skill of the decker for all System Tests made to affect system and subsystem slaves.

SPECIAL UTILITIES

SLEAZE
Multiplier: 3
The sleaze utility combines with a deck's Masking Rating to enhance the deck's Detection Factor: (Masking + Sleaze) / 2, rounded up.

TRACK
Multiplier: 8
The track utility is a trace program used as a combat program against hostile deckers. If the attack succeeds, make an opposed skill roll Computer vs. Computer with the track utility adding its skill to the attacker, and the Masking rating adding its rating to the defender. If the attacker wins, the track utility locks onto the target decker's data trail and begins its location cycle. Roll 1d3 to determine how many turns the track utility needs to locate the target decker's jackpoint. If the decker can destroy the utility before the last Phase of the last turn is completed, then the track is not completed.

The target decker can try to escape the attacking decker by logging off or jacking out. The track utility makes logoff operation more difficult (see Graceful Logoff).

Targeted deckers can use the relocate utility against track programs. Of course, the target decker can always crash the attacking persona, which would stop all its pesky programs.

OFFENSIVE UTILITIES

ATTACK
Multiplier:
1d6: 2
1½d6: 3
2d6: 4
2½d6: 5
Target: Personas, IC
The attack utility, the least subtle offensive program, can be programmed to inflict 1d6 to 2½d6 BODY. It samples the instruction algorithms of the targeted icons and tries to introduce fairly coarse memory faults into the icon's most frequently accessed code segments. In cybercombat, that translates to a direct attack on the persona or IC.

This attack affects the on-line icon only and has no effect on a decker's meatbody or cyberdeck. The Armor utility reduces the damage done by Attack utilities.

BLACK HAMMER
Multiplier: 20
Target: Deckers
The Black Hammer utility is a black IC program that targets the decker, not the deck. It can kill a decker without knocking his cyberdeck off-line, so that the decker's jackpoint remains traceable. Black Hammer lacks the blaster-like capabilities of mainframe-driven black IC, but otherwise its effects are identical to those of lethal black IC.

KILLJOY
Multiplier: 10
Target: Deckers
The killjoy utility mimics non-lethal black IC. Killjoy programs inflict STUN damage to a decker's meatbody. Otherwise, the Killjoy utility is identical to the Black Hammer utility.

SLOW
Multiplier: 4
Target: IC
The slow utility reduces the execution speed of proactive IC. Whenever a decker attacks IC with the Slow utility, make an opposed skill test pitting the Security Value (Security Rating plus IC rating) against the decker's Computer skill plus the Slow Utility. If the IC rolls better than the decker, nothing happens. If the decker rolls better than the IC, it loses 1 SPD per 2 points the decker rolled succeeded by. If the IC is reduced to 0 SPD, it hangs and goes dead.

Disabling IC in this manner prevents the IC from raising the decker's security tally. However, suppressing the IC still requires 1 point of the decker's Detection Factor. If the IC is not suppressed at the beginning of the next turn, combat resumes where it left off.

Reactive IC is not vulnerable to the Slow utility.

DEFENSIVE UTILITIES

ARMOR
Multiplier: 3
The armor utility reduces the amount of BODY done by attacks on the decker's icon by it's rating (just like rPD). This only affect attacks on the decker's persona or icon, not for attacks on his meatbody. The utility loses 1 rating every time the decker takes damage, every time it fails to completely absorb damage from a hit. Deckers can replace degraded Armor utilities with fresh copies of the program by performing a Swap Memory operation.

CLOAK
Multiplier: 3
The cloak utility adds to the decker's Computer skill for Evasion Tests made during combat maneuvers.

LOCK-ON
Multiplier: 3
This utility adds to the decker's Computer skill for opposed Sensor Tests made during combat maneuvers.

MEDIC
Multiplier: 4
The medic utility is used to reduce heal BODY done to the on-line icon. To use the utility, the decker must take a Full-Phase action and make a Computer skill roll at –6. If this roll succeeds, the icon heals BODY equal to the rating of the program. The utility loses 1 rating point each time it is used, whether it heals the icon or not. Deckers may load a new copy of the Medic utility at its full rating by performing a Swap Memory operation.

