

Illegal Actions

MATRIX GM 1.1
General

Illegal Action	Effects
Succeed an Attack	Alert the owner of the icon.
Fail an Attack	Net Defense Hits return as Matrix Damage (can't resist). Do not alert the owner.
Succeed a Sleaze Action	Do not alert the owner of the icon.
Fail a Sleaze	Place a mark on the hacker, informs its owner and a host launches IC.
Attack or Sleaze Action	Raise OS by the number of hits the target gets on its defense test.
Every 15 minutes after the first hack	Secretly raise OS by 2d6.
Convergence (40 OS)	Hit for 12 DV Matrix damage (can resist), force persona to reboot (cause dump shock in VR). Report your physical location to the host you are in and to the grid owner.
Host Convergence (40 OS)	Hit for 12 DV Matrix damage (can resist), Report your physical location to the host you are in and to the grid owner. The host get 3 marks on the hacker and deploy IC.
Host Intrusion Countermeasures (IC)	Initiative 4D6. Share marks between other IC and Host. Can be launch one per Turn. Host can have 1 different IC per Host Rating. IC rolls the Host rating x 2 for any attacks (complex action), limited by the Host's Attack rating. Failed attack causes damage to IC.

Spam and Static Zones

Spam Zone	Static Zone	Noise Level
City downtown	Abandoned building	1
Sprawl downtown	Abandoned neighbourhood, barrens	2
Major event or advertising blitz	Rural area, abandoned underground area, heavy rain or snow.	3
Commercial area in a city	Wilderness, severe storm	4
Commercial area in a sprawl	Remote place with satellite access only	5
Massive gathering or during widespread emergency	Remote, enclosed place (case, desert ruin)	6

Noise and Matrix Use

Physical Distance to Target	Noise Level
Directly connected (any distance)	0
Up to 100 meters	0
101-1000 meters (1 km)	1
1001-10000 meters (10 km)	3
10001-100000 meters (100 km)	5
Greater than 100 km	8

Noise and Matrix (cont.)

Situation	Noise Level
Dense foliage	1 per 5 meters
Faraday cage	No signal, action blocked
Fresh water	1 per 10 cm
Jamming	1 per hit on Jam Signals actions
Metal-laced earth or wall	1 per 5 meters
Salt water	1 per centimeter
Spam zone or static zone	Rating
Wireless negation (wallpaper or paint)	Rating

Host Rating

Hosts	Rating
Personal sites, pirate archives, public education	1-2
Low-end commercial, private business, public libraries, small policlubs	3-4
Social media, small colleges and universities, local police, International policlubs	5-6
Matrix games, local corporate hosts, large universities, low-level government	7-8
Affluent groups, regional corporate hosts, major government, secure sites	9-10
Megacorporate headquarters, military command, clandestine head office	11-12

Attributes equal to Host Rating, Host Rating +1, Host Rating +2 and Host Rating +3.

Patrol IC

Combat Turns Until Next Matrix Perception Test	Host Rating
Every Combat turn	1-2
1D6 Combat Turns	3-4
1D6 + 2 Combat Turns	5-6
2D6 Combat Turns	7-8
2D6 + 3 Combat Turns	9-10
3D6 Combat Turns	11-12

Intrusion Countermeasures (IC)

