

Black Terror IC

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted January 25, 1999



Black Terror is a specialized Black IC that causes temporary psychological trauma to a decker as opposed to actual physical or mental damage. The IC uses the standard Black IC combat rules, but applies its damage to a temporary condition monitor that represents the total amount of fear the IC has instilled in the decker. After the attack is complete, and if it is successful, the decker must make a successful willpower test against a target number equal to the total damage on this condition monitor. If the roll fails, the decker is overcome with inexplicable, terrifying fear and will immediately jack out. (If a decker jacks out in this way the IC does not get its normal "free" attack against the departing decker). If the decker resists the urge, he may continue decking without penalty, although future fear damage accumulates normally. If the IC fills all 10 boxes with fear damage, the decker immediately jacks out. No roll is permitted.

The fear "damage" disappears at the same rate as normal stun damage and cannot be removed via stimulant patches, spells or other damage reduction methods that normally effect stun damage. If the decker wishes to attempt to jack into the matrix again while fear damage is still on the condition monitor, they must roll Willpower against a target number equal to the number of boxes on the monitor +2. Each additional attempt adds another +2 to the target.

Example:

Jim Decker is poking around a Orange system when a Black IC the likes of which he has never seen before suddenly erupts through the virtual ground. The Rating 5 IC (sporting a damage code of 5S due to the Orange host rating) scores a hit against Joe (Joe decides not to jack out voluntarily at this time). Joe manages to knock the damage down to Moderate, thus taking 3 boxes of damage on his temporary condition monitor. He rolls Willpower against a target of 3 to resist the urge to jack out, succeeds, and continues to engage the IC in combat.

During the next round Joe fairs even worse. The IC nails him with Serious damage that Joe is unable to reduce, and Joe therefore takes another 6 points of damage on his temporary condition monitor. Joe rolls Willpower in an attempt to resist what is now an extremely overpowering urge to run the hell away, fails, and jacks himself out.