INTRUSION COUNTERMEASURES (IC)

IC (pronounced "ice") stands for intrusion countermeasures. Some IC is just designed to impede the decker or get an ID on him. Others are designed to crash his icon of the Matrix. Still others go after his deck. And then there's black IC—which just tries to kill him.

IC is either proactive or reactive. Proactive IC attacks the decker once it is alerted to his presence. Reactive IC just sits there. It may activate when the security tally reaches a specific threshold, decker actions may trigger it, or it may reside in a specific location or resource of the host. Once a decker triggers reactive IC, the IC affects the decker's operations until the decker destroys or deceives it, or otherwise convinces it to go away.

CRASHING IC
Whenever a decker "kills" or crashes IC, roll 1d6 and add that to the security tally. This represents the heightened alertness the system senses from the destroyed program.

SUPPRESSING IC
A decker can avoid the penalty for crashing IC by suppressing it when he destroys it. Reduce a decker's Detection Factor by 1 for each IC program he suppresses. This remains in effect as long as he or she is in the system, and as long as he continues to suppress the IC. They must declare that they are suppressing IC as soon as the program is destroyed and before the roll is made to increase the security tally above.

IC RATINGS
IC has a rating which affects how it functions against the decker. In cybercombat, IC has BODY (as cyberdecks), equal to the host's security rating plus its rating, which measures the damage it can take before crashing.

WHITE IC

White IC affects only the decker's online icon. It cannot affect the decks permanent ratings or utilities.

CRIPPLER
Cripplers are proactive white IC programs that each attack one of the decker's persona programs. Crippler comes in four varieties: Acid (vs. Bod), Binder (vs. Evasion), Jammer (vs. Sensor), and Marker (vs. Masking). Whenever a crippler program tries to attack an icon, rolled make opposed skill rolls for the system and the decker. The decker rolls his Computer skill plus the rating of the attacked persona program. The system rolls its security rating plus the rating of the Crippler. If the decker makes the roll by more than the system, there is no affect. If the system makes its roll by more than the decker, reduce the persona program by 1 per 2 points the roll was made (to a minimum of 1).

KILLER
Killer IC is proactive IC that causes damage to icons in cybercombat. Killer IC has an OCV equal to its rating and does damage depending upon the security code of the system. In Blue systems, it does 1d6 icon damage. In Green systems, it does 1½d6 icon damage. In Orange and Red systems, it does 2d6 icon damage. If an attack from Killer IC reduces the BODY of the deck to 0, the decker is dumped. Armor utility programs reduce damage from Killer IC.

PROBE
Probe IC is reactive IC that conducts additional interrogations of data packets and program requests for computer resources. It helps detect any operations performed by unauthorized programs. Probe IC makes a skill roll at 11+rating minus the decker's Detection Factor and adds any results to the security tally.

SCRAMBLE
Scramble IC is reactive IC used to protect elements of a host's Access, Files, or Slave subsystems. It can be set to protect specific components and specific files. Scramble IC and the decker must roll opposed skill rolls, with the decker using his Computer skill (and Decrypt utility) against the IC, which rolls 11+rating. If the IC wins, the decker cannot decrypt the IC and access to that aspect of the node is denied. If the decker tries to decrypt scramble IC on data and fails, the IC and decker make opposed skill rolls. The decker rolls his Computer skill (Cryptography is a supporting skill) and the IC rolls 11+rating. If the IC wins, the data is destroyed. Decrypting Scramble IC does not add to a decker's security tally. Decker's can attack Scramble IC and crash it, but doing so increases the security tally as normal unless they suppress it.

