

Launch IC Program

Once an alert is triggered, the node will typically launch IC programs to attack or interfere with the intruder. The game-master determines which programs the node has on hand, and in what order it uses them. Secure corporate systems will have an entire library of IC to throw at hackers, whereas some goon's cyberarm is only likely to have a single defensive program (if any). See *Intrusion Countermeasures*, p. 228).

If the intruder has been traced, the node may even send IC to launch its own hacking attempts on the intruder's system.

Terminate Connection

Once an intruder is identified, a node may attempt to sever the hacker's connection by shutting down the port through which he is accessing. On some isolated high-security nodes or hand-held devices that do not often rely on remote access, *all* outside connections may be severed.

In order to sever a connection, the node immediately makes an Opposed Firewall + System Test against the hacker's Exploit program + Hacking skill. If the hacker used a passcode and legitimate account to log on, rather than hacking his way in with an exploit program, then the Exploit program does not apply to the test. If the node achieves more hits, it disconnects the hacker. The hacker can attempt to log back on, but the node will be on alert (and may have closed down all outside connections).

System Reset

As a last resort, many nodes will simply reset themselves or shut down in order to purge an intruder before he wreaks too much havoc. Shutting down and rebooting takes an Extended System + Response Test (10, 1 Combat Turn).

Anyone accessing the node when it shuts down is logged off; all active programs are saved and shut down.

USING HACKING SKILL

Aside from directly breaking into systems, there are many other potential uses for Hacking skill. When you are directly interacting with a device, make Hacking Tests using Hacking skill + Logic. If you are utilizing a hacking program, makes tests using Hacking skill + program rating.

Following are a few specific Matrix actions that call for Hacking skill.

Crash Program/OS

You can attack active programs that don't fight back in cybercombat (like IC or sprites do) with a Crash action. Want to disable a combat drone's targeting program? Crash its Gunnery autosoftware. Want to force a node to shut down? Crash its OS.

To crash a particular program or device OS, make a Hacking + Attack (Firewall + System, 1 Combat Turn)



RANDOM ALERT RESPONSE

1D6 Roll	Response
1	Launch Track IC
2	Launch Attack IC
3	Launch Blackout or Black Hammer IC
4	Scramble Security Hacker
5	Terminate Connection
6	System Reset/Shutdown



NETWORK SECURITY

Though wireless networks are easier, they are also a security vulnerability. While it's true that most megacorps prefer to avoid cable spaghetti, they do use "cold storage" wired systems in order to isolate them from outside wireless networks and intrusion. In order to access such networks, a hacker needs to gain access to a physical jackpoint or terminal. Likewise, some megacorps employ wireless networks but contain them within wi-fi-inhibiting wallpaper and paint (see p. 256)—specially designed to prevent wireless radio signals from passing through—and so a hacker needs to get inside the walls to wirelessly access the network.

Not all networks are configured as mesh networks—many corporate systems, in fact, retain a traditional tiered network structure. In a tiered structure, some systems can only be accessed through another system first, with the most secure systems hiding behind several layers of security. These networks employ a wide variety of tricks to limit access, including high-security traffic chokepoints or vanishing, teleporting, secret trap-door, or one-way access nodes. Some of these systems and networks are only accessible from private grids or are entirely isolated from the Matrix.

Urgent Message...



Extended Test. When you reach the threshold, the target program crashes. Attempting to crash a node's OS will automatically trigger an alert.

Some programs that crash may automatically restart. If an OS crashes, the entire device shuts down and undergoes a reboot. Any users accessing the device are logged off and all active programs shut down. Rebooting takes a number of full Combat Turns equal to the System rating.

Personas, IC, agents, and sprites may not be crashed—they must be defeated in cybercombat.

Some IC programs will attempt to crash a hacker's programs rather than engaging in cybercombat.

Disarm Data Bomb

In order to disarm a Data Bomb program (see p. 226) you must first have detected the bomb (see *Matrix Perception*, p. 217). Once detected, the Data Bomb can be defused.

Defusing is an Opposed Test pitting Hacking + Defuse vs. the Data Bomb Rating x 2. If you succeed, the Data Bomb is defused and the file or device may be ac-