

If the attacker scores more hits, the attack succeeds—note the net hits. Otherwise the attack fails.

Matrix Full Defense

You can spend a Complex Action during cybercombat to go on “full defense,” same as with regular combat (see *Full Defense*, p. 151). When defending with Matrix Full Defense, add your Hacking skill to the defense roll. IC, agents, and sprites add their rating when they go on full defense.

MATRIX DAMAGE

The Matrix damage inflicted by a program is equal to its rating in boxes. So an Attack 4 program has a base Damage Value of 4. Net hits scored on the attack test are added to the DV.

Note that Attack programs just inflict Matrix damage to the target icon. Black IC programs attack users through their simsense link, however, so they inflict damage directly to the user's Stun or Physical Condition Monitor. Black IC programs also have other effects, noted under *Black IC Attacks*, below.

Damage Resistance

Matrix damage to an icon from an Attack program is resisted with a System + Armor program Test. Damage from a Black IC attack is resisted with Willpower + Biofeedback Filter. Deduct each hit scored on this test from the modified Damage Value; any DV left over is applied to the target's Matrix Condition Monitor.

MATRIX CONDITION MONITOR

The Matrix Condition Monitor measures the amount of Matrix damage an icon can take. This Condition Monitor has a number of boxes equal to $8 + (\text{System} \div 2, \text{rounded up})$. Note that technomancers do not have a Matrix Condition Monitor (see p. 233).

When all the boxes on the Matrix Condition Monitor fill up, an icon crashes. If your persona icon crashes, you are immediately disconnected from the Matrix. If you were operating with a VR interface, you suffer dumpshock when this happens.

Dumpshock

Anyone who is dumped from the VR Matrix suffers a nasty system shock. The base Damage Value for dumpshock is 5S for cold sim users, 5P for hot sim users. Resist dumpshock damage with Willpower + Biofeedback filter rating.

If you are dumpshocked, you will also suffer disorientation in addition to the damage. For $(10 - \text{Willpower})$ minutes you will suffer a -2 dice pool modifier on all actions.

BLACK IC ATTACKS

Black Hammer and Blackout are programmed to create dangerous biofeedback at BTL overdose intensity to VR users. In order to maximize the effect, they also subvert the sim interface and jam the connection open, making it impossible for the user to log off and difficult to jack out.

Once Black IC is used to make a successful attack on the target (even if the hit does no damage), his connection is jammed open and he cannot log off that node until the

EXAMPLE CYBERCOMBAT

Marauder has been cornered by an IC program. He attacks first, using his Cybercombat 4 + Attack program 4 (8 dice), getting 3 hits. The IC rolls its Response 5 + Firewall 4, but gets only 1 hit. With 2 nets hit, Marauder is inflicting 6 DV ($4 + 2$) on the IC. The IC makes a resistance test rolling only its Rating 4 (it's not carrying an Armor program). It gets 1 hit, enough to reduce the damage to 5 boxes. The IC has 10 boxes on its Matrix Condition Monitor, so it's halfway to being finished, and now suffers from a -1 Wound modifier.

Now the IC gets to strike back. It tries to smack Marauder with a Blackout program, rolling Rating 4 + Blackout 4 (7 dice with the wound). The IC gets lucky this time, scoring 4 hits. Rolling his Response 5 + Firewall 3 (8 dice), Marauder only gets 3 hits, so the Black IC gets through.

Marauder is facing 5S DV from the Blackout, resisted with his Willpower 3 alone (he's not running with a Biofeedback Filter program). He rolls 1 hit, reducing his damage to 4 Stun boxes. The Black IC also jams open his connection, preventing Marauder from logging off.

On his next action, Marauder decides to try jacking out. An Opposed Test is made between the IC's Blackout 4 + Response 3 and Marauder's Willpower 3. Not surprisingly, the IC wins, preventing Marauder from pulling the plug. If he doesn't beat the IC in direct combat, he's toast.

Urgent Message...

THE WIRELESS WORLD.....

Black IC is crashed. Any attempt by the user to jack out takes a Complex Action. In addition, the user must engage the program in an Opposed (Willpower + Biofeedback Filter) vs. (Black IC rating + Response) Test. If the Black IC scores more hits, it prevents the user from jacking out. Users who jack out immediately suffer dumpshock.

If Black IC fills the character's Condition Monitor and knocks him unconscious, it keeps the connection open. At this point, the system security may leisurely trace the user's connection. It is common practice to delete any data the hacker may have stolen off his commlink, or send a security hacker to search the victim's node for evidence.

Damage from Blackout will not overflow into the Physical Condition Monitor; it stops inflicting damage after rendering the target unconscious. Black Hammer overflows the Condition Monitor just like other damage (see p. 244). Overflow Physical damage represents increased levels of brain damage. At the gamemaster's discretion, if the user survives the experience, he may suffer aftereffects such as neurological damage that produc-