TAR BABY
Tar Baby is reactive IC that attempts to crash decker's utility programs. Each Tar Baby is pre-programmed to target a specific type of utility (operational, offensive, defensive, special). Tar Baby IC does not attack completely passive utilities such as armor and sleaze programs. Whenever a decker uses the specified type of utility, the GM makes a test for both the utility and the Tar Baby IC. The roll is at 11+rating for both programs. If the IC wins, it crashes itself and the utility (but does not increase the security tally). If the utility wins, it remains safe and the GM makes a secret Sensor test to determine if the decker notices the IC.

GRAY IC

Gray IC programs attack a decker's cyberdeck and utilities directly. Any damage caused by a gray IC attack *permanently* affects the deck's ratings. Damaged chips and other components must be replaced to restore the deck's original ratings.

BLASTER
Blaster IC is proactive IC that attacks in cybercombat in the same manner as Killer IC. Armor reduces damage from blaster attacks. Additionally, Blaster IC may permanently damage a decker's MPCP if it crashes his icon. If Blaster IC dumps a decker, make a skill roll for the IC (11+rating) with a penalty equal to the MPCP rating. Reduce the MPCP by 1 per 2 points the roll is made (Hardening protects against this).

RIPPER
Ripper IC is a gray version of crippler IC. This proactive IC attacks in the same manner as crippler. In addition, whenever a ripper program reduces an persona program to 0, make a skill roll for the IC (11+rating) with a penalty equal to the MPCP rating. Reduce the MPCP by 1 per 2 points the roll is made (Hardening protects against this). There are four different versions of Ripper IC: Acid-rip (vs. Bod), Bind-rip (vs. Evasion), Jam-rip (vs. Sensor), Mark-rip (vs. Masking).

SPARKY
The proactive IC called Sparky attacks in the same manner as Killer IC. If Sparky crashes the persona, it causes an overload in the decks power supply that feeds random jolts of electricity to the MPCP and the decker's brain. This ranges from mild shock therapy to a killing jolt. This is dark gray IC indeed. Whenever Sparky crashes a persona, make a skill roll for the IC (11+rating) with a penalty equal to the MPCP + 2. Reduce the MPCP by 1 per 2 points the roll is made. The attack also causes 2d6 Killing damage to the decker (with Hardening providing protection).

TAR PIT
This is reactive IC that operates and attacks in the same manner as Tar Baby. If Tar Pit crashes a utility on-line, it also injects viral code into the deck that corrupts all copies of the program in the deck's active and storage memories. When Tar Pit crashes a program, make a skill roll for Tar Pit (11+rating) with a penalty equal to the MPCP rating + Hardening. If the test succeeds, the IC corrupts all copies of the program stored on the deck. If the test fails, there is no further effect, and the decker can reload the program from his storage memory with a Swap Memory operation.

BLACK IC

Black IC is a form of proactive IC that samples the command transactions between the decker and his deck and then injects dangerous biofeedback responses into the deck's ASIST interface. These feedback responses raise the deck's simsense signal to the same levels as a BTL chip on overdose intensity. As a result, the signal may overload the decker's neural connections and in turn render him unconscious, trigger psychological disorders, brainwash him, or cause death from stroke, heart failure, respiratory paralysis, aneurysm, or neurotransmitter autotoxicity. And those are just a few of the possible effects.

BLACK IC IN COMBAT
Black IC begins to subvert the ASIST interface ina deckers cyberdeck as soon as it scores a successful attack on the decker, even if it does no damage. Until the IC scores that first hit, jacking out of the Matrix is a 0-Phase action.

After a Black IC hit, the decker must spend a Full Phase action and make a successful Ego roll (minus the Black IC rating) to jack out. If the test succeeds, the IC makes one more cybercombat attack against him before the connection goes down. If a companion at the jackpoint pulls the plug, the IC also gets a free attack before losing the connection.

LETHAL BLACK IC
Lethal Black IC fights like Killer IC in cybercombat, except that a successful attack causes damage to the icon and the decker. The damage is the same for each, as determined by the security code. Blue is 1d6 Killing damage. Green is 1½d6 Killing. Orange and Red do 2d6 Killing damage. Armor protects the icon, while Hardening protects the decker.

