attempt to crash the icon that illegally accessed the file/device. Data Bombs may also be instructed to erase the file, if the owner chooses.

Only one Data Bomb may be attached to a particular file or device. Data Bombs may be attached to icons that are also protected by Encrypt or Scramble programs. You can detect a Data Bomb with a successful Matrix Perception Test (see p. 217).

You can defuse Data Bombs simply by entering the correct passcode (unfortunately, the person who set the Data Bomb is usually the only person who knows the passcode). Without the passcode, you can only disable a detected Data Bomb with a successful Disarm Data Bomb action (p. 223). Undetected Data Bombs cannot be defused.

Data Bombs inflict a number of boxes of Matrix damage equal to their rating. Once triggered, the Data Bomb program crashes.

Decrypt (Electronic Warfare)

Decrypt programs are designed to conduct a number of cipher-busting attacks—from pattern analysis to brute-force dictionary assaults to sophisticated mathematical tricks—to break into an encrypted system or service. Use Decrypt programs for Decrypt actions (p. 225).

Defuse (Hacking)

The sole purpose of Defuse programs is to deactivate Data Bombs that are protecting files or devices. See *Disarm Data Bomb,* p. 223.

ECCM

Electronic counter-countermeasures (ECCM) filter out jamming signals that attempt to disrupt a wireless connection. ECCM adds its rating to a protected device's Signal rating when defending against jamming (see p. 225).

Exploit (Hacking)

Exploit programs are constantly-evolving hacker tools specifically designed to take advantage of security flaws and weaknesses so that a hacker can gain unauthorized access to a node. Exploit programs are used for hacking in without authorized access (p. 221).

Medic (Computer)

Use Medic to repair Matrix damage inflicted on icons. Though legitimate users sometimes use Medic to fix corrupted files, misbehaving programs, and other errors, hackers use Medic to keep functioning after a bout of cybercombat. Some IC programs carry Medic programs to repair themselves. Use Medic for the Repair Icon action (p. 219).

Note that Medic has no effect on technomancers, since they do not have a Matrix Condition Monitor. Technomancers may use the Medic Complex Form to repair other icons, though, such as personas, agents, or sprites.

Sniffer (Hacking/Electronic Warfare)

Use Sniffer programs to intercept data traffic and wireless signals and scan/capture the information. Sniffer programs are the ultimate Matrix spying utility, used for the *Intercept Traffic* (p. 224) and *Intercept Wireless Signals* (p. 225) actions.

Spoof (Hacking)

You can use Spoof programs to generate false access IDs (see p. 225) and forge misleading data packets with the intent of confusing Track programs. Use Spoof for the Redirect action (p. 224).

Stealth

Stealth is a clever hacker program that attempts to make the hacker as "invisible" as possible to other system processes by obfuscating his activities, erasing system tracks, and mimicking authorized traffic. Stealth hides the hacker from the Firewall's watchful gaze as he breaks into a system (see *Breaking In,* p. 221). Stealth also protects the hacker from prying Analyze actions (p. 217) and track attempts (p. 219).

Track (Computer)

Track programs systematically analyze a user's connection and follow the trail of packets back to the originating node. Track is commonly used as an intrusion countermeasure with the intent of identifying/locating a hacker or launching a counterattack. Track is used for the Track action (p. 219).

LOADING AND USING PROGRAMS

In order to activate a program, the user must first have the program available (either on his commlink or on one of his networked devices). The program must then be loaded into the persona's memory and run, which takes a Complex Action. Running too many programs at once may affect Response (see p. 212).

AGENTS

Agents are semi-autonomous programs capable of using other programs. Regular Matrix users employ agents as assistants or search-bots, while hackers also use them as hacking aides, decoys, watchdogs, or even weapons platforms. Agents exist independently of the user in the Matrix, and are the equivalent of Matrix drones. They are capable of piloting themselves to a degree and can comprehend complex orders.

Agents have a Pilot attribute just like drones (see *Pilot Programs,* p. 213) that determines just how "smart" the agent is. Pilot acts as the agent's brain, interpreting orders.

Agents have their own built-in Firewall attribute, equal to their Pilot rating. Agents use the Response attribute of whatever node they are run on; this means that the attributes of an agent operating independently may vary as it moves from node to node.

Using Agents

Agents can be loaded into your persona like other programs (taking a Complex Action), allowing the agent to accompany you to any nodes you access. Agents can also access other nodes independently if instructed to and if they either have the passcodes or are carrying an Exploit program and can hack their own way in (as independent icons). Agents loaded into your persona have the same datatrail, so Track programs that go after an agent will trace back to your own point of origin.