



## CYBERCOMBAT

Whether you run afoul of Matrix gangers or trigger an intruder alert and sic IC or a security hacker on your tail, cybercombat will inevitably ensue. Cybercombat can take place separately from, or concurrent, with actions in the real world.

Cybercombat follows the same procedure as other combat. Cybercombat occurs in real time, so it follows the same three-second Combat Turn.

## MATRIX INITIATIVE

If cybercombat is occurring at the same time as RL combat, Matrix combat Initiative and actions should be integrated with the RL action. Nothing thrills a hacker like cracking open a secure network while his shadowrunner comrades blast away at security guards all around him.

### Augmented Initiative

If you're using augmented reality, you're acting at regular meat-body speeds—use your physical Reaction and Initiative as normal (see *Initiative*, p. 132). You can choose between interacting with the physical world or the augmented world (the Matrix) with each action.

### Virtual Initiative

If you're operating in cold sim virtual reality, your Matrix Initiative equals your commlink's Response + your own Intuition attribute. You also get an extra Initiative Pass (two total).

If you're running with hot sim in virtual reality mode, your Matrix Initiative equals your commlink's Response + your own Intuition attribute + 1. You get two extra Initiative Passes (three total).

Though Matrix Initiative is concurrent with physical Initiative, any actions you take using your Matrix Initiative can only affect other things in the Matrix, unless you're rigging (see *Rigging and Drones*, p. 238) and interacting with the physical world through a device. If you want to interact with the physical world rather than the VR Matrix, you need to either go offline or concentrate on your meat body and spend a turn using physical Initiative (with a hefty  $-4$  dice pool modifier because you're still bombarded with VR signals).

### Agent, IC, and Sprite Initiative

Agents, IC, and sprites have an Initiative equal to Pilot + Response. Because they act at digital speeds, they receive two extra Initiative Passes (three total).

## MATRIX ATTACKS

Icons assault each other in cybercombat by spending an Attack Complex Action to target another icon with a hostile program, such as Attack, Black Hammer, or Blackout.

To attack another icon, make an Opposed Test. Hackers attack using Cybercombat skill + attack program rating. Agents, IC, and sprites attack using their rating + attack program rating.

The defending icon rolls Response + Firewall.