If the icon goes down before the decker dies, the IC keeps the Matrix connection alive. All the decker can do is try to jack out before the IC kills him.

The Matrix connection automatically goes down if black IC kills the decker. But before it turns the deck loose, the IC gets a shot at the MPCP as if it were Blaster IC, but double the IC's rating. If black IC completely destroys the MPCP, the IC deletes all data downloaded by

the decker during the run. It deletes any such data stored in a connected storage memory as well, and reduces the MPCP to 0.

NON-LETHAL BLACK IC
Non-lethal black IC functions in the same manner as lethal black IC except the damage it does to the decker is STUN, not BODY. The DC is equivalent in Normal Damage, reduced by the character's ED and Hardening. If the damage from non-lethal black IC renders a decker unconscious, the decker's Matrix connection is automatically broken. However, the non-lethal black IC still gets its last shot on the MPCP as above.

CYBERCOMBAT

Cybercombat follows many of the same rules as standard combat using the Hero System, such as OCV, DCV, and the Turn system. A few things are changed which are detailed below.

- IC has a speed based on the host's Security Code and their Initiative rating is equal to the Security Rating plus the IC Rating.
- IC attack as per their description. The OCV for the attack is the Rating of the IC.
- The Decker can only attack with an Offensive Utility. The Base OCV for the attack is the rating of the program. The OCV can be modified by any applicable Skill Levels
- The DCV of any target is determined on the target below and is a factor of legitimacy in the host and the security code.
- Movement means nothing in the host, though there are some special maneuvers possible to change the situation (see below).
- Damage is only kept track of with BODY. Reducing a Decker's persona to 0 BODY dumps the Decker. Reducing an IC construct to 0 BODY crashes the IC.
- **Simsense Overload**: Whenever a Decker's icon takes damage from white or gray IC may suffer an attack of Normal Damage through a resonance effect over the ASIST interface. Each attack from gray or white IC that damages the icon forces the Decker to make an EGO Roll at -1 per 2 BODY taken by the icon. Success results in no Normal Damage to the Decker's meat body. Failure in the EGO Roll results in a 1d6 Ego Attack (applied vs. Mental Defense).
- **Dump Shock**: When a Decker is crashed off the Matrix or jacks out without performing a Graceful Logoff operation, he risks damage from Dump Shock. This measures the shock of sudden transition from virtual to physical reality. The damage is based on an Ego Attack, and in Blue systems it is 1d6, in Green systems it is 2d6, in Orange systems it is 3d6, and Red systems the Ego Attack is 4d6

CYBERCOMBAT TARGET NUMBERS TABLE

Host Security Code	DCV of Intruding Icon	DCV of Legitimate Icon
Blue	6	3
Green	5	4
Orange	4	5
Red	3	6

IC INITIATIVE AND SPEED TABLE

Host Security Code	Speed	Effective DEX
Blue	3	Security Rating + IC Rating
Green	5	Security Rating + IC Rating
Orange	6	Security Rating + IC Rating
Red	8	Security Rating + IC Rating

COMBAT MANEUVERS

All icons in cybercombat can perform combat maneuvers to avoid detection, parry attacks, or gain a superior "position". Combat maneuvers are all considered ½-Phase actions.

To perform a combat maneuver, the acting icon makes an opposed test. Deckers use their Computers skill modified by their Evasion persona program and tally success. IC use the host's security rating modified by the IC Rating and tallies success. If the acting icon achieves a higher success than the opponent, the maneuver succeeds. If the acting icon does not achieve higher success or fails the test, the maneuver fails.

If the acting icon has the Cloak Utility, add the rating of the utility to the Computer skill. If the opponent has a Lock-On Utility, add the rating of the utility to the Computer skill.

Compare the difference in successes on the opposed test, as this determines the level of success of the maneuver.

EVADE DETECTION
An icon may perform an Evade Detection maneuver to evade an opposing icon that has detected it. A Decker must use the appropriate Locate operation to redetect the icon that has evaded him.

