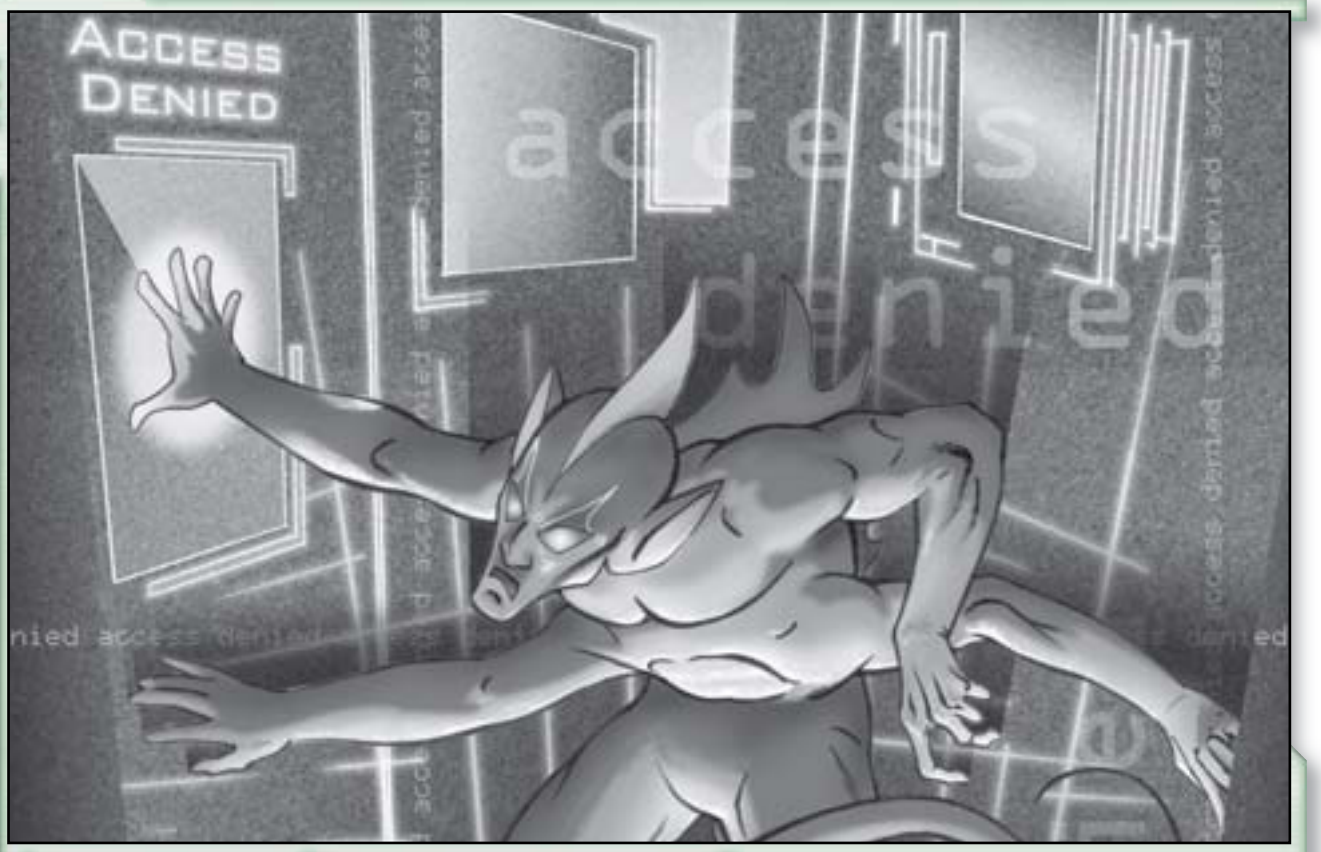

on its detection test), or you may automatically trigger an alert when you break in.

HACKED!—ONCE INSIDE

A hacker who has successfully broken into a node undetected can go about his business like any user with the appropriate account privileges (p. 215). This does not mean, however, that you have free rein to run amok—you must be on guard against security hackers, patrolling IC, glitches, and other defenses:

Security Hackers: High-security systems will employ security hackers to monitor their networks and nodes and watch for signs of intrusion. The gamemaster decides if a node deserves this kind of overwatch, as well as their numbers, abilities, and alertness.

Patrolling IC: Highly secure systems might employ IC (p. 228) to wander a node, scan users, and otherwise guard against interlopers. IC may be loaded with an Analyze or Track program and instructed to randomly check users to ensure they are legitimate. Patrolling IC that discovers a hacker will put the system on alert and may attack if carrying any offensive programs.

Glitches: At the gamemaster's call, a hacker who rolls a glitch while intruding on a node has inadvertently given away his presence to the system's firewall. The node may send IC or a sec hacker to investigate, or may immediately go on alert and call out the cyberdogs.

Other Defenses: Nodes are typically equipped with other internal defenses to guard against unwanted snoopers. These include, but are not limited to: encrypted files (p. 226), secret nodes, data bombs (p. 226), red herring files, and anything else the gamemaster devises. In some cases, IC programs may be encrypted with sensitive files, so that when the files are decrypted, the IC will verify the user's identity and attack or destroy the file if they are not authorized.

INTRUDER ALERTS

If a node is aware that it has been hacked, it will immediately go on alert and initiate various countermeasures. These include launching IC, terminating connections, and—as an extreme measure—initiating a shutdown and rebooting.

For gamemasters who want to randomly determine what a system's alert response is, refer to the Random Alert Response table, p. 223.

Active Alert

A node on alert status has verified an intrusion or other unauthorized activity. Most nodes are programmed to automatically alert security personnel or the owner/user of the device when an alert is triggered. If the node contains security hackers (or if there are any on call), they will be alerted and will come looking for the interloper.

A node on alert receives a Firewall bonus of +4 against the intruder that triggered the alert. This applies to all tests made by or against the node's Firewall.