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Hosts

Intrusion Countermeasures	Attack	Damage
Acid	Host Rating x 2 [Attack] vs WIL + Firewall	When gets 1 or more net hits, it reduces Firewall by 1 (until reboot). If Firewall is reduced to 0, it causes 1 DV Matrix damage per hit.
Binder	Host Rating x 2 [Attack] vs WIL + Data Proc.	When gets 1 or more net hits, it reduces Data Proc. by 1 (until reboot). If Data Proc. is reduced to 0, it causes 1 DV Matrix damage per hit.
Black IC	Host Rating x 2 [Attack] vs INT + Firewall	Link-lock. Causes (Attack) DV Matrix damage (+1 DV per net hit and +2 DV per mark). Equal amount of biofeedback damage.
Blaster (Grey IC)	Host Rating x 2 [Attack] vs LOG + Firewall	Link-lock. Causes (Attack) DV Matrix damage (+1 DV per net hit and +2 DV per mark). Equal amount of biofeedback damage (Stun).
Bloodhound	Host Rating x 2 [Attack] vs WIL + Sleaze	Hybrid of Patrol IC and Track IC.
Catapult	Host Rating x 2 [Attack] vs INT + Firewall or LOG + Firewall	Hybrid of Acid IC and Blaster IC. Do not link-lock.
Crash	Host Rating x 2 [Attack] vs INT + Firewall	If Crash IC has a mark and hits, one random programs crashes (until reboot).
Jammer	Host Rating x 2 [Attack] vs WIL + Firewall	When gets 1 or more net hits, it reduces Attack by 1 (until reboot). If Attack is reduced to 0, it causes 1 DV Matrix damage per hit.
Killer	Host Rating x 2 [Attack] vs INT + Firewall	Causes (Attack) DV Matrix damage (+1 DV per net hit and +2 DV per mark).
Marker	Host Rating x 2 [Attack] vs WIL + Sleaze	When gets 1 or more net hits, it reduces Sleaze by 1 (until reboot). If Sleaze is reduced to 0, it causes 1 DV Matrix damage per hit.
Patrol		Use Matrix Perception Action.
Probe	Host Rating x 2 [Attack] vs INT + Firewall	Add Mark on hit.
Scramble	Host Rating x 2 [Attack] vs WIL + Firewall	If Scramble IC has 3 marks and hits, its force reboot (and dumpshock).
Shocker	Host Rating x 2 [Attack] vs INT + Firewall	When gets 1 or more net hits, it reduces Initiative by 5 (until reboot).
Sparky (Psycho Killer)	Host Rating x 2 [Attack] vs INT + Firewall	Causes (Attack) DV Matrix damage (+1 DV per net hit and +2 DV per mark) with biofeedback damage.
Tar Baby	Host Rating x 2 [Attack] vs LOG + Firewall	Link-lock. Add a mark if already Link-locked.
Track	Host Rating x 2 [Attack] vs WIL + Sleaze	If Track IC has 2 marks and hits, the host discover the hacker's location and report it.

Matrix Condition Monitor equal $8 + (\text{Host Rating} / 2)$.

Hosts

Hosts	R	A	S	D	F	IC Order	Mode	Spiders
Peach Champagne Club Bunraku Parlour Metropole (Sao Paulo District), Amazonia	5	6	5	7	8	[Patrol IC], Probe, Black IC, Sparky, Killer, and Track	Reboot IC	1 x Standard spider, 1 x Troubleshooter (after 2D6 Combat Turns)
Société Suisse Technique	5	6	8	7	5	[Patrol IC], Probe, Marker, Binder, Crash, and Jammer	Reboot IC	None
Knight Errant Seattle East Precinct Host	6	6	7	8	9	[Patrol IC], Probe, Track, Tar Baby, Marker, Shocker, Crash, and Killer	Continue	2 x Junors, 1 x Standard Spider (after 1D6 / 2 Combat Turns), KE Squad Car 1D6 minutes after tracked location.
Louis Vuitton Store, Manhattan	6	6	7	8	9	[Patrol IC], Probe, Scramble, Track, Jammer, Marker, and Crash	Reboot IC	1 x Standard Spider (after 3 + 1D6 Combat Turns).
The Seattle Metroplex Administration	7	8	7	10	9	[Patrol IC], Probe, Scramble, Acid, Binder, Jammer, Marker, and Track		1 x Junor
Trans-Oceanic Mining Host Administrative Host	7	7	8	9	10	[Patrol IC], Killer, Probe, Bloodhound, Marker, Blaster, Binder, and Black IC	Reboot IC	1 x Standard Spider, 2 x Standard Spider (after 3 Combat Turns), 3 x Troubleshooters (if critical), Knight Errant if tracked
ISCC Ain Beni Mathar Host	7	6	7	8	9	[Patrol IC], Probe, Killer, Track, Black IC, Crash, Marker, and Sparky	Reboot IC	1 x Standard Spider, 1 x Troubleshooter (after 1D6 Combat Turns)
Blohm & Voss GMBH Hamburg Shipyards	8	10	8	9	11	[Patrol IC], Probe, Scramble, Killer, Binder, Acid, Blaster, Marker, and Sparky	Continue	2 x Standard Spiders, 3 x Standard Spiders (after 3 + 1D6 Combat Turns)
Wuxing Worldwide Shipping, London Offices	8	8	9	11	10	[Patrol IC], Probe, Killer, Acid, Marker, Catapult, Track, Jammer, and Blaster	Reboot IC	1 x Troubleshooter (after 1D6 / 2 Combat Turns)
Trans-Oceanic Mining Host Operation Host	10	10	11	13	12	[Patrol IC], Killer, Marker, Scramble, Acid, Jammer, Blaster, Binder, Crash, Sparky, and Black IC	Continue	2 x Troubleshooters (after 4 Combat Turns or after Bricked IC)
Cross Biomed R&D Site, Metropole, Amazonia	10	12	11	10	13	[Patrol IC], Black IC, Probe, Sparky, Marker, Blaster, Killer, Acid, Track, Binder, and Crash	Reboot IC	2 x Standard Spiders, 2 x Troubleshooters (after 1D6 / 2 Combat Turns), Squad of Shadowrunners to location.