IC programs redetect evading icons in a number of Turns equal to the net success level in the Combat Maneuver test. The time is shorted by 1 Turn for each point added to the icon's Security Tally during the period.

PARRY ATTACK
The Parry Attack maneuver enables the maneuvering icon to enhance its defenses in cybercombat. If the maneuvering icon wins the Combat Maneuver test, increase its DCV by the level of success.

This bonus lasts until the next attack by the opposing icon. If the opposing icon performs a Position Attack maneuver, the maneuvering icon retains the Parry Bonus. If either icon performs an Evade Detection maneuver, the bonus is lost.

POSITION ATTACK
The Position Attack maneuver enables an icon to position itself for an attack on an opponent. This is a dangerous maneuver that may backfire on an icon. If the acting icon wins the Combat Maneuver test, the icon may add the level of success to the OCV of his next attack. If the opposing icon wins the Combat Maneuver test, that icon receives the bonus. The bonus lasts until the next attack.

STOCK CYBERDECKS

Model	Deck Rating	Hardening	Active Memory	Storage Memory	I/O Speed	Response Increase	Cost
Allegiance Sigma	MPCP-3	1	200	500	100	0	14000
Sony CTY-360-D	MPCP-5	3	300	600	200	1	70000
Novatech Hyperdeck-6	MPCP-6	4	500	1000	240	1	125000
CMT Avatar	MPCP-7	4	700	1400	300	1	250000
Renraku Kraftwerk-8	MPCP-8	4	1000	2000	360	2	400000
Transys Highlander	MPCP-9	4	1500	2500	400	2	600000
Novatech Slimcase-10	MPCP-10	5	2000	2500	480	2	960000
Fairlight Excalibur	MPCP-12	6	3000	5000	600	3	1500000

CYBERDECK ACCESSORIES

Type	Cost
Hitcher Jack	250
Off-line Storage	50 + (5 x Mp)
Vidscreen Display	100

PROGRAM COSTS

Rating	Cost
1-3	Size x 100
4-6	Size x 200
7-9	Size x 500
10+	Size x 1000

PROGRAM SIZE TABLE

Program Rating	Multiplier									
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1	1	2	3	4	5	6	7	8	9	10
2	4	8	12	16	20	24	28	32	36	40
3	9	18	27	36	45	54	63	72	81	91
4	16	32	48	64	80	96	112	128	144	160
5	25	50	75	100	125	150	175	200	225	250
6	36	72	108	144	180	216	252	288	324	360
7	49	98	147	196	245	294	343	392	441	490
8	64	128	192	256	320	384	448	512	576	640
9	81	162	243	324	405	486	567	648	729	810
10	100	200	300	400	500	600	700	800	900	1000
11	121	242	363	484	605	726	847	968	1089	1210
12	144	288	432	576	720	864	1008	1152	1296	1440
13	169	338	507	676	845	1014	1183	1352	1521	1690
14	196	392	588	784	980	1176	1372	1568	1764	1960

PROGRAM SUMMARY

Program	Effect	Multiplier
Operational Utilities		
Analyze	Analyze (Host, IC, Icon, Security, Subsystem), Locate IC; Add rating to Computer Skill for Systems Test	3
Browse	Locate (Access Node, File, Slave); Add rating to Computer Skill for Systems Test	1
Commlink	Make Commcall, Tap Commcall; Add rating to Computer Skill for Systems Test	1
Deception	Graceful Logoff, Logon to (LTG, RTG, Host), Null Operation; Add rating to Computer Skill for all Access Tests	2
Decrypt	Decrypt (Access, File, Slave); Add rating to Computer Skill for Systems Tests to Defeat Scramble IC	1
Read/Write	Download Data, Edit File, Upload Data; Add rating to Computer Skill for Systems Tests	2
Relocate	Add rating to Computer Skill, subtract opponent's Sensor rating vs. opponents Track program roll	2
Scanner	Locate Decker; Add rating to Computer Skill for Systems Tests	3
Spoof	Control Slave, Edit Slave, Monitor Slave; Add rating to Computer Skill for Systems Tests	3
Special Utilities		
Sleaze	Sleaze rating added to Masking Rating divided by 2 equals Detection Factor	3
Track	Add rating to Computer Skill, subtract opponent's Masking rating vs. opponents Relocate program roll	8
Offensive Utilities		
Attack		
1d6	Attack Personas, IC; Program rating is OCV for the attack	2
1½d6	Attack Personas, IC; Program rating is OCV for the attack	3
2d6	Attack Personas, IC; Program rating is OCV for the attack	4
2½d6	Attack Personas, IC; Program rating is OCV for the attack	5
Black Hammer	Attack Deckers; Program rating is OCV for the attack; Damage is based on the security code of the host	20
Killjoy	Attack Deckers; Program rating is OCV for the attack; Damage is based on the security code of the host	10
Slow	Attack IC; Add rating to Computer Skill vs. Security Rating plus IC rating to slow IC	4
Defensive Utilities		
Armor	Reduces the BODY done to a decker's persona; Lose 1 rating every time it protects from damage	3
Cloak	Add rating to Computer Skill for Evasion Tests for combat maneuvers in cybercombat	3
Lock-On	Add rating to Computer Skill for Sensor Tests for combat maneuvers in cybercombat	3
Medic	Computer Skill Roll at –6 to heal persona BODY equal to rating	4

MATRIX REFERENCE CHART

Name	Test	Utility	Action	Effect
Analyze Host	Control	Analyze	Full Phase	Identify one of the host's security rating or any of the five subsystems per point of success
Analyze IC	Control	Analyze	0-Phase	Identify IC type, rating, and any options
Analyze Icon	Control	Analyze	0-Phase	Identify icon's general type: IC, persona, application, etc.
Analyze Security	Control	Analyze	½ Phase	Identify security rating of the host, current security tally on the host, and the host's alert status
Analyze Subsystem	Targeted Subsystem	Analyze	½ Phase	Identify anything out of the ordinary about the targeted subsystem
Control Slave	Slave	Spoof	Full Phase	Take control of a remote device controlled by that host
Decrypt Access	Access	Decrypt	½ Phase	Attempt to defeat Scramble IC on the System Access Node
Decrypt File	Files	Decrypt	½ Phase	Attempt to defeat Scramble IC on a datafile
Decrypt Slave	Slave	Decrypt	½ Phase	Attempt to defeat Scramble IC on a Slave Subsystem
Download Data	Files	Read/Write	½ Phase	Copies a file from the host network to the cyberdeck
Edit File	Files	Read/Write	½ Phase	Create, change, or erase a datafile on the host network
Edit Slave	Slave	Spoof	Full Phase	Modify data sent to or received by a remote device controlled by that host
Graceful Logoff	Access	Deception	Full Phase	Logoff without experiencing Dump Shock
Locate Access Node	Index	Browse	Full Phase	Directory assistance
Locate Decker	Index	Scanner	Full Phase	Find a decker in the local host network
Locate File	Index	Browse	Full Phase	Find a specific data file
Locate IC	Index	Analyze	Full Phase	Find any active IC on a host
Locate Slave	Index	Browse	Full Phase	Find a slave device on the network
Logon to Host	Access	Deception	Full Phase	Logon to a host network
Logon to LTG	Access	Deception	Full Phase	Logon to the Local Telecommunications Grid
Logon to RTG	Access	Deception	Full Phase	Logon to the Regional Telecommunications Grid
Make Commcall	Files	Commlink	Full Phase	Make a call to any commcode on an LTG controlled by the current RTG
Monitor Slave	Slave	Spoof	½ Phase	Read data transmitted from a slave device
Null Operation	Control	Deception	Full Phase	Do nothing but stay online
Swap Memory	None	None	½ Phase	Swap files between Active and Storage Memory
Tap Commcall	Special	Commlink	Full Phase	Tap an existing commcall to listen, speak, or disconnect others in the call
Upload Data	Files	Read/Write	½ Phase	Transmit data from cyberdeck to host