Guide to hacking the Matrix, hosts and devices

Warning

Actions using Attack or Sleaze as the limit raise the Overwatch Score!

Notice silent devices

1. Make an unopposed Perception Test of Computer + Intuition (1) to notice silent devices.
 - Computer + INT vs Device Rating + Sleaze (1) to spot the icon. More hit give more info about the device.

Brick a device or persona

1. Brick a device or persona with Data Spike ($DV = \text{Attack Rating} + \text{Net Hits} + (2 \times \text{Marks})$).

Hacking a Device

1. Place Marks on the device
 - Use Brute Force Attack.
 - Use Hack on the Fly.
2. Hack devices and icons.
 - Edit File to copy files or edit the feed of a camera or prevent a fence to register a hole. Watch out for a Data Bomb.
 - Use Control Device to execute Actions on a device or icon.

Hacking Host

1. Place Marks on the Host or place a Mark on a Slaved Device (that will automatically add a Mark on the Host). Noise and Grid Penalty apply but not penalty for distance.
 - Use Hack on the Fly or Brute Force (Noise and different grid penalty apply)
 - When physically connected use the Device Rating + Firewall (ignore Noise penalty) and not the host values.
2. Use the Enter Host action
 - GM rolls to determine how long before the Patrol IC will scan you. (Data Trail p. 86)
 - Matrix Perception Test equal to Host Rating x 2 vs Logic + Sleaze. If you are not silent you will automatically be detected.
 - If you are detected, succeed an Attack or fail a Sleaze the Host will set off an alarm and launch an other IC.
 - Roll for the initiative.
3. When inside a Host you are considered directly connected to all devices.
 - Roll against the devices and not the Host.
4. Make an unopposed Perception Test of Computer + Intuition (1) to notice silent devices.
 - Computer + INT vs Device Rating + Sleaze (1) to spot the icon. More hit give more info about the device.
5. Hack devices and icons.
 - Edit File to copy files or edit the feed of a camera or prevent a fence to register a hole. Watch out for a Data Bomb.
 - Use Control Device to execute Actions on a device or icon.

Devices

Devices can be:

Silent: Need a Matrix Perception check to see the icon.

Not Silent: Icon can be seen in the host and/or the Matrix (if wireless).

Wireless: Can be hacked from outside a host but noise apply. Can also be hacked directly.

Wired: Cannot be hacked from the Matrix. Can only be hacked from a host or directly

Linked to a host: Protected by the host stats. Not protected when the hacker is in the host.

Direct connection to the device: Use the device stats even if the device is